
TWENTIETH ANNIVERSARY EDITION
CHANGELING
THE DREAMING™


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Credits

Writers: Christine Beard, Charlie Cantrell, Maggie Carroll, Jackie Cassada, Matthew Dawkins, Shoshana Kessock, Ian Lemke, Jonathan McFarland, Matthew McFarland, Morgan A. McLaughlin McFarland, Krister M. Michl, Nicky Rea, Holden Shearer, John Snead, Vera Vartanian, Amy Veeres, Pete Woodworth

Developers: Matthew McFarland

Editor: Dixie Cochran

Artists: Charlie Bates, Tony DiTerlizzi, Jason Felix, Richard Kane Ferguson, David Fooden, Rebecca Guay, Anthony Hightower, Mark Jackson, Leif Jones, Priscilla Kim, Clint Langley, Jeff Laubenstein, Brian Leblanc, Larry MacDougall, Shea Anton Pensa, Adam Rex, Bryan Syme, Drew Tucker, Kayla Underwood, Melissa Uran, Kieran Yanner

Art Director: Michael Chaney

Creative Director: Richard Thomas

Playtesters: Kristen Barrett, Fletcher Bennett, Anna Matsen Cantrell, Charlie Cantrell, Greg Curley, Katherine Dungan, Sarah Dungan, Sarah Dyer, Glen Gilmore, Jonas Håkansson, Matt Homentotsky, Amy Houser, Matt Karafa, Robert Karlgren, Scott Katinger, Michelle Lyons-McFarland, Matthew McFarland, Krister M. Michl, Luke Platfoot, Ricky Porcaro, Dan Schermond, Andreas Sjöberg, Dan Smith, Stained Glass Hearts, Meg Woodworth

Based on the original work of: Rob Barrett, Bill Bridges, Dierde Brooks, Phil Brucato, Brian Campbell, Jackie Cassada, Sam Chupp, Richard Dansky, Aaron Dembski-Bowden, Bryant Durrell, Beth Fischi, Roger Gaudreau, Carrie Harris, Jennifer Hartshorn, Rob Hatch, Keith Herber, Steve Herman, Stephen Herron, Christopher Hind, Carla Hollar, Christopher Howard, Mark Hunter, Steve Kenson, Ian Lemke, Jennifer Lindberg, Buck Marchington, R.S. Martin, Angel Leigh McCoy, Tadd McDivitt, Dee McKinney, Krister M. Michl, Neil Mick, Jim Moore, Kevin Andrew Murphy, Wayne Peacock, Nicky Rea, Mark Rein•Hagen, Michael Rollins, Matthew J. Rourke, Nancy Schultz-Yetter, Malcolm Sheppard, Ethan Skemp, Cynthia Summers, Joshua Gabriel Timbrook, Allen Tower, Pete Woodworth

Dedication

This book is dedicated to:

- All of the writers and artists that dreamed **Changeling** into life.
- All of the players and Storytellers that kept that dream going.
- All of the Banal people for reminding us why we dream.

And in particular:

This book is dedicated to Cyrile Monter, and to all the other Dreamers who aren't with us anymore.





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I ran into **Changeling** at the end of my teen years and, unexpectedly, I ended being the webmaster of the biggest web in Spanish devoted to it during an entire decade. I could write about that, but the only thing I can think about when I remember those days is how much I felt my childhood was stolen. And **Changeling** triggered something in me. And in my twenties I returned to all the fairytales I never read and all the stories that made me happy as a kid.

Now, in my early thirties, I write fairytales and work translating **World of Darkness** RPGs to Spanish. I never recovered my childhood, but I've made peace with that, in a way.

So thanks **Changeling** for keep the Dreaming alive inside me. Let's keep it that way 20 more years!

— Héctor Gómez Herrero a.k.a. Eliseo ap Liam
Former El Umbral de Arcadia webmaster
Madrid, Spain

Imagination is the source and foundation of all roleplaying games. **Changeling: The Dreaming** is a game about the power of imagination, dreams and fantasies — the force that makes us better than animals. Mundane life is full of routine, boring jobs, annoying problems and dirt, but **CtD** gives us salvation — a silver way to the world of unspoken beauty and frightening horrors, a realm of ivory towers and forgotten dreams. A child is hidden even in tired and old clerks, and this setting is dedicated to this immortal and almighty child — the part of us that is looking for adventure, that wants to believe in fairies, dragons and unicorns. **CtD** gives you the ability to enter the world of your favorite books, films and legends — and become part of it, because everything is possible in the Dreaming. But also it demonstrates the pain of being misunderstood by others. It is very hard to believe in yourself when your neighbours and friends don't believe in your true fae nature. So how far will you go in search of wonders?

— Serhii "Selerian" Poroshkin
Lviv, Ukraine

My first **WoD** game was **Hunter**, I never played Masquerade, but at that time, everyone was a vampire. I liked the setting, but always thought that there was something missing. Too dark, too moody. RPG gamers talked about **Changeling** as a game for "girls" and, as a woman in games, I wanted to see what the fuss was about. The first thing that struck me was that marvelous first ed. manual, ALL THOSE COLOURS! The illustrations, the storytelling, the world, the glamour, it was everything I was looking for in a game. Imagination was your limit; the mythos was your stepping stone. But playing it, was another revelation. I've been playing the same chronicle since 2008, with people from Spain even, and I think we will still be playing in 2020…

— Constanza Díaz Fyfe
Santiago, Chile

Sometime, I told someone "you should grow up" and he, very courteously, answered me "growing up is just for fruits". **Changeling** showed me that we musn't forget the naughty kids we are without stopping to be sensible grown ups (of course, the key word is sensible). Life is a wheel, full of ups and downs, but first and foremost letting that banality consume us depends entirely on that curiosity. Each race shows me something different: Trolls show me to keep my word above anything else; Pooka, show me to keep the inherent prank of a little kid. Boggans, to enjoy the small pleasures of life. Role playing games are not just games. If you're clever enough, and thanks to them, you may learn to live a better life. Each one teaches something. And **Changeling** takes care that you do not forget seeing life with innocence, sweetness and, of course, a little bit of magic.

— Laura Mejía "Bathory"
Medellín, Colombia

The streets of Rome were always strong in magic; I loved this city since I came here, years ago; I always also loved to tell stories (I'm an actor and director, and this's always been the best part about my job), and at the same time I loved "storytelling" with my friends, particularly in the **World of Darkness**; when I discovered the Dreaming, a place all devoted to storytelling, magic and the great majesty of imagination, it was so simple to fall in love with it. And so Rome, my city, so easily became the scenery of this magic, the perfect setting to make those stories "real": to create something that lived in our hearts and dreams. Forever.

— Federico Moschetti — Thybris, spirit of the River
Rome, Italy

Changeling to me has always been one of the darkest of games. It gives a happy image — "The World of Balloons" as it were. Underneath that fluffy image was something different. Think about the dreams you remember, the ones that don't dissipate in the morning light. The ones that stay with you. The frustration, fear, confusion and yes, horror. These dreams also make up the world you inhabit. Imagine a world where the ruling class are actually parasitic souls forced into human form. One where the trappings and structure of society both support and destroy it. A life that is full of contradictions, power plays and nightmares. It's about slowly losing the war for a part of yourself and there being *nothing you can do to stop it*. World of Balloons? Maybe. With half deflated, some completely missing and the rest you desperately protect, hoping they don't go pop.

— Kat McIvor

Birmingham, England

A rampant griffin once dared me to open a book of beauty.

It challenged me to find magic in the cracks of our everyday world, to have a sense of wonder in an age that enthrones conformity and cynicism. To make a stand, screaming at the autumn skies that our spark would not be surrendered to banality. It dared me to dream.

Changeling is about dear friends whose imagination gave color to the Feathered Serpent. It is the Artificer and the Lone Tree, the Childslayer and the Nameslave, the Chronicler and the Knight of Hope. Shards of a worldwide dreaming, shaped by storytellers and players alike.

Dreams will always be there when we close our eyes. Some must never end.

— Alfredo Garcia Padilla (Wally)

Teatro de la Mente N.L., Venue Storyteller

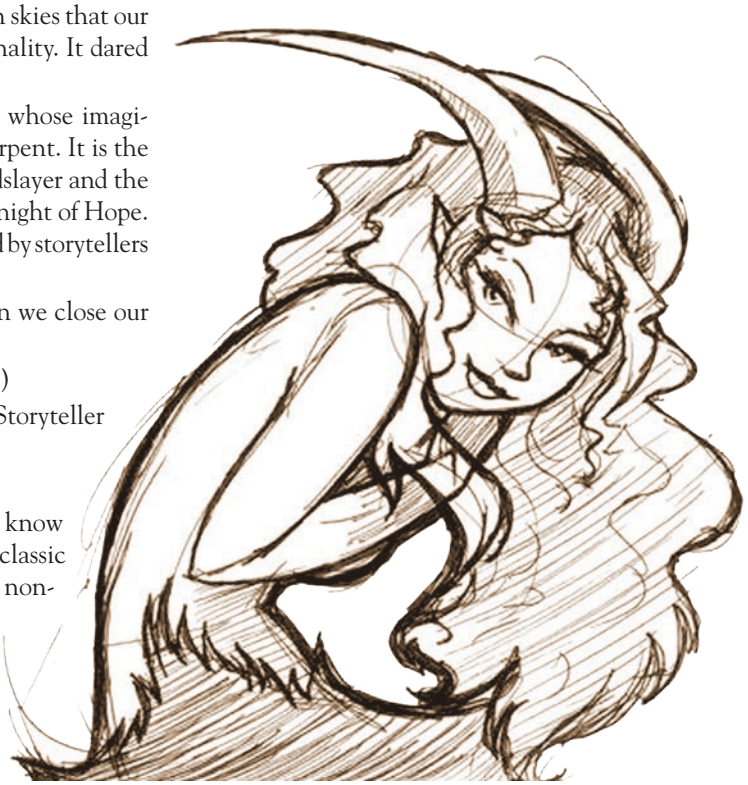
Monterrey, Mexico

It was on coincidence that I got to know **Changeling: The Dreaming**. For a classic World of Darkness crossover event, non-vampire PCs were needed and so I picked at random one book from all possible core rules. It was love at first sight: the mosaique-like cover. The promise of all those daydreams from when I was a child not necessarily being only dreams. Fairy tales that do contain a little piece of truth after all. It was like a reunion with a very old friend, almost forgotten and still able to touch my inner self. And then the multitude of possible moods in only one system: From "happily ever after" over intrigues at the court to a dark and hopeless Michael-Ende-like "our world is dying, for people stopped believing in wonders", you could find it in there. For me, **Changeling: The Dreaming** is one of the most versatile systems in the entire classic World of Darkness.

— Wolfgang Fronius

Giessen, Germany

It's one of those games that leave a mark in a very particular way. At first, you are not sure whether you should try it or not, but when you finally play it, it leaves a lasting flavour in your mouth called "Arcadia", which only leaves you longing for more. It's wonderful! It stimulates the convergence between the needs to explore and exploit the setting, and the search for new and diverse ways to imagine everything inside that flows amongst Seelie and Unseelie. What dazzles me the most from **Changeling** is the way it submerges you into a sideral journey of duality. We've been able



to even include our own Chullachaqui, Yacuruna in our stories. That's awesome!

Sophia Heredia "Lunus Flambeau"
Founding Member of WoD Peru
Lima, Peru

Changeling: the Dreaming is the best game I have never played.

It was one year past the end of the world, when a friend's successful Manipulation + Empathy roll (at a considerably high Difficulty) convinced me to read the Introductory Kit — astride my 'dark and mature roleplayer' high horse, I was certain something so light and colourful wasn't for me.

The next day, I bought the 2nd Edition corebook. Fifteen years later, I have every single original book and a House Ailil banner hanging in my bedroom. All because this game taught me the lesson that changed me forever as a gamer — "the greater the light, the deepest the shadows it casts". It's deceptive by how bright and happy and colourful it looks on the outside — but, inside, it hides the scariest monsters and the darkest stories.

Changeling is the best game I never played because whenever I introduce someone to it, they, like me, fall in love as they learn that same lesson — and, as the weirdo who owns all the books (and all the cantrip cards and a banner), I'm stuck running it.

Dammit.

— 'Bookmark' Ana Silva, aka Lady Anwyeth of House Fiona

Changeling: the Dreaming Storyteller @ Immortal Vigilance

Porto, Portugal

My first introduction to **Changeling** was at the end of the previous millennium, right when the prospect of a new era was imminent. **Changeling** is the combination of the exotic, fanciful fairy, undercut by the stark realization that they are doomed and trapped in a world that is increasingly alien to them. It is this otherworldliness that fascinates me. How can you play someone whose home is Arcadia, to whom the modern world is anathema? **Changeling** is ethereal, whimsical but also dark. The Fae — forever on the outside, scratching at the portals to Arcadia and Arcadia always remaining beyond reach, slipping away like Zeno's Paradox. It's a race most can't win, but still dream about. At best, **Changeling** is about potential, of striving for the unimaginable, of joyously slipping through the portal or building your own fairy land right here: in your mind, in your room, in your story. At worst, it's the sound of dreams drying in a hostile world.

— Thaleia Flessa
Glasgow, Scotland

After the grim, structured society of the Vampires, **Changeling** was my venture into the playground of mind and memory, where slides and treehouses were castles and sticks were swords and lances — except the castles now had lords, ladies and spymasters and the blades cut more deeply than mere flesh: they cut into your soul, your innocence and that shred of extraordinary belief in the impossible, desperately fighting against the casually horrid normality we learn to accept as adults. **Changeling** was and still is about the bullied child who learned to grow a thick skin and suddenly found itself clad in armor. It's about the frustrated teenager, desperately trying to fit into a world too big or too small and being able to go on the hero's journey. It is about learning your own story, and growing into an adult who will not forget it, who will reach through the Mists to those braving the same path and say: "Stay strong, for your story will never betray you".

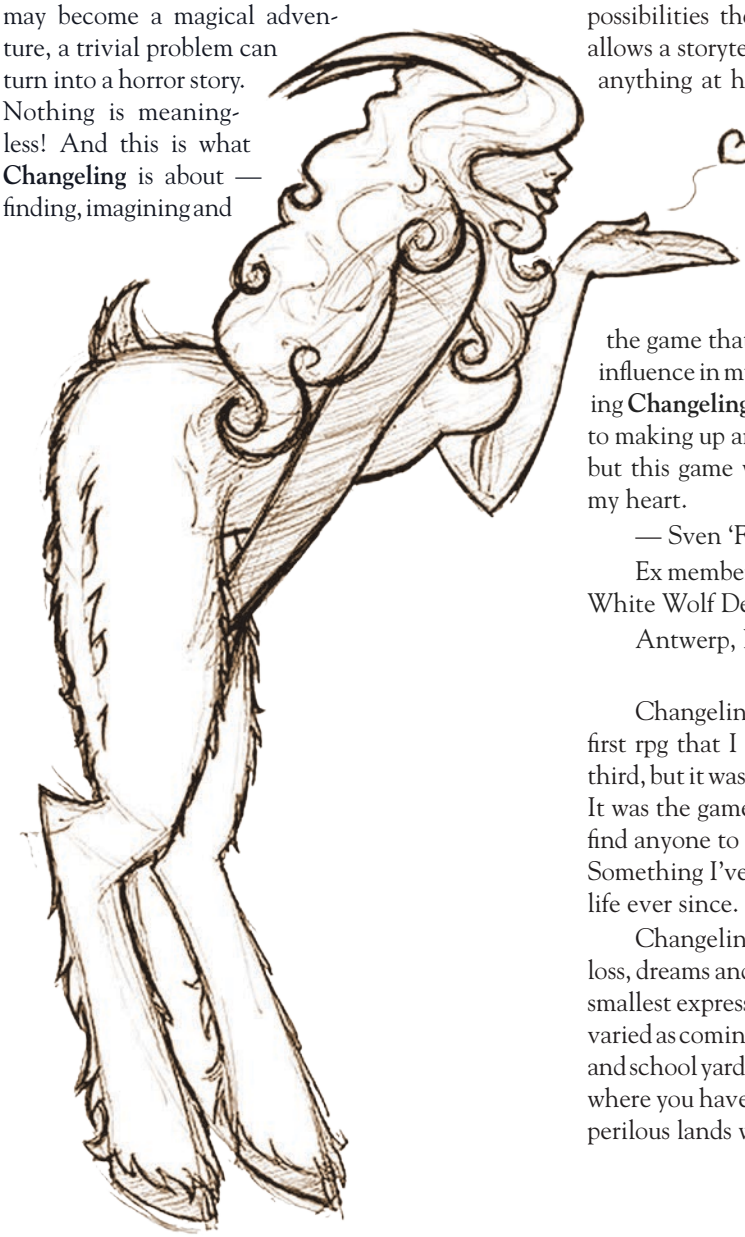
— Andreas Michaelides
Athens, Greece

We all most certainly have at least once in our lifetime thought that our lives already written. I've been interested in mythology and folklore since childhood. I remember the day mom bought me first two books of *Spiderwick Chronicles*; also my insistence on granny to make her tell stories about djinns was potent. I received a message from a stranger on Twitter three years ago, I had no idea about who he is. He said he saw my bio about faerie stuff and invited for his **Changeling** the Dreaming chronicle. It didn't take too long to realize he is my "Soul Brother" and game is just a summary of my life. Now we are working on a storyline/LARP project called "Gateway between Legends" based on mostly Istanbul and Anatolian folktales. Our concept maybe not so Celtic (except Galatia) but we are using Central Asian and Middle

Eastern cultural references from books. So we can build a bridge between dream lands...

— Salih Buğra Algan

Istanbul, Turkey



I've fallen in love with **Changeling: The Dreaming** from the moment I read about the setting on Wikipedia. For me, **Changeling** is much more than a game about folklore monsters or magical spirits — it is a game about stories and youth. Everything is part of some story when you are young: the simplest task may become a magical adventure, a trivial problem can turn into a horror story. Nothing is meaningless! And this is what **Changeling** is about — finding, imagining and telling wondrous stories hidden in the world all around us. And now, as I slowly turn from a wilder into a grump, I finally understand, how valuable, powerful and inspiring this ability is!

— Leonid Moyzhes

Moscow, Russia

I've been a **Changeling** storyteller from the first hour. Got the 1st edition the minute it hit the shelves and hosted the first gaming session a week later. Immediately I fell in love with the unlimited possibilities the game provided. What other game allows a storyteller the freedom of literally throwing anything at her players? I even hosted a **Changeling MET** game that over the years evolved into a genuine LARP. Our first gaming session was on October 31, 1998. We ended the saga in 2014, 16 years later…

When I look back at all the RPG-games I've played **Changeling** is the game that was, is, and always will be the major influence in my gaming. I've long since stopped hosting **Changeling: the Dreaming** stories and moved on to making up and writing my own games and stories, but this game will always occupy a special place in my heart.

— Sven 'Faemaster' Gerené

Ex member of The Fanged Fist (Official Belgium White Wolf Demo Team)

Antwerp, Belgium

Changeling made me a role player. It wasn't the first rpg that I played, it wasn't even the second or third, but it was the first to really get its hooks into me. It was the game I *had* to play and since I couldn't find anyone to run it for me, I had to become a GM. Something I've been doing almost every week of my life ever since.

Changeling is a beautiful game about hope and loss, dreams and despair, and about the wonder in the smallest expressions of imagination. Games can be as varied as coming-of-age tales with oppressive teachers and school yard bullies to sweeping fantasy adventures where you have tea with dragons and fly airships into perilous lands where rationality holds no sway.

The door to my freehold is always open. Let's tell more tales by the balefire together.

— Thaddeus "Gatharion" Papke (Columbus Ohio, USA)

Head Writer of the unofficial **Kithbook: Boggan**

That light flooding through stain glass was like water in the desert for me. Years of black and white sourcebooks of vampires looming in the shadows and those iconic images of Ron Spencer's Garou, and then here comes a goddamn dancing bear in a top hat in full color. I was in.

I had enjoyed previous World of Darkness games, but none lured me into the Storyteller seat until Changeling. It inspired me to run games, join the online fan community, build the website The Right To Dream, make my own shirts and costumes, and even adapt the world of Oz.

While I had enjoyed playing Vampire, Werewolf, Mage, and even Wraith, I felt like I truly belonged in Changeling. Gaming had always been about escapism for me, but in the other World of Darkness games, it felt like I was just escaping one bleak world into an even darker and bleaker one. The Dreaming could be grim, but it also held adventure, whimsy, creativity, and joy. The very act of playing staved off the banality of my own real world existence. It was like stepping into the Dreaming where anything was possible.

—Beau Brown

When I fell in love with the World of Darkness, it was the bleakness that pulled me in, first with Vampire and then Wraith. I was an angsty young adult with mental health problems, and the nihilistic gothic punk aesthetic spoke to me. For that reason, I underestimated Changeling for years and didn't get around to exploring it. It didn't really seem to fit with other World of Darkness lines because it was too colorful (literally and otherwise), too filled with dancing bears and the power of imagination. Once I finally read the corebook, I realized my mistake. This was not a light game, but a paean to the sorrows of growing up and the challenges of holding onto childlike wonder in the face of the world's uglier truths. For all of its fantastic elements, Changeling presented a central horror that was almost shockingly real.

Even though I never had the privilege of writing for Changeling, it shaped me as an author. I became more fascinated by long-term consequences, both in unintended outcomes and examining how time grinds down even the greatest legends from the snapshot immortalized in their stories. I also realized how important it was to capture the "Oh Wow!" factor that Changeling's rich imagery and setting evoked. Many years later (and perhaps a Banality point or two higher), I'm still playing with these issues as a writer, game developer, and storyteller.

— Michael A. Goodwin

Changeling had me from the first scene we played, when a pooka hid in my troll childling's hair. It brought something completely different to our gaming table—childlike wonder slowly eroded away, mixed with a soupcon of unseelie naughtiness, topped off with epic tales of heroism and love gone wrong. When the world was ending—literally—I begged to be a part of it. Writing for Changeling was one of my favorite projects I've ever done, and completely worth cutting off my hair to cast that cantrip and befuddle the project team into hiring me.

— Carrie Harris, co-author of **Changeling** section in **World of Darkness: Time of Judgment**

From the first moment I laid eyes the ad for Faerie I knew that this was the game I had been waiting for. Little did I know how much it would change my life. For almost five years I lived, ate, and breathed faeries. And I loved every minute of it! I met so many wonderful people, many of whom are still friends to this day. Changeling: The Dreaming, became a part of my life — a part of my soul.

I have been awed and humbled by stories from players whose lives were touched as well. Something about this game relates to players on a personal level unlike any other. Changeling may not have as wide a fan base of some other games, but its fans are enthusiastic and some of the most wonderfully creative people I have ever met.

In many ways, Changeling is a game about gamers. It's a wonderful allegory for those who have a spark of magic but don't know what to do with it or where they fit into the world. It's also about the fear of losing that creativity, of growing up and being forced to leave whimsy behind, and of loss. To you changelings out there, I believe in you

— Keep Dreaming and Never Grow Up!

Ian Lemke

Illustrations by Liana Lavoie.



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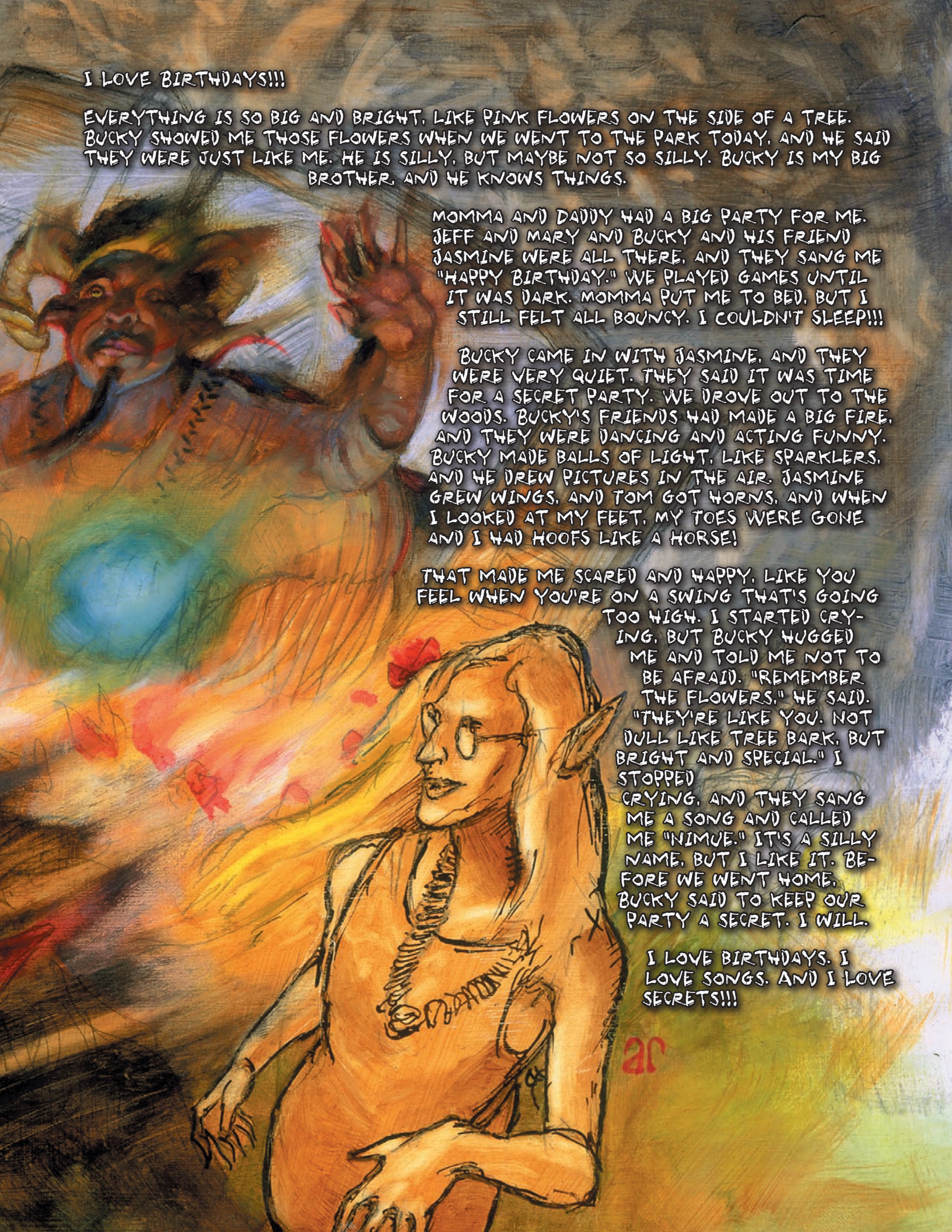
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BOOK ONE:
CHILDLING


I LOVE BIRTHDAYS!!!
EVERYTHING IS SO BIG AND BRIGHT, LIKE PINK FLOWERS ON THE SIDE OF A TREE. BUCKY SHOWED ME THOSE FLOWERS WHEN WE WENT TO THE PARK TODAY, AND HE SAID THEY WERE JUST LIKE ME. HE IS SILLY, BUT MAYBE NOT SO SILLY. BUCKY IS MY BIG BROTHER, AND HE KNOWS THINGS.
MOMMA AND DADDY HAD A BIG PARTY FOR ME. JEFF AND MARY AND BUCKY AND HIS FRIEND JASMINE WERE ALL THERE, AND THEY SANG ME "HAPPY BIRTHDAY." WE PLAYED GAMES UNTIL IT WAS DARK. MOMMA PUT ME TO BED, BUT I STILL FELT ALL BOUNCY. I COULDN'T SLEEP!!!
BUCKY CAME IN WITH JASMINE, AND THEY WERE VERY QUIET. THEY SAID IT WAS TIME FOR A SECRET PARTY. WE DROVE OUT TO THE WOODS. BUCKY'S FRIENDS HAD MADE A BIG FIRE, AND THEY WERE DANCING AND ACTING FUNNY. BUCKY MADE BALLS OF LIGHT, LIKE SPARKLERS, AND HE DREW PICTURES IN THE AIR. JASMINE GREW WINGS, AND TOM GOT HORNS, AND WHEN I LOOKED AT MY FEET, MY TOES WERE GONE AND I HAD HOOFS LIKE A HORSE!
THAT MADE ME SCARED AND HAPPY, LIKE YOU FEEL WHEN YOU'RE ON A SWING THAT'S GOING TOO HIGH. I STARTED CRYING, BUT BUCKY HUGGED ME AND TOLD ME NOT TO BE AFRAID. "REMEMBER THE FLOWERS," HE SAID. "THEY'RE LIKE YOU. NOT DULL LIKE TREE BARK, BUT BRIGHT AND SPECIAL." I STOPPED CRYING, AND THEY SANG ME A SONG AND CALLED ME "NIMUE." IT'S A SILLY NAME, BUT I LIKE IT. BEFORE WE WENT HOME, BUCKY SAID TO KEEP OUR PARTY A SECRET. I WILL.
I LOVE BIRTHDAYS. I LOVE SONGS. AND I LOVE SECRETS!!!
ar

Prelude: Both Sides of the Coin

A glass and steel tower reflected back the early morning sunlight glimmering out on the choppy waters of the bay. High on the 30th story, the lord of the tower stood with his hands clasped together at his back, posture stately and rigid. In the office behind him, vassals quietly filled the coffee carafe and laid out assorted fruit and pastries. The lord of the tower longed for *syrniki* with jam in lieu of the sticky danishes and too-soon stale doughnuts, but he kept these thoughts to himself in front of the staff. Wanting was a weakness in and of itself, and one did one's best to avoid weakness where others may observe it.

A few lesser lords and ladies came with paperwork, which the lord of the tower signed in a neat hand, lacking any flourish. Severance packages, cost breakdowns, and financial reports — dull, dull, and duller still. Dame Amici held out a beautifully-illuminated scroll ceding four blocks around Collington Square Park to Viscount Pomerain de Beaumayne. The lord of the tower wrinkled his nose in distaste as he scrawled his full name and title in the most ostentatious fashion he could manage.

"Oh, don't make such a face, Sevastyan," came his sister's voice behind him. She'd been the one who insisted on all the silk rugs. Baroness Zhanna Ved'ma of House Varich preferred to have her presence remain unannounced until she chose to reveal it.

"So kind of you to worry about my face, so that I may focus on more important matters, *Zhannochka*," said Baron Sevastyan.

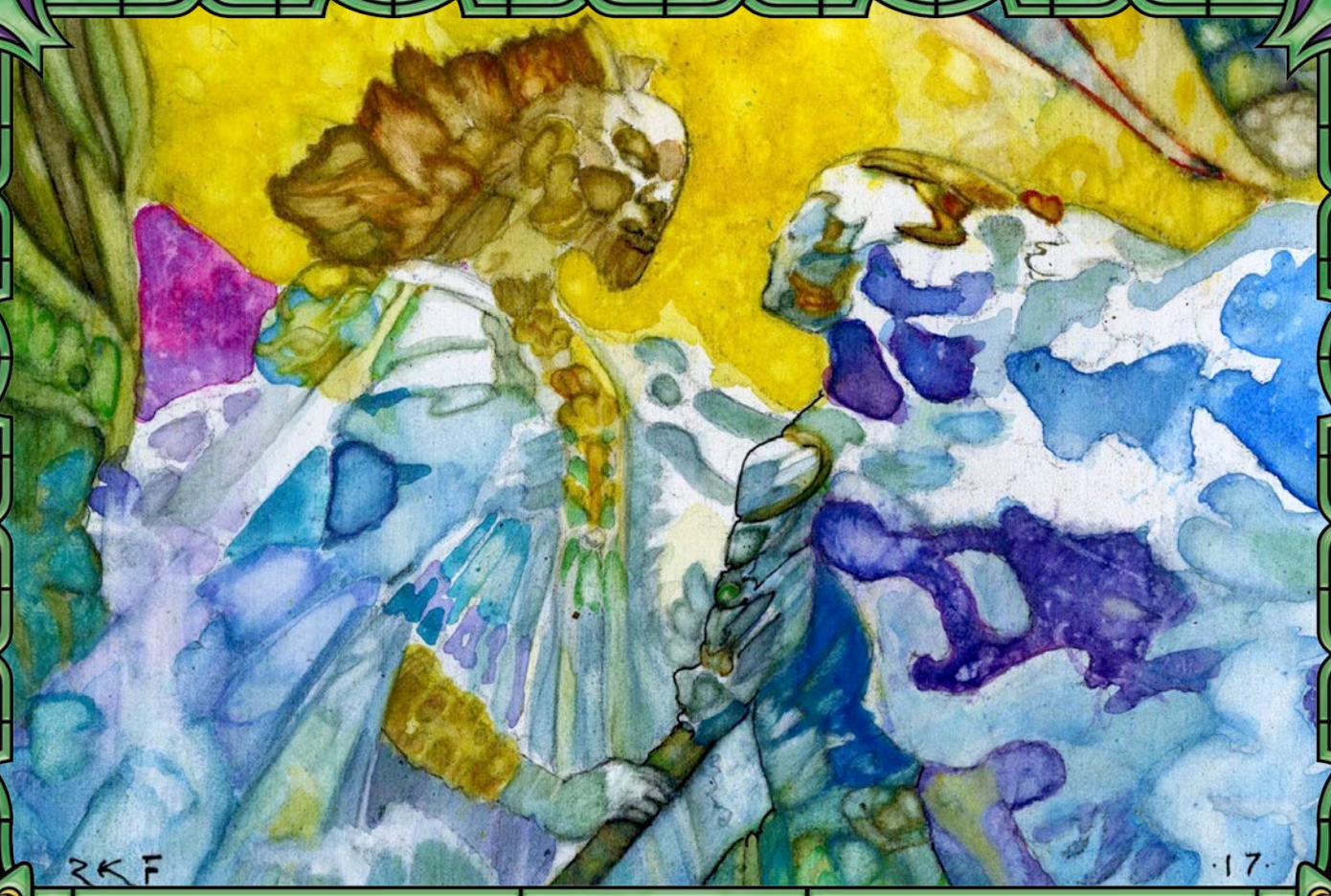
Baroness Zhanna *tsk*ed. "*Nevazhno*, brother. I can see your deeply important work takes precedence over a conversation with your only sister, whatever the topic."

Baron Sevastyan waved Dame Amici and her scroll away. He briefly pinched the bridge of his nose, cursing their mother for the inconvenience of burdening him with a younger sister.

"It is done now, *Zhannochka*," he said. "What do you need?"

"I thought you might wish to know that the security upgrades on the vault are complete, but if I am taking up too much of your time…"

Baron Sevastyan smiled at his sister, thin lips barely revealing his teeth. "My time is yours, sister." Without turning away from the window and its expanding sunlight, he clapped his hands once and said, "Leave."



The vassals, Dame Amici, and the other fawning lesser nobles fled the office, leaving Sevastyan alone with his sister. He reached for her with one outstretched arm, pulling her close enough to whisper in his ear if she chose. Zhanna pressed a light kiss high on Sevastyan's cheek. The imprint of her lips burned slightly, hinting at another night with the Daireann lordling. Sevastyan tightened the arm around his sister.

"Tell me," he commanded, his radiant splendor filling the space around him. Zhanna put her lips to his ear and told him.

On the righthand wall of Baron Sevastyan's office, a screw slowly twisted out of a vent cover and fell silently into the plush rug under the baron's desk. Neither Varich sibling noted its fall. Behind the vent cover, two small, black eyes twinkled with accomplishment.



Long after the custodial staff came through and the lights in the tower turned off for the night, the vent cover above the baron's desk popped out and fell onto the rug with a muffled *thunk*. After a few moments, a white mink leapt from the open vent and somersaulted through the air, transforming and landing lightly on two human feet. Tisket von Tasket stood and tugged at her 'Sarcasm Is Just Another Service I Offer' T-shirt until it felt like it fit properly again. She tucked the drawing of the building's vent schematics into a pocket of her yoga pants, swapping it for a small lockpick set. The comm in her ear crackled with static, then blared Gibraltar's panicked voice.

"Tisket, did you make it back in? Are you inside the baron's office?"

Tisket's pointed nose twitched in annoyance. "No. I fell into an oubliette. I'm still falling. I'm going to be falling forever."

"Can you repeat that?" Gibraltar asked. "Tisket, please report. Have you really fallen into an oubliette? If so, I really *need* to know details about this oubliette. Does anything stand out?"

"Falling forever through darkness and despair," Tisket said.

"She did not fall into an oubliette," Ranveig's voice cut in. "That would be improbable. This is more of Tisket's foolishness."

"This is the deepest oubliette I've ever fallen into," Tisket said. She went to the door of the baron's office, sat back on her heels, and started dismantling the mechanical lock components, so much nicer to play with than the electrical kind. Something stuck, so she yanked it hard, which made the lock emit a sad grinding noise, like longing or the beginning of winter.

"Ranveig, Maarika, do you have eyes on Tisket? Can you confirm the presence or absence of an oubliette?" Gibraltar asked.

"If I see a bottle that says 'drink me', I should drink it, right?" Tisket said, finally opening the door for Maarika and Ranveig. Maarika had her laptop bag slung over her shoulder, headset canted back and perched like a tiara on her shimmering black hair. Ranveig scowled and hefted her axe, resting the handle against one of her broad shoulders.



"Ranveig? Maarika? Tisket?" Gibraltar sounded even more panicked. "Dammit, this is why I hate being mission control. Nobody tells me what's happening! Will somebody give me a non pooka answer, please?"

"Time to cut the chatter on the line. Maarika, report," Dolaidh said, offering his first input.

"We're in, barely. Haven't had a chance to look for the vault yet. We ran into some trouble in the north stairwell, which slowed us down," Maarika said. "The last set of schematics I saw suggested the vault would be on the other side of the building, as far from Sevastyan's office as possible."

Tisket's nose twitched in annoyance again as she rolled her dark eyes. "Because it's not like *I* would know. I wasn't hiding in the vent all day or anything. Nooo, don't ask me, the one who doesn't know anything."

"Tisket von Tasket," Dolaidh said over the comms, with practiced patience in his voice, "would you kindly share the location of Baron Sevastyan's vault, so that our team can extract the item without coming to a conclusion involving violence or incarceration?"

"Technically, Ranveig has already engaged in violence," Maarika said.

"Excessive violence," Dolaidh clarified.

"Oh, yeah, avoiding violence, like *that's* a thing we do," Tisket muttered under her breath. She looked around the room, slowly scanning each surface. The Varich baroness had said something about that vault, but it had been so quiet, or Tisket remembered it quietly, at least. Something about the vault, something new, something hard to remember, something close.

"Gib, Dolaidh, we're going to head to the other side of the floor and start searching for the vault there," Maarika said.

"Ugh, *totally* the right thing to do," Tisket said, starting to anxious pace across the office. "It can't possibly be in this exact place it feels like it should be, but obviously isn't."

Ranveig grimaced, but rather than agree with Maarika, she slipped her axe back into the holster on her belt and began to scan the room. "My lady, Tisket may have a point. Something does seem off."



"Did I say that? I wouldn't say that," Tisket said. She put her hands on the wall across from the baron's desk, directly opposite the vent she entered through, and started running them along the textured paint, her shrewd face drawn in concentration. The wall began rippling under hands, then a glass and mahogany door appeared.

Tisket swung the door open, and the three of the peered inside. The room looked like an executive washroom, with marble floors and countertops, plush but not ostentatious. Maarika frowned and pushed at her headset with the heel of her palm.

"It's just a bathroom," she said in frustration. "My father has one just like it in his office."

"Lady Maarika, I don't believe your father's washroom has a conspicuous electrical closet, however," Ranveig said, pointing at another door, this one at the far end of the washroom. Even staring directly at it, Tisket still had a difficult time really *seeing* the door.

"Did you find the vault?" Gibraltar asked through their comms. "I hope so. The motion sensors we set up two floors down just tripped. I think you're about to have company."

"My lady, you and Tisket tend to the vault, and I will assess the situation and engage with any security," Ranveig said, already unholstering her axe and heaving it up with a powerful arm. Her long braid flapped against her back as she sprinted towards the baron's office door.

"Ranveig, keep us apprised of numbers. G, watch those motion sensors. If we get movement on another floor, you let me know," Dolaidh rattled off into their ears. "Maarika, Tisket, get into that vault. We're hitting the end of our time window here."

Maarika rested her hand on the second door. It immediately slid into the wall, revealing a matte silver wall behind it, boasting a large electrical panel with a keypad, what looked like a thumbprint scanner, and probably some kind of device to offer the blood of Sevastyan's enemies' firstborn children. As she ran her fingertips lovingly over the keypad, Maarika's face lit up, a faint silver light glittering around her, and Tisket staggered back involuntarily at the beauty of it. In the hallway outside the baron's office, Ranveig let out a war cry and the sounds of battle began echoing through the room.



While Tisket braced herself against the wall, Maarika pried off the faceplate of the control panel and quickly started stripping wires, clipping and taping them together in various combinations before plugging the fat bundle into her laptop. Out in the hallway, Ranveig's axe ricocheted off what sounded a suit of armor with a loud clang. Tisket heard the thump of many booted feet as Sevastyan's vassals flooded the hall to defend the tower from its intruders.

"I'm sure you're going as fast as you can," a recovered Tisket said to Maarika, who furiously typed white code onto a black screen. "No reason whatsoever to go faster, when you're obviously doing everything you can."

"This *is* faster. I keep telling you it doesn't look like it does on TV," Maarika said.

"I'm sure doing something with more colors won't help," Tisket said.

Maarika exhaled through her nose in a frustrated huff. "Aesthetics won't make it faster, Tisk."

"Yeah, right."

Out in the hall, Ranveig shouted, "By the honor of my lady Maarika, you shall not breach this threshold, you pusillanimous Varich lackeys!"

"Yay," Tisket said, deadpan. "She's breaking out the thesaurus. The fight must be going so well."

"Did Ranveig just say 'pusillanimous'?" Gibraltar asked over the comms.

"Yes, Gib," Maarika sighed, typing faster.

"It's never a good sign when she starts getting all erudite," Gibraltar says.

"We're at *10* minutes and counting, Maarika," Dolaidh said.

"I know, I know," Maarika said. "I'm going as fast as I — yes! I'm in!"

The vault door let out a hiss and then slid into the wall as billows of steam rolled from the newly opened space. Maarika and Tisket stood in front of the doorway, peering through the steam. They could see the tops of file cabinets.

A soft voice said, "Security breach. Please identify."

"Is that the security system?" Gibraltar asked. "I thought you just hacked that."

"I did. This is a... secondary security system, I assume," Maarika said.



As the last of the steam dissipated, Maarika and Tisket found themselves facing a huge golden cat with folded wings. It sat with its enormous front paws extended, one crossed over the other. The cat's body was topped by a woman's head with tawny skin, large golden eyes, and thick hair hanging in plaits on either side of its face.

"It's a sphinx," Maarika said.

"Well, hack it!" Gibraltar said. "We're running out of time."

"But it's a *sphinx*," Maarika said. "I can't hack a sphinx!"

"Initiating riddle sequence," the sphinx said, slowly blinking its eyes.

"Oh, this is fine, everything is just fine," Tisket said.

The sphinx unfolded its paws and spoke. "The more you take, the more you leave behind. What are they?"

"This is not my area of expertise," Maarika said. "Uh, breaths? No. Time?" More boots thudded down the hallway, and Maarika's beautiful face brightened. "Footsteps!"

"Security code one accepted," said the sphinx. "What disappears the moment you say its name?"

"Silence!" Maarika immediately answered.

The sphinx lifted one paw and flexed it to briefly display its claws. "A man jumps off a bridge. What color is the bridge?"





"What?" Maarika asked. "What kind of riddle is that?"

"Six minutes," Dolaidh said. Out in the hall, Ranveig let out a roar of pain and anger.

"Ranveig?" Maarika said, turning away from the sphinx and yanking her headset down, mic in front of her mouth.

"Incorrect code," said the sphinx. "A man jumps off a bridge. What color is the bridge?"

"Dolaidh! We don't have time for this," Maarika shouted into mic. "We need to help Ranveig and get out of here."

"No!" Dolaidh responded, sounding angry. "We don't leave until the job is done. That's the deal. That's the oath we all swore to each other!"

"Not at the cost of our lives," Maarika said.

"A man jumps off a bridge. What color is the bridge?" the sphinx repeated.

"The same color as it was before he jumped off!" Tisket snapped at the sphinx.

The sphinx smiled. "Final code accepted." With that, the golden chimera backed away from the vault entrance, curling up in a ball in the far corner, eyes closing.

Maarika and Tisket bolted into the vault, pulling open filing cabinets and upturning lockboxes in search of the right one. After a few moments, a small white case spilled out of a lockbox. Maarika picked it up and read the tidy handwritten label: 1652 Massachusetts Bay Colony Oak Tree Shilling.

"We've got it," Maarika said.

"Then get out of there," Dolaidh said. "Get Ranveig and go. We'll be out front, waiting."

Before Maarika and Tisket could leave the vault, the white case began vibrating. Maarika looked over at Tisket in alarm. Tisket plucked the case from Maarika's hand and opened it. Inside, instead of the shilling Dolaidh sent them in after, Tisket found a slim phone, buzzing and lighting up with a call. She put the phone to her ear.

"What?" Tisket said into the phone.

"*Zdravstvuyte*," said Baron Sevastyan's voice. "Put the phone to your other ear. I wish your employer to hear me."

"I'm on the no call list," Tisket said, transferring the phone to her other ear.



"Dolaidh, can you hear me?" Sevastyan asked.

"I can hear you," Dolaidh said.

"I'm trying to trace the call, Tisket, just keep him talking," Gibraltar muttered. "If I can just use Maarika's program to triangulate the signal…"

"Dolaidh said he's sorry, but doesn't speak dirtbag," Tisket said into the phone.

"Oh, clever, very clever," Sevastyan said. "You must be the pooka. Delightful. Now, Dolaidh, I need you to listen very carefully. Are you listening?"

Dolaidh sounded strained when he answered. "Tell him I'm listening."

"Keep him talking, Tisk. Just keep him talking," Gibraltar said. "I've almost got him."

"He says 'ew, whatever'," Tisket said.

Sevastyan laughed. It was unpleasant and made Tisket's skin crawl. "Dolaidh, Dolaidh, Dolaidh," he said, with a *tsking* sound after. "I knew you were coming *for* the coin. I've been watching your team since the Art Institute incident two years ago in San Francisco. I've watched all the surveillance videos. I even had the pleasure of watching that little antiquities job in Bangor live over the surveillance feed. Excellent work there."

Ranveig shouted again in the distance, immediately followed by a rapid sequence of clangs and crashes. Maarika still stood inside the vault, watching the phone in Tisket's hand with a growing look of horror. Tisket felt a weird frisson of energy, then the vault door began to snap closed. She corkscrewed her body out of the way, throwing herself away from the door and into the bathroom, dropping the phone onto the floor. As the phone hit marble, the speaker knocked on, and Sevastyan's voice filled the room.

"This was all by design, my greedy clurichaun *znakómyj*," the baron said. "I learned what you wanted, how you went after it, and I created this scenario just to get your motley here. Zhanna worked very hard on the vault. You should not have taken my 1800 Draped Bust Dollar, Dolaidh. I liked that coin. I won it at the Preakness several years ago. The bust on the obverse resembles my sister, as well, and I have a variable affection for my sister."

"Tell him we'll give the coin back," Gibraltar says into Tisket's ear, his words overrun by Dolaidh's immediate "Don't!"



"By now, Dame Amici and my vassals have deposited your troll in the elevator. You may have your pooka back, as well, but my sister and I believe we shall keep the Eiluned for our trouble. *Do svidaniya*."

Tisket and Gibraltar's simultaneous shouts *didn't* garner a response. The phone's screen was dark, the call ended. Tisket brought her foot down on it in frustration, stomping the phone over and over until the fine shards of glass looked like glitter on the cool marble floor.

"Tisk, get out of there," Gibraltar said. "Get to the elevator with Ranveig. I'll meet you in the lobby. We'll figure this out. Just move, Tisket. You've got to move."

"This is exactly what I wanted from my life!" Tisket said angrily. She wiped the tears from her eyes with the back of one hand, then transformed into an ermine, streaking through the felled bodies in the hallway to the elevator. She leapt up to smash the button with her front paws and then sprang inside the elevator as it opened, doing the same for the lobby button. Ranveig lay slumped against the elevator wall, bleeding and bruised. Tisket transformed back into her mortal seeming, pressing two fingers to Ranveig's neck to confirm she still had a pulse, all while Gibraltar continued his frantic instructions in Tisket's ear.

"What's your next great idea, Dolaidh?" Tisket demanded as the elevator quickly sank to the lobby. "I'm sure you have a brilliant plan to get Maarika out of this. You always have such brilliant plans."

"I'll figure it out, Tisket. I swear to you, I'll figure it out."

The elevator doors opened, Gibraltar already waiting to help Tisket drag Ranveig out of the elevator and towards the exit. Tisket looked at Gibraltar over Ranveig's drooping shoulders. She tightened her jaw and hoisted more of Ranveig's weight.

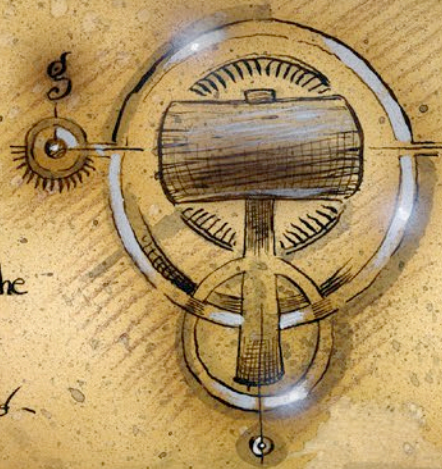
"I believe you, Dolaidh," Tisket said. "I have all the faith in you in the world."

fig 7: Boggans



Handicrafts are Boggans specialty; they are especially renowned for their carpentry, weaving and leatherwork.

These folk consider "hands on" work the only kind of honest labor, this ethic extends to their Musings & cantrips.



Rustic by nature, these changelings can be clannish and disdainful of outsiders.

Gossip is not a vice among them; it is an art form.

excerpts from:
"My time with Boggans"

Introduction

Now my charms are all o'erthrown
And what strength I have's mine own,
Which is most faint. Now 'tis true
I must be here confined by you
—William Shakespeare, *The Tempest*

Everyone dreams. Everyone looks at the world and thinks about how it could be better. Whether you've watched the news and wished crooked cops weren't so untouchable, or wished you were riding a griffin into battle to save your one true love instead of grinding out some mindless drudgery at work, everyone imagines a better world.

Changing the world starts with dreams, with imagining something better, something more. Imagining something that's not as miserable as what really exists, or imagining something amazing almost entirely divorced from reality gladdens the heart and makes the world a little bit better, even if only for a little while. The world tries to pound away at those dreams and replace them with boring, banal reality. Someone that dreams "too big," as if there was such a thing, hears that they need to focus on what's real, and not their fantasies. It's just as dangerous, though, to dream too little. The world isn't just a drab mire of darkness and misery, it has hope and love and all the other things that the best dreams are made of. It's just a matter of finding it.

That's **Changeling: The Dreaming**.

What This Book Is

Changeling: The Dreaming is about adventure, romanticism, discovery, dreams, and imagination. It is also about a cynical world that crushes down all good things for the sake of soulless, uniform banality. It's a game about those concepts colliding.

Right now, the smart money's on the second one. The trick about inspiration and banality is that either can take any shape, even the same shape for different people. One person looks at a subculture, a political movement, or some piece of pop culture, and feels drawn in and loved. Another person could look at this thing, and be completely turned off, drained from mere exposure to it. It's not just that she doesn't get it, it's that she gets it, and *hates it*. In the modern world,

it's all too easy to see more of this cynicism than wonder. No matter where someone draws their joyous inspiration, someone out in the world, some nameless voice in the ether, tells them how boring, insipid, and pedestrian it is. The world tears down dreams and seeks to make them mundane.

Changeling: The Dreaming is a roleplaying game, played using the book you're reading now, a bunch of 10-sided dice (which can be bought at game stores or through online retailers cheaply — it's best for each player to have a set of 10 or so, but you can get by with fewer), and some friends (collectively called the *troupe*). Together, using the rules and concepts in this book, you'll create characters for a **Changeling** *chronicle*, the overarching tale that the entire troupe experiences.

One player has a special role — she'll be the Storyteller. The Storyteller designs the chronicle, which the other players take part in and advance with the Storyteller's help, using their characters. The Storyteller describes scenes and plays important supporting characters, and the players describe how their characters react to these events. The Storyteller reacts to that, and so it goes.

All games have rules, and **Changeling** is no exception. The rules in this game help determine whether characters' actions succeed or fail, and give a Storyteller and her players a framework and system for their chronicles. When a particularly dramatic moment occurs in the story, or it just includes an exciting element of chance, the players and Storyteller roll dice using the rules in this book to determine the outcome.

Of course, maybe you knew all this already. The name of this game isn't just **Changeling: The Dreaming**, it's **Changeling: The Dreaming 20th Anniversary Edition**. This game is a love letter to everyone that's ever played **Changeling** in the last 20 years, and everyone who will play it going forward, as much a nostalgia piece as a new game. Before we dig too much deeper, it might be good to talk about where **Changeling**'s gone, so we know where it's going.

Dream Diary: History of the Game

In 1995, **Changeling: The Dreaming** was released. It stood as a hard counter to the grim, gothic settings of its predecessors **Vampire: The Masquerade**, **Werewolf: The Apocalypse**, **Mage: The Ascension**, and **Wraith: The Oblivion**, at least at first glance. **Changeling** was a modern fantasy game about the souls of fae in human bodies, trying to keep the world magical and full of dreams by going on adventures and exploring... because if they failed, the boring, plain reality of the World of Darkness would unmake them, and humanity might lose the ability to dream forever. The apparent conflict in tone and new concepts such as a CCG-styled card system for powers wasn't for everyone, and yet the game ultimately found enough fans to produce a second edition.

Changeling's second edition discarded some of its predecessor's odder rules and filled in holes in the setting and metaplot, bringing the game more in line with other World of Darkness games of the time. Unfortunately, despite the game's strong, dedicated fanbase, the line was first moved to a smaller publishing imprint in 1999, then canceled entirely in 2001. It got a spin-off in 2004 as **Dark Ages: Fae**, but only one book was released before the classic World of Darkness, and **Changeling** with it, ended in the **Time of Judgment** book.

The best dreams never die, though, so here we are again in 2017 with a new edition of **Changeling: The Dreaming**, taking the best from every era of **Changeling** and tuning it to fit the years of game design evolution it missed out on. While this game is partly a celebration of **Changeling**, and fanservice for all the dedicated players out there, this is also a new edition of the game, a jumping-on point for players that never got into **Changeling** the first time around. Whoever you are, wherever you come from, welcome. Let's tell a story.

Arcadia and the Dreaming

Have you ever had the feeling that your dreams were more than your brain clearing detritus at the end of a long day? The feeling that imagination was really tapping into something great and powerful? That somehow, clapping your hands really *did* bring back Tinker Bell? Then you've got an idea of the Dreaming: A world of hope, fear, fantasy, beauty, and terror where dreams are reality.

It's called the Dreaming because that's the closest a person can come to truly understanding it. It doesn't make sense, there's no internal logic, anything can change in a heartbeat, but when you're there it feels more real than anything you've ever experienced — just like dreams. The Dreaming is in a symbiotic relationship with what we'd consider the real world. Humanity's imagination gives power to the Dreaming, and in turn the Dreaming inspires humanity towards great things.

Deep within the Dreaming lies Arcadia, the home of the Fair Folk. The Kindly Ones. Faeries. These inhabitants of the Dreaming are living stories, creatures of narrative given agency and individuality, acting out great adventures in the Dreaming and Arcadia alike. Nobody actually knows what Arcadia is like, or at least nobody that can be asked, but it's thought of as an idyllic, perfect world, a paradise for the Fae. At some point in the last 600 years, the doors to Arcadia slammed shut. The Dreaming and mundane reality became more defined, separated but still coexisting. This was bad news for the Fae on Earth at the time, as they couldn't get back. They were cut off from their homeland, trapped on Earth — a world with dreams, certainly, but not a world *of* dreams. The Glamour that humans created wasn't enough to protect them from Banality, the cold, hard fact that sometimes in the World of Darkness, dreams aren't enough. Banality is poison to Fae, and as the world they were exiled to grew darker and more Banal, the Fae that had not found safety in Arcadia or lost themselves to the madness of the raw Dreaming were nearing extinction.

It was then that the Changeling Way was created.

Changelings

Humans are the creatures most responsible for the Glamour that once saturated the world. On the flip side, they can also be boring, cynical, empty founts of Banality. The human body proved to be the perfect shield against the world crushing down on the Fae. Through powerful magics, the surviving Faeries began incarnating in human bodies. A changeling created this way would live much of her life thinking herself an average human, albeit one with more capacity for dreaming and imagination than normal, until one day she undergoes the Chrysalis and awakens to her faerie nature. Rediscovering her lost soul and her lost heritage, she would seek out other changelings, and discover that the Dreaming wasn't completely gone from the world.

A changeling's true form (her *kith*), whether it be a lusty satyr or a hulking troll, is hidden from the eyes of the mundane. Only other entities of the Dreaming can see her for who she truly is. Gathering among a vaguely feudal society led by the warring noble houses, and divided into Seelie and Unseelie Courts, modern-day changelings struggle to juggle their human life and all the problems that come with their Fae existence. If she embraces her human side too closely, she risks losing herself to Banality, her soul withering and returning to a semblance of the mundane. If she dives too deeply into changeling matters, particularly exploring the parts of the Dreaming still available to her, Bedlam strikes. Her humanity erodes, and she loses touch with both realities, mundane and Dreaming. That's the life of a changeling summed up: It's a narrow road they walk, and far too easy to get lost.

How To Use This Book

Changeling: The Dreaming is a fairly exhaustive work; it covers not only the familiar Kithain that fans of the previous editions of the game know and love, but most of the "secondary" Dreaming-related beings and a whole lot of faerie magic to boot. As such, some guidance in getting around might be useful. This lists the entirety of the book, section by section. Being the huge tome this is, it's divided not just by chapters, but by books, grouping the chapters by what aspect of the game they cover.

Book One – Childling

• **Prelude: Both Sides of the Coin** is a short fiction piece to set the mood of the game.

• **Introduction:** You're reading this right now! This is where you'll learn about the basic concepts of the game, the setting, the characters, and even some media that make for good inspirational material for **Changeling**.

• **Chapter One: A World of Darkness:** The book proper begins with an overview of the World of Darkness, the setting of **Changeling: The Dreaming**, and the specifics that relate to the Fae and their history and society in this world.

• **Chapter Two: Kiths, Seemings, and Houses:** The most basic elements of a changeling can be found here: the story that gives them life, the kind of story they tell, and the noble house that lords over them (or the noble house that they lord over others, in the case of the sidhe).

• **Chapter Three: Character Creation & Traits:** The rules for creating a character, and the rules that relate directly to how she interacts with the world.

Book Two – Wilder

• **Chapter Four: Arts and Realms:** The first chapter of Book Two lays out the strange Faerie magic that changelings use, cantrips, the dangerous Unleashing techniques, and Nightmare dice.

• **Chapter Five: Rules:** The core mechanics of the Storyteller system are explained in this chapter: dice pools, difficulty ratings, extended actions, multiple actions, and all the other basic systems you need to know.

• **Chapter Six: Systems & Drama**: More advanced rules are covered in this chapter, including combat and **Changeling**-specific rules like Banality and Bedlam.

Book Three – Trump

Chapter Seven: The Dreaming: Chapter Seven is about everything that has to do with the Dreaming that isn't the changelings themselves, from trods to freeholds to the varied types of chimera, not to mention the Dreaming itself as a setting.

Chapter Eight: Storytelling: This chapter provides everything a Storyteller has to know to run **Changeling: The Dreaming**, creating Storyteller characters, compelling settings, and how to run a game that veers between fantasy and tragedy at such breakneck pace.

Chapter Nine: Nightmares and Stranger Things: Not all dreams are pleasant. Included in this chapter are the enemies of the Kithain. Monsters, nightmare creatures, and the Dauntain, broken Changelings twisted into corrupting destroyers.

Appendix 1: The Gallain: Not all changelings descend from European folklore. This chapter is all about kiths and societies that descend from the Dreaming, but don't fit the familiar structure.

Appendix 2: The Enchanted Here you'll find rules for the Kithain's mortal companions, the Kinain and the Enchanted.

Lexicon

Arcadia — The homeland of all Faeries, lost somewhere within the *Dreaming*.

Arts — Methods of shaping *Glamour*, the first half of Faerie magic.

Autumn — The modern age.

Autumn World, the — Mundane reality as experienced by ordinary people. The world of cars and television and nine-to-five jobs, distinct from *the Dreaming*.

Autumn People — Mortals who are so inherently banal that they drag everyone else down with them.

Balefire — The part of a *freehold* where *Glamour* is focused and stored.

Bedlam — A form of madness that causes disconnection from mundane reality, caused by touching the *Dreaming* too strongly.

Banality — An entropic force that opposes *Glamour*. While useful to keep them rooted in reality, high levels are dangerous to changelings.

Bunk — An action performed to activate or ease the casting of a *cantrip*.

Cantrip — A spell created through *Glamour* by combining an *Art* and a *Realm*.

Changeling — A Faerie soul put inside a mortal body to survive in the mundane world.

Childling — A *seeming* characterized by a desire to discover and adventure.

Chimera — Dreamstuff. Can be creatures of dreams and nightmares, items, and natural features. The building blocks of the Dreaming.

Chrysalis — The moment when a fae soul awakens, transforming a mortal into a *changeling*.

Commoner — Any *changeling* without a title.

Courts — The two largest governing and political bodies of the *Kithain*, *Seelie* and *Unseelie*.

Dauntain — *Changelings* with damaged faerie souls. They carry ancient Brands that twist their natures. Corruptors, tormentors and destroyers of *Glamour* and the *Dreaming*.

Deep Dreaming, The — The parts of the *Dreaming* least connected with mundane reality. Arcadia is here, somewhere.

Dreaming, The — A world created from the imagination and dreams of the human race. *Changelings* travel there for adventure and the dreamstuff that can be used in creating *chimera*.

Enchanted, The — Mortals infused with *Glamour* to grant them special abilities, the most important of which is the ability to perceive the Dreaming.

Epiphany — One of five methods of creating or absorbing *Glamour* available to *Kithain*. The five methods of Epiphany are: Rapture, Ravaging, Rhapsody, Revelry, and Reverie.

Escheat — The highest laws of the *Kithain*, an agreement sworn between the *Unseelie* and *Seelie Courts*.

Evanescence, The — An event occurring on or around September 11, 2001, that brought a surge of nightmarish *Glamour* into the *Autumn world* and allowed many *Thallain* access.

Faerie, Fae — A lifeform native to the *Dreaming*.

Fae Mien — A *changeling*'s true appearance, the way she looks to other fae creatures. Mundane mortals cannot usually perceive a mien.

Far Dreaming, The — A middle ground between the Near and Deep Dreaming.

Fledge — A *changeling* just out of her *Chrysalis*.

Freehold — A place infused with *Glamour* that is often used as a meeting spot and home for *changelings*.

Gallain — Any non-*Kithain* creature of the *Dreaming*, including the Native American *Nunnehi* and the elemental *inanimae*.

Glamour — The stuff of dreams, inspiration, and pure creativity. *Changelings* use Glamour to work their magic and remain connected to their fae heritage.

Grump — A *seeming* characterized by a desire to build and protect.

House — Families to which most *nobles* belong.

Kinain — Children of *changelings* that possess a measure of their parents' magic.

Kith — A particular race of *changelings*. For example, sidhe, pooka, sluagh, etc.

Kithain — The self-referential term for *changelings*.

Long Winter — A prophesied time when *Glamour* is eradicated from the world.

Mists — The effect that clouds the minds of mortals that witness the *Dreaming* and associated magic, making them rationalize and forget it.

Mortal Seeming — The human form in which *changelings* guise themselves. The three seemings are *childling*, *wilder*, and *grump*.

Motley — A group of *changelings*, usually *commoners*.

Near Dreaming, The — The portion of the *Dreaming* closest to the *Autumn world*.

Nightmare — A *chimera* that feeds or stems from fear and pain. Also a force that destabilizes a *changeling*'s magic and pushes them toward *Bedlam*.

Noble — A *changeling* with a title. Usually sidhe.

Oath — A sworn agreement between two or more *changelings*, backed by the *Dreaming*.

Prodigal — A non-faerie supernatural being, such as a vampire or werewolf. *Changelings* hold that the Prodigals are long-lost children of the *Dreaming* who have forgotten their true origins.

Realm — Aspects of the world that *Glamour* can shape, the target of a *cantrip*.

Resurgence — An event beginning on July 20, 1969, that brought a blast of *Glamour* into the *Autumn world* and allowed many sidhe to return from *Arcadia*.

Saining — "The Naming," a ritual that grants a newly-awakened changeling her True Name, after which she is considered a full member of the *Kithain*.

Shattering, The — The time when the last sidhe departed and the last *trods* to *Arcadia* closed.

Sundering, The — The time when humanity first began to turn away from their dreams.

Trods — Magic gateways and roads that lead to other *Freeholds* and into the *Dreaming*.

Tuatha de Danaan — The mysterious progenitors of the fae.

Undoing — The process of taking on too much *Banality* and forgetting one's fae nature.

Unleashing — A dangerous, but powerful, method of performing magic, based on an *Art*.

Voile — Clothing and personal items made of *chimera*; most *changelings* form voile during their *Chrysalis*.

Wilder — A *seeming* characterized by a desire to explore and push boundaries.



Inspirational Material

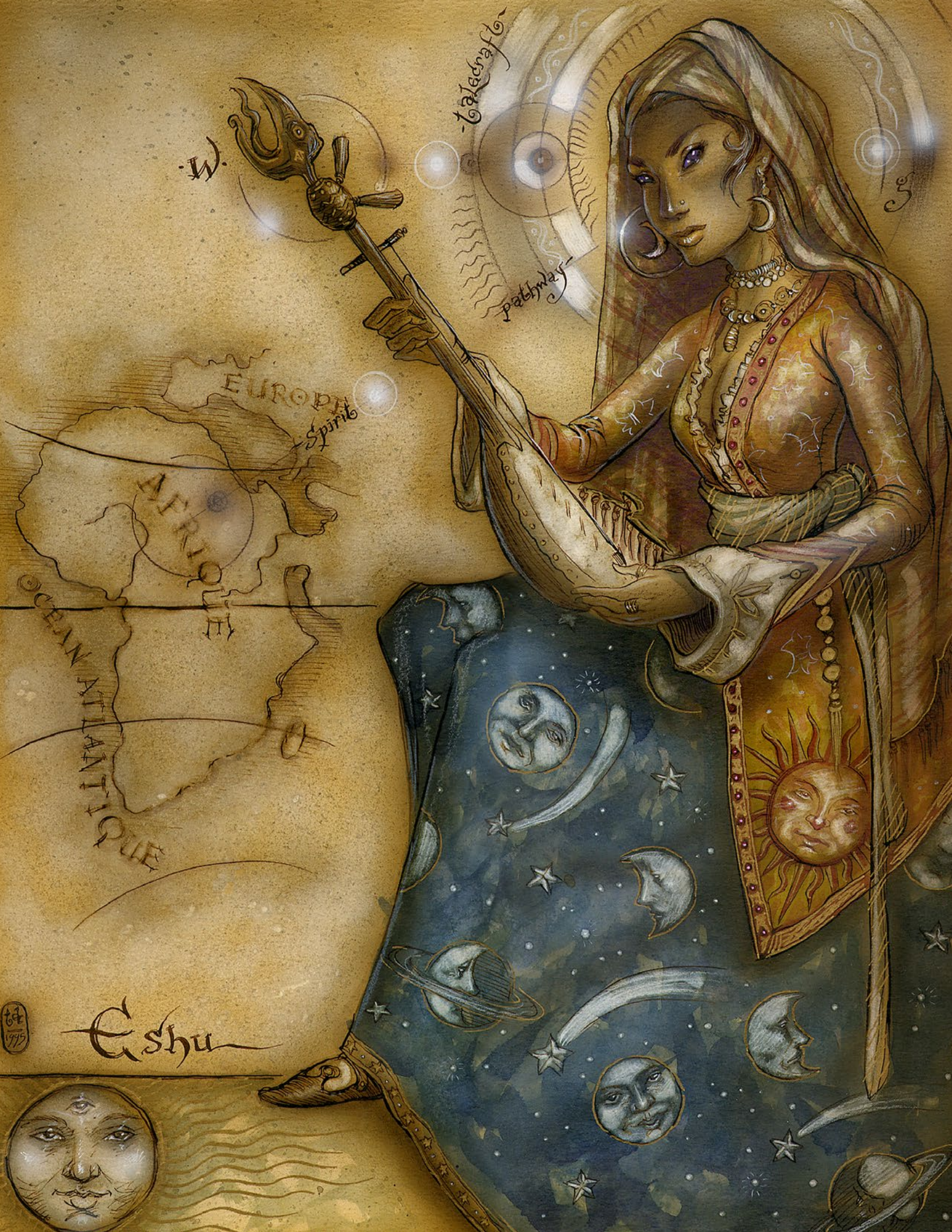
The following is a list of material that is universally **Changeling**-related. Beyond this, though, anything from a well-worn collection of fairy tales to *Cosmos* (either version) to a book about geology can be inspirational for this game, if it's something that sparks awe and wonder in you. If it's something that reminds you of what it was like to be young. Yes, even *that*. If it's inspirational material for you, that's really all that matters.

For material that particularly suits the themes and setting of **Changeling**, literature that might help includes the entire body of work of Neil Gaiman, especially *Stardust* and *Neverwhere*, the latter of which features a hidden London where urban legends and fairy tales are real, and an average man's attempt to make sense of the world that has drawn him in. *Faerie Tale* by Raymond Feist, *Jonathan Strange and Mr Norrell* by Susanna Clarke, and *The Phantom Tollbooth* by Norton Juster involve faerie strangeness invading on a plain, banal life. For games involving the Kinain, or that skew further into urban fantasy, the *October Daye* series by Seanan McGuire is indispensable.

If you'd prefer movies, *The Dark Crystal* (dir. Jim Henson & Frank Oz, 1982), *Labyrinth* (dir. Jim Henson, 1986), *The Neverending Story* (dir. Wolfgang Peterson, 1984), *The Secret of Roan Inish* (dir. John Sayles, 1994), and *Pan's Labyrinth* (dir. Guillermo del Toro, 2006) feature children of varying involvement in the world we know setting out on fantasy adventures. Anything directed by Hayao Miyazaki fits, in particular *Princess Mononoke* (1997), which is about a clash between spirits trying to hold on to the last bits of magic in a rapidly-modernizing world.

Television shows that examine the concept of fairy tales existing alongside humans are particularly common, the highlights of which are *Grimm*, *Once Upon a Time*, and *Lost Girl*. For a less literal take on *Changeling*'s themes, the Japanese show *Hikonin Sentai Akibaranger* is about social outcasts turning their dreams and obsessions into power. The Akibarangers fight enemies to defend Akihabara, Tokyo's electronics district and a fandom mecca, from forces that would replace it with something more plain and "acceptable."

Finally, video games that grapple with the contrast of fantasy clashing with "reality" include *Final Fantasy Tactics Advance* and *The Longest Journey*. While they don't necessarily fit the theme of **Changeling**, games like *Ico*, *Shadow of the Colossus*, and *NiGHTS Into Dreams* are excellent inspiration for the visuals and feel of the stranger parts of the Dreaming.


W.
Spirit
EUROPE
AFRICA
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Eshu

Chapter One: A World of Darkness

"Man is least himself when he talks in his own person. Give him a mask, and he will tell you the truth."
— Oscar Wilde, *Intentions*

The world of **Changeling** is a dreary version of our world.

Dreamers are taught that they won't amount to much, that their creativity is a pale imitation of what came before. In fact, dreams are for hobbies, not for facing the world as adults. Well-meaning, or envious, parents and friends consistently suppress talent in their loved ones, secure in the knowledge that they're saving them from a huge mistake. Repeated altercations eviscerate creativity until all that remains is overwhelming self-doubt and insecurity.

Every day is a struggle. Unstable markets, raging wars resulting in refugee crises, pandemic reports, and media pandering to fear and panic result in short-lived ambitions. Meanwhile the wealthiest of the wealthy remain unable to connect with expressed discontent. Instead, they only look forward to the next profitable acquisition. It's not that they don't care, they are just unable to grasp circumstances beyond their own social circle. And so, money becomes *the* way of life.

Sounds a lot like our world, doesn't it?

In **Changeling** these elements are greatly enhanced by the suffocating reality that actively dampens humanity's sprit. Nuances diminish in a world suppressed by darkness. Although people dream, they feel as if everything has already been done, and all that remains is to conform. Daily struggles suppress empathy. Banality is an active and growing force that surges through the world, keeping joy muted, love from reaching truly inspiring heights, and ensuring that humanity is content with what is instead of what could be.

Against all odds, true Dreamers, from all walks of life, and in every corner of the world, still thrive. They're not many, but they're out there, creating beautiful works of art, music, and literature, inventing new and unique technology that revolutionizes the way of life, or teaching generations of children through memorable and inspiring techniques. They infuse the world with Glamour, the stuff of dreams, that wards off the monotony of Banality and keeps the prophesied Long Winter at bay. Dreamers know, on some level, that they aren't alone, that the magical

beings from stories and fables walk among them. They might deny it if someone asks — after all, who wants to be seen as someone crazy enough to believe in faeries — but they cross their fingers behind their backs when they do. They *know*, and the faeries see them.

Changeling: The Dreaming is the story of Kithain, faeries in exile, who're the only line of defense between a vibrant and creative world, and one ruled by nightmares or stagnation. Adventure, political intrigues, tragedy, and uninhibited excitement fills their lives. They're myths and legends brought to life, and the Dreaming awaits *your* tale.

Changelings

Old legends define a changeling as the offspring of mortals and faeries, or a faerie child switched out for a human one. Modern changelings — *Kithain* — are neither of these, but bear similarities to both.

Two Worlds, One Life

Once upon a time, Dreamers and the denizens of their dreams shared a single world. Among these denizens were the faeries, who ruled the world through both kindness and terror. While the fae went to war, humanity slowly turned their backs on the old ways and embraced disbelief and self-reliance. Through this, Banality, a force manifested by the new order, split the worlds into two — the Autumn world and the Dreaming. In the Dreaming all things remain possible. Ancient curses affect entire landscapes, monsters hide in withered forests, roads made of stardust allows travelers to visit vistas hidden among clouds, and ancient dragons and bygone beasts still roam the skies.

In the wake of the Black Plague, however, increasing Banality made it impossible for the Dreaming to maintain connections with the Autumn world, forcing it to close down the majority of pathways. In order to survive this onslaught on their very essence, the fae turned to an ancient ritual which locked their immortal souls in human bodies. This limited access to Glamour — the essence of the Dreaming —forced fae into a cycle of rebirth and rediscovery.

This progression continues even today, but every modern changeling believes that these are the final moments of Autumn, and the Long Winter, a period when Banality covers the world and humanity ceases to dream, is soon upon them.

Chrysalis and the Dream Dance

Faerie souls remain dormant inside changelings until the Dreaming successfully reaches out and touches them, inspiring their true selves to emerge. Mortals can live and die without having their changeling aspect awaken, especially in the modern, Banal age. Those changelings fortunate enough to awaken find their surroundings gradually changing. Suddenly it's possible to pierce the dampening cover of Banality and spot the chimerical qualities hidden in the world around them. It may be something as simple as seeing something others won't perceive, or hearing the conversation of chimerical creatures but being unable to deduce the source of the voices. Unfortunately, many of the signs of impending awakening as a changeling are also signs of various mental illnesses, and in years past, these signs were viewed as supernatural interference or demonic possession. For centuries, then, incipient changelings have found it wise to conceal their experiences.

Eventually, the visions and odd experiences all climax in a burst of Glamour, as memories of past lives return and the faerie spirit emerges from its slumber. This moment of the Chrysalis (the awakening process), is known as the Dream Dance. For a brief moment the changeling achieves perfect clarity of her past before it fades away, leaving the newly awakened ready to rediscover her true self and accept a place in, or outside, faerie society and the two courts. Other Kithain can sense a nascent changeling in the midst of the Dream Dance from miles away, and tradition demands that they stop what they are doing and help the new fae through the process.

The Arcadian Dream

According to Kithain memories, Arcadia is the homeland of all things faerie, where Banality and mortal bodies are but horrifying nightmares to scare childlings. All changelings have at least a few memories from having lived there during the previous ages, but no changeling knows how much of this remembrance is real and how much is wishful thinking or fancy. In the end, though, it doesn't much matter — what is "real," when discussing dreams? Besides, these memories of Arcadia serve as hope for the Kithain, hope that the Long Winter can be averted, or at least endured, and that the gates to their homeland will open once again.

Chimerical Quality

Changelings and mortals live in the Autumn world, but many objects, individuals, and locations have a secondary appearance or function only visible and available to those with faerie sight. Changelings refer to this as having chimerical quality.

An old ladle bought at a garage sale, only to end up in the kitchen drawer, may be exactly what it appears at first sight. Nevertheless, if used by a renowned chef creating her pièce de résistance, the ladle may have been in her presence when Glamour surged, thus allowing the tool to absorb enough of the Dreaming to bring forth its chimerical quality. Instead of being tarnished and held together by scotch tape, the ladle appears to be made out of radiant gold, with steam clouds engraved along the handle. Mortals viewing a beautiful umbrella are unaware that they're actually looking at the local lord's personal chimerical sword, or that the taxi they're riding in is really shimmering in various colors, depending on its speed. Locations with chimerical qualities are normally freeholds to Kithain, but may also be places that are well visited for having a specific, and strong, meaning to humanity.

If the mundane ever enters into conflict with chimerical qualities, intent and rationalization determine the outcome.

The Importance of Intent

Intent and belief matters in the World of Darkness. It brings structure to unfolding stories, making it possible to understand what's happening before one's eyes.

On her way home, an assassin murders a local troll knight by shooting him in the head with a mundane gun. Due to the disparities between the size of the fae mien and the mortal seeming, it would require the murderer aim above the human head to hit the troll in the forehead. This is not the case. Because the assassin is intent on shooting the victim through the head, the effect manifests that way even chimerically. If the attack is chimerical and the assassin aims directly at the troll's head, mortal witnesses would describe the murderer as aiming for the human's forehead.

Another example of mundane conflicting with chimerical qualities involves trolls walking through doorways. A normal-sized door is smaller than the troll's frame and should force the person to deny her faerie mien in favor of the mundane, but she doesn't have to since the intent is to walk through the door. To faerie eyes, the troll bends ever so slightly, while mortals only see a human walking through the door normally.

Chimera

Chimera are magical treasures, items, clothing, or even sentient creatures created, or born, out of pure Glamour. The child talking to her teddy is, in fact, discussing courtly politics with her chimerical bear companion. In the same way, a beast can walk the streets unburdened by the mundane world and only affected through its chimerical quality.

Fragments of the Dreaming's Heart

Items brimming with so much Glamour that they exist in the Autumn world without a mundane counterpart lack description in faerie vocabulary. Changelings often give the items names and apply *of the Dreaming's Heart* as an epithet. While scholars of magic and chimera among the Kithain have all manner of theories as to what such objects might portend and how best to create or maintain them, most fae accept them at face value for the wondrous items that they are. What makes them remarkable is that they affect the mundane world, and operate on the same principles that conflicts between the chimerical and mundane do.

For example, when the pooka sips away on her tasty soup, using the chimerical-only spoon, her intent is to eat it just like any of the other diners. Onlookers may find her behavior eccentric, but unless they know what to look for, their stifled minds rationalize it, either envisioning a real spoon in her hands, or just glancing away and not thinking about it further. However, if the pooka starts running around, intent on showing everyone her spoon, no one will see it because it has no mundane counterpart.

Kithain History

Much of Kithain history is lost to modern changelings, or at the very least, it is as much myth as fact. Because changelings tend to forget their magical nature as they age, the history of their people is often forgotten as well, and then remembered in bursts during a new incarnation. The most common means of learning about the past, then, is through the traditional art of storytelling. Even with the scarcity of Balefires in modern nights, no freehold turns away a storyteller, for their talents of weaving pre-Shattering tales into life is unmatched by anything an academic historian could present. Long-forgotten acts of villainy and heroism, hope and loss, come to life through their words, leaving audiences captivated with the hope of Arcadia's recovery, and the idea that perhaps *they* are the ones to accomplish this epic undertaking. All it takes is the belief that, despite all pain and horrors that have befallen the Kithain, *theirs* is the story with a happy ending.

Academic History

Despite the thrill and excitement of hearing legends brought to life by storytellers, academic history is an extremely important factor in the pursuit of lost faerie knowledge, turning myth into truth. Many changelings — sluagh especially — lead their lives among vast numbers of tomes and ancient texts, hoping to fulfil their dreams of prestige among their peers, and possibly finding clues to Arcadia in the process. Working with materials predating the Shattering requires a certain type of individual with high endurance and patience.

Ancient texts are written in several, often pictographic, faerie languages, and quite often the words seemingly come alive, constantly realigning, rotating, and shifting locations to avoid being decoded. The Dreaming protects its secrets, but there's no consensus among the Kithain as to why information remains hidden for them as well. Even when enough common denominators exist for a decent decoding, the end results often cause further questions, rather than providing answers.

The latest acquisition by Tara-Nar came from a recently-discovered freehold in the Near Dreaming close to Brittany and, despite studying it for the past decade, they have only managed to successfully translate a single line: "The truce is falling and the Darkening Sky heralds the end of dreams."

The Mythic Age

In the beginning, dark fae ruled everything. Born out of the basal dreams of humanity's primal ancestors, the twisted and malevolent Fomorians strode across the world, wielding the magic of gods through the Dreaming, leaving fear and sadness in their wake. All the lesser creatures bowed before the living shadows, the suffocating winds, and the walking mountains. Fomorians came in all forms and shapes, unified by an appearance instilling horror and obedience in all who witnessed their might.

Humanity toiled away in worship, adapting to their masters' merciless wills, but never receiving anything in return



but death and destruction, so the mortals sought a sense of control and security in nature. The mortals slept and the Dreaming listened. It heard the cries of anguish and manifested new, yet primal, life through the waters, earth, winds, and fire around the world, to challenge the rule of the Elder Dark.

Enraged and filled with violent feelings of betrayal by the Dreaming, the Fomorians shaped minions of their own dreams and named them the Thallain. They sent their champions across their lands to enforce their dark decrees with blood and forced obedience, but eventually the Thallain came into conflict with the nature faeries, and the forces of darkness and primal nature clashed.

In an effort to destroy the world and reshape it more to their liking, without obstructions to their right to rule, the Fomorians assembled and Unleashed all their magic on nature itself. Facing total annihilation by not risking everything, the nature fae responded in kind. As the two massive forces clashed, the world changed for good. Although the Fomorians failed, and the event claimed vast numbers of destroyed faeries on both sides; the aftermath of the Great Unleashing provided the world with true life, and mortals changed along with it, acquiring a sense of order and higher ideals.

The Time of Legends

Out of the Dreaming new faeries emerged: warriors of light meant to thwart the darkness plaguing humanity's dreams and preventing it from achieving its full potential. Among the faerie clans, the Tuatha de Danaan, was Daana — a strong and wise woman more in tune with the world's harmony than the others of her kind. As the clans intermingled with mortals, guiding them towards a brighter future, Daana ventured into the Dreaming and used her magic to birth faeries out of humanity's nuanced minds. Hiding in shadows, the sluagh and their brethren kept a watchful eye on the Fomorians. Sidhe assumed the roles of leaders and stewards, while trickster clurichaun and pooka engaged humanity's fickle aspects. With champions at their side, the Tuatha de Danaan shed their mortal disguises and went to war against the Fomorians.

As war between the faeries of light and dark raged, the natural fae who survived the Great Unleashing joined the Tuatha cause. Fomorians reached into the minds of their remaining subjects, coaxing them to dream forth new soldiers, the Dark-Kin. Territories changed ownership on an hourly basis, and the ground was stained with faerie blood. Centuries passed and humanity continued to develop, and so too did the Tuatha and the fae relying on their Glamour. Once, in an effort to end the war, both sides sent their armies to clash in nine climactic battles in the Dreaming.

During the final conflict, the Red King, leader of the Fomorians and warlord of their unified armies, entered the fray, wielding the Triumph Casque of Sorrows, a magical weapon containing all the world's nightmares

and destructive energies. The Red King refused to unleash the magic contained within, having been warned by its creator that such an act would consume everything that existed, including their own kind. The treasure brimmed with such magic that even while contained it caused rains of fire and acid vapors to consume enemies for miles around and, with a single strike, the Red King shattered mountains.

Just as everything seemed lost, a group of Tuathan forces managed to enter the Red King's encampment and engage the Fomorians' leader in combat, using every ounce of strength and magic possible to ward off his attacks. Through a stroke of luck, or perhaps through intercession by the Dreaming itself, the Red King fell, but his heart was so full of rage that his dying soul lashed out against his own weapon, shattering it into nine pieces that scattered across the world. With their leader defeated, and the loss of their fearsome weapon, the Elder Dark and their minions surrendered. To prevent their enemies from ever returning among mortals and wielding the direct powers of the Dreaming, the Tuatha de Danaan left three Sacred Oaths to guide the fae, before entering the Dreaming never to be seen or heard from again.

Events become history. History becomes legends. Legends become myths, and myths are forgotten. Centuries passed as fae continued the efforts of the Tuatha de Danaan. While humanity continued to develop, adapted new ideals, and built larger settlements, the fae followed suit. Some fae found companions according to magical aptitudes and others gathered over shared interests, but regardless of friends and relatives, the majority paid allegiance to one of their newly-formed courts.

Trusting humanity to continue in their set ways as directed by them, the fae turned to their own kind and left mortals to fend for themselves. The brutal nature that gave form to the Fomorians still festered in humans. Without their guides, it surfaced, causing conflicts to erupt. Faerie society was not immune to this either, so when mortals went to war, so did the courts. Modern fae historians disagree as to whether these courts were the Seelie and Unseelie that changelings of today understand, or some primitive versions thereof. Some of the historical references they found seem to indicate *four* courts, not just two. What is not in question, however, is that these courts spent centuries fighting each other.

Though the fae never acknowledged it on the few occasions they took a look at the world around them, humanity continued to develop and grow on its own. By learning to control fire they adapted it to cooking, crafting, and metalworking, until one day someone created the first cold iron object, the very weakness of the Dreaming itself. In the same moment, the armies of the fae engaged in the Battle of Stones, which came to a halt as the world sundered beneath their feet, and separated dream from flesh forever.

The Sundering

It's impossible to say with certainty what initiated the Sundering, whether it was truly the act of humans discovering cold iron, or if the fae committed some sort of atrocity that the Dreaming saw fit to punish. While it took place over the course of almost a millennium, the initial blast of the Sundering ripped magic out of the world, separating the Dreaming from the mundane permanently. Religions told mortals to worship new gods and to turn away from old traditions and rules. The fae spent so much time infighting that humanity simply forgot. They forgot their old promises and oaths to the children of the Dreaming and, as their stories faded, humanity's age dawned.

Kithain refer to the following centuries as the Dim Years, a suitable name for a bleak period in their history. Although the worlds separated, trods — roads infused with Glamour — made it possible to travel between the Dreaming and the Autumn world. Fearing that the Sundering meant the end of days, the fae spread across the world using the faerie roads to reach places humanity wouldn't lay eyes on for centuries. While this exodus meant establishing contact with the Gallain and other faerie creatures far away from the center of Banality, it also weakened the courts centered around Europe and Mesopotamia.

Courts turned to using changelings as spies and tools for learning. Some were children of dalliances with mortals, others were babies exchanged (stolen, really) by the fae. Mortal flesh became a shield against the new threat, and the true fae cloaked their souls inside magical copies of human bodies when venturing out into the Autumn Realm. Through these subtle machinations, the courts hoped to find possibilities to fulfill old oaths and stem the tide of Banality.

Officially, the war between the courts never ended, but combat was limited, and the fae focused on recovering both from the Battle of Stones, where they lost all their prominent leaders, and Banality's impact on the Autumn world. However, wherever mortal conflicts flared, the courts saw opportunities to strike at their enemies by using ongoing events as cover for their actions. Without realizing it, the fae worked at the very edge of mortal history, not creating, but following it.

In 1230 an eclipse covered much of the Autumn world, but while that would pass unnoticed by fae, this one also blotted out all light in the Dreaming. Panic over further human growth slowly spread in the courts. To protect themselves, many fae moved their holdings into the Dreaming to avoid contact with humanity, and in the process acted to further sever bonds between the dream and the flesh.

The Shattering

While the Sundering occurred over a long period of time, the Shattering happened quickly by faerie standards. Following the increasing stranglehold that Abrahamic religions held on the minds of mortals, the loss of true Dreamers to the stake and gallows, and the seclusion from the Autumn world, the bonds between the planes quickly deteriorated as Banality spread. Over the course of the next two centuries, trods and freeholds vanished, were destroyed, or were otherwise lost to the fae.

The courts went to war to determine who would control stable areas of the Dreaming, while freeholds continued to disappear, and it all culminated with the outbreak of the Black Plague, a disease many faerie scholars attribute to a broken oath between humanity and the Dreaming. Death and despair

fueled the darkest regions of the Dreaming, sending forth vast numbers of nightmare creatures to besiege the fae, who were already focused on their own conflict.

In the early 14th century, the Autumn world entered a new era that would eventually transition into the Renaissance. As scientific methods began to explain what mortals previously considered magic, the common folk took to the church's teachings, foreswearing their old ways in exchange for salvation and a steadfast faith on which to cling in the darkest days. Increasing numbers of gateways shattered, and the fae realized they would have to make one of three choices that would determine their destiny forever.

Many retreated into their domains — faerie glens as well as strongholds — in the Autumn world and sealed all connections with the world outside of their own accord. Locked inside their unchanging realms, they grew mad from their own Glamour, transitioning into Lost Ones (p. 314).

The ruling fae, with the exception of nobility in Houses Liam and Scathach, fled to Arcadia, the homeland and birthplace of the fae, through the last remaining portal, while forcing commoner fae to wait while the influential secured their survival. These escapes were not orderly, and frantic battles at the gateways delayed departure from the Autumn world, adding to the unnecessary casualties of the Shattering.

Fae who realized that they wouldn't make it through the portal, or who had lost any safe haven within the Dreaming, made the choice to undergo the Changeling Way, a magical ritual that entwined the faerie soul with a mortal coil, transforming their immortality into an endless cycle of rebirth. Now hiding in the veneer of Banality, the Kithain — changelings — awoke to a harsh new world.

The Interregnum

The history of the Kithain is the story of ebb and tide of Glamour and Banality. No period depicts this as thoroughly as the Interregnum. The cataclysmic events initiated by the Shattering continued to decrease the Dreaming's influence. Many changelings described the sensation as if the Autumn world itself attempted to suffocate their very souls. The church continued its efforts to rid the world of unwanted influence, and vast numbers of changelings attempted to circumvent discovery by hiding in plain sight.

Most changelings were furious at the sidhe on the whole, and the Autumn sidhe — those few that stayed on Earth — found themselves the targets of unwarranted attacks. In time, though, their very presence changed the mind of commoners; they had stayed willingly, after all, to fulfill their obligations to their subjects. To avoid further casualties, the Seelie and Unseelie Courts negotiated an indefinite truce in their ancient conflict. This treaty, known to Kithain as the Compact (p. 57), meant that hostilities ceased, making it possible to travel between dominions without fearing reprisals due to court affinity, a tradition that remains crucial to changeling society even in modern times.

As the 14th century ended, the Renaissance blossomed, bringing a renewed flow of Glamour to the Autumn world. Left with a feudal paradigm they were accustomed to, but that mortals had largely abandoned, commoners and Autumn sidhe decided to fill the void of power by assuming control of empty seats of power. Realizing their precarious situation, the Autumn sidhe made no claims on or attempts to diminish the accomplishments of their fellow Kithain. Nonetheless, changeling society reflected the alterations in the mortal world, and when merchant classes grew in power, many commoners abandoned old titles and customs, intent on modernizing their classical feudal paradigm. Some fae, unable or unwilling to adapt to this shift, took to the road, wandering from location to location, or taking work as caravan guards or travelling artists.

The Age of Exploration revived a sense of curiosity in the Kithain, and some joined navies in hope of discovering fragments of the Dreaming in places untouched by Banality. Excitement over and dreams of marvelous discoveries among the mortals were reflected in the Dreaming by the initiation of the restoration of shattered trods, making it possible for the Kithain to once more visit locations inside the Dreaming. Artists such as Leonardo da Vinci and Michelangelo infused the world with Glamour, alongside writers like Shakespeare and Christopher Marlowe.

The Age of Reason proved a double-edged sword for changelings. While hiding in the mortal guises of soldiers, politicians, artists, and craftsmen, the fae enjoyed Glamour of musicians and poets, while allowing them to secretly move against humanity and guiding them carefully from the shadows. At the same time, many of the new dreams that filled mortal minds left no place for the wondrous and magical, relegating the existence of changelings to fairytale nonsense. Expansive and developing technological achievements proved a powerful lure for nockers and other crafters, and during the Age of Inventions, these changelings increased their influence over other commoners.

Villages grew into towns while towns became cities, and farmers turned into workers of the industrial age. At first, Glamour flourished as technological advancements made life easier for the common man. Wondrous new gadgets and objects entered the market in a steady flow, but the downside of these fantastic developments was the smoke, the dreary and difficult lives in factories, and the spreading of diseases as cities continued to expand and attract citizens from across counties and nations. By the turn of the 20th century, late in the Age of Romance, the world shifted again, and slowly, but steadily, in the advantage of Banality.

Following the outbreak of the Great War, changelings joined mortals in the battlefield on both sides, and the dark, bitter Glamour born of it briefly surged before Banality drained even the most vicious Kithain of almost all hope. The war brought up old grievances between the courts, briefly increasing tensions, but mortals brokered peace and the survivors returned to rebuild the ruins of their old lives.

Although the Roaring 20s gave a brief respite from Banality's grip, the Great Depression diminished Glamour once again.

Works of art, literature, and poetry emerged during this period, true, but for the changelings trying to find a scrap of Glamour in the blighted wasteland of the American West, the era was especially bleak. The Depression segued into the second World War, and, once again, changelings found themselves pressed into service as soldiers. While propagandists on all sides tried to cast the war as a glorious expression of national pride and duty, the realities of war quenched the spark of Glamour in almost all who fought. Changelings went to battle, Undone mortals returned, little different than their haunted, shell-shocked mortal comrades.

The Resurgence

Following the second World War and the horrors inflicted on humanity, many mortals felt as if the future died on the battlefields. Though there would be a future, it took years before humanity dared to dream again. Following the postwar baby boom, dreams of rebirth and possibilities surged through the Autumn world. Television entered living rooms, allowing humanity to explore worlds beyond imagination. Europe continued to rebuild its ruined cities, and Japan regained independence after American occupation. While the 1950s had its downsides, with the beginning Cold War and fear of communism, or the Soviet Union detonating a hydrogen bomb, the decade laid groundwork for grander visions. Following the Soviet Union's successful launch of an artificial satellite towards the end of the decade, Glamour slowly trickled from the Autumn Realm back into the Dreaming, as humanity began to envision the possibilities of exploring space.

Despite the continuing wars and generational clashes of values and morals, the 1960s steadily renewed the Autumn world's connection with the Dreaming. As the space race continued to spur the two sides of the Cold War conflict, technological advancements that benefited humanity at large followed in its wake. The new generation's adherence to the ideals of being free spirits and daring to dream about a different world made it easier for Glamour to amass. Banality's grip on mortal minds eased as the space race intensified, but it required something truly extraordinary and monumental to ignite the Glamour into an explosive crescendo. On July 20, 1969, humanity witnessed the moon landing live on television, and all of the hope, fear, and wonder of the previous decade burst forth.

Across the world, all with faerie sight witnessed ancient trods manifesting on land, on sea, and in the air as the long-gone sidhe rulers returned on majestic steeds and in chariots of light and darkness. True Dreamers emerged in all corners of the world, and balefires burnt brighter than since before the Shattering. For a brief moment, everything in the world had a chimerical quality, but centuries of amassed Banality muted it and immediately closed the gateways to Arcadia.

Guided by the Dreaming, or perhaps through their own pre-arrival planning, the first generation of Arcadian sidhe forced themselves into human hosts. Mortal witnesses describe friends or family collapsing for a brief moment, then rising, confused for a short time, but brimming with confidence and an aura of regal quality. It's also true that some sidhe souls entered the Autumn world in silence and through unseen trods, and those who did inhabited the bodies of newborn babies, waiting to grow up and join the ranks of nobility as, some believe, a contingency plan if something went wrong during the return. However, no matter the chosen human body, they all belonged to someone wealthy and influential, or were members of highly-valued and powerful families in society.

Glimmers

Despite that the gates to Arcadia closed due to the amassed Banality, the Resurgence set the return of the sidhe in motion. Whenever massive flows of Glamour occur, such as during momentous events like the fall of the Berlin wall, the overturning of apartheid in South Africa, or the election of U.S. President Barack Obama, trods briefly open to dispatch more souls into the Autumn Realm.

Kithain have made some attempts to predetermine where glimmers are going to appear, but so far none have successfully managed to use them to travel into the Dreaming.

Sidhe that return through glimmers belong to the Arcadian sidhe (p. 106). Commoners returning must serve one of the Arcadian sidhe noble houses (see Chapter Two).

Prelude to War

It didn't take long for the returned nobles to stake their claims over freeholds and territories abandoned centuries ago. Although commoners' hard work secured the existence of balefires and holdings, the Arcadians refused to give credit for such actions. Although changelings in other countries dealt with the Resurgence differently, the commoners of Concordia refused to hand anything over to those that abandoned them and left them at the mercy of Banality. Minor skirmishes, assassinations, and blackmailing grew increasingly common in Kithain society, and it didn't take long for the nobility to wield their command of the Sovereign Art (p. 223) to enforce obedience. Despite conflicts, both parties openly declared their intent to find peaceful solutions, regardless of acts of violence intended to derail such hopes.

Caught Between Two Worlds

Recognizing the haughtiness and disregard for others they once had, sidhe of Houses Liam and Scathach sensed the escalation in conflicts earlier than any other Autumn fae. Not wanting to wage war with those who they remained with during the Interregnum, nor their brethren, the houses adopted an official neutrality policy, promising to act as mediators and messengers if requested. However, this decree didn't prevent individual members of the houses to cast their allegiance with the side for which they felt an affinity.

The Night of Iron Knives

Though disputes were common, they rarely turned to open violence between the Arcadians and commoners. However, a clandestine group of Arcadian sidhe invited the most prominent commoner leaders to a Beltaine masquerade to initiate peace talks in earnest, and to celebrate achievements preformed during the Interregnum. Though distrustful of invitations, the commoners felt secure in the honor of sidhe. While waiting for their hosts to arrive, the commoners gathered in the dining hall of the estate to which they were invited, only to be slaughtered by masked assassins wielding cold iron knives.

News of the Beltaine Massacre quickly spread on both sides of the conflict and, as commoners prepared for revenge, the demands of House Fiona to investigate and punish guilty parties went unheard. The time for discussions ended with blood on the walls, and only war remained.

The Accordance War

10 days after the Beltaine Massacre, the returned nobility gathered beneath the banner of High King Lord Dafyll, First Lord of War of House Gwydion, who wielded the legendary symbol of leadership, Caliburn of the Dreaming's Heart. Under his command, the Arcadian forces initiated the first act of the Accordance War, a historical event known to changelings as the Battle of the Bay in San Francisco. Dafyll's reputation as a skilled leader proved true as the sidhe conquered the city in less than a week. Once the city was secured, Dafyll ordered his troops to conquer the nation, following a northeast-bound pattern.

While mortals fought in Vietnam, so too did the Kithain go to war. Increasing amounts of disturbances during demonstrations, gang violence, and riots occupied mortal police departments, while fae fought to determine the future of their kingdoms. War crimes took place on both sides, and commoners didn't restrain themselves from using cold iron weaponry as a reminder of the Beltaine massacre. What the Arcadian sidhe lacked in modern weaponry, though, they quickly made up with access to forgotten Arts and powerful Unleashing.

Refusing to surrender in the face of their magically superior enemies, commoners continued the war, making the Arcadian sidhe pay for every freehold and inch of territory they occupied. Along the road, their bond with the Dreaming led returnees to rediscover lost trods and balefires, on which they then constructed freeholds from which to rule their courts.

The Battle of Manhattan

In December of 1973, the High King's forces surrounded New York City by taking out vital commoner holdings to the north and south of the city. The city's commoner general, a renowned and honorable troll strategist named Lyros, saw through the sidhe's tactics, and realized that the plan was to gather the commoners in Manhattan before making one final, assertive strike to end the resistance. In response, General Lyros ordered commoners to withdraw to the island while leaving enough defenses to convince the Arcadian forces that their strategy worked, and to make them pay for every inch of territory with Glamour and blood.

Once the Battle of Manhattan commenced in earnest, the High King ventured out onto the field, hoping to face General Lyros in honorable combat. While land traded masters rapidly, the sidhe had the upper hand and slowly encircled Lyros' headquarters. In a final effort to catch the nobility off guard, the troll general ordered all his forces to disperse and engage in street battles rather than organized war. His decision to do so changed the tide of the war, and battles raged across the entire island.

Despite failed attempts to establish the exact events leading up to the High King's demise, only a few facts are certain. Dafyll, and his personal guards, encountered a superior commoner troop consisting of sluagh and redcaps. While his guard fought the attackers, giving the High King time to flee, Dafyll sought refuge in the subway tunnels beneath the city. His body was found a short time later, with a knife of cold iron in his back. Despite frantically searching for Caliburn, neither nobles nor commoners were able to find it. As the symbol of leadership vanished, the Dreaming invaded the minds of soothsayers across the nation, leaving a mysterious prophecy with them.

David Ardry, High King

In an effort to spare some of the younger Arcadians the horrors of a prolonged and bloody war, the returned houses appointed the famous Grand Bard of the Fae, True Thomas, as guardian for a small group of sidhe. Over a year passed, and the bard and his wards led a quiet but comfortable life at his home in upstate New York. Following the High King's death, Lyros had difficulties controlling the most violent changelings in his army. On New Year's Eve, 1973, Thomas learned that a motley of redcaps were making their way towards his home, intent on slaying all Arcadian sidhe there. Hoping to rescue his wards, Thomas saw only one way out of the situation and brought them into New York to hide in plain sight behind enemy lines. Despite being a sound plan due to the vast number of mortals celebrating New Year's Eve, a redcap patrol spotted them among the revelers in Times Square shortly before midnight.

Using his Arts, the Grand Bard called for his wards to hide behind him while he fended off their attackers. Unnoticed by both sides of the conflict, one of the Arcadian sidhe, a young teenaged boy named David Ardry, snuck into an alleyway. As the battle commenced moments before, David sensed an immense surge of Glamour, and when he realized it went unnoticed by everyone else, he heard a voice calling out for him. He went after the source of the Glamour, and as the final bell tolled and the new year dawned, David returned to assist his guardian, with Caliburn in hand. True Thomas turned to the assailants and exclaimed, "Behold! You do look upon your king!" Frightened by Caliburn's reappearance, and awed by the sight of the new High King, the redcaps quickly dispersed into the crowd.

Concordia

Following their encounter with destiny, True Thomas quickly brought the young sidhe, David's sister Morwen, and the other wards to the safety of Queen Mab's Court in the

Kingdom of Apples. Thomas knew it was necessary to secure support from an influential noble respected by the Seelie and Unseelie Courts and, as one of the most skilled politicians in the land, Mab's acknowledgement would be invaluable to ensure David's right to rule. However, Thomas found out that the Queen already knew about David and Caliburn, but refused to acknowledge that the future of their rule belonged in the hands of someone so young. She ordered her guards to dismiss them from her presence.

As guards closed in on David, a shining griffon materialized before their eyes, shielding the young boy's body with its wings. Thomas cried out with the words of the dreamed prophecy to Mab and her courtiers: "The son of the griffin and the sword that was lost shall come together in the apple bower!" Knowing his words to be true, Queen Mab acknowledged David by proclaiming him the new High King of the fae.

David displayed an innate acumen for politics, and this pleased Queen Mab, who took it upon herself to further his skills. He also proved compassionate and empathetic towards commoners, for he had listened carefully to Thomas' stories of the Interregnum.

David truly desired to unify all Kithain in peace and, in his efforts, he sent emissaries asking commoner leaders to join him in negotiations. The commoners' memories of the Beltaine Massacre proved too hard to overcome, however. Three years of unanswered invitations went by until a group of trolls met with David and confirmed his intentions, thus making discussions a real possibility. Their acceptance of the young king spread like wildfire throughout the nation, leading more prominent commoner leaders to follow suit and accept the invitation.

David's first war was one of diplomacy. With the aid of Mab and Morwen, the king met with the leaders of both sides before eventually bringing them together for joint discussions. His trials at the negotiating table are those of political legends, much to Mab's pride. While commoners demanded the return of conquered territory and for David to make formal restitutions, as well as apologize for the events of the war, the Arcadian sidhe relentlessly dismissed all requests, referring to the Dreaming's acknowledgement of the right to rule. In time, David slowly convinced both sides to concede as he explained his vision for a new kingdom. Though many of the Arcadian sidhe saw his treaty as a betrayal of their kith, the years of warfare and bloodshed swayed enough influential nobles to David's cause.

The Treaty of Concord's terms confirmed the sidhe right to rule, and decreed that changelings would live by the medieval paradigm that they preferred. It also recognized the huge efforts that commoners performed in service of the Dreaming throughout the Interregnum, and made it possible to grant them ennoblement in service of the kingdom. Furthermore, by creating an advising body, known as the Parliament of Dreams, the treaty granted commoners unprecedented influence under sidhe rulership. Finally, the agreement ratified the Seven Kingdoms and united them under the name Concordia, which David felt honored the treaty itself and the spirit of unity that it represented.

The Calm Before the Storm

Following David's ascension to High King, his name became synonymous with ferocity in battle, and legendary compassion and wisdom. During his final years as a resident of Queen Mab's palace, David ordered the construction of a grand castle to act as the seat for his power and a symbol of Concordia. He named the stronghold Tara-Nar and moved there with his sister, who continued to act as his advisor.

Life under High King David was not easy, with Banality constantly threatening chimerical life, but under his rulership, Kithain society flourished. Freeholds lost in the war were rebuilt, motleys ventured out into the Dreaming in hopes of finding a way to Arcadia, and the commoner and noble relationships improved by working together in the Parliament of Dreams.

The Evanescence

The 1990s initially made access to Glamour easier for changelings of all social standing. Technological advancements entered into a cycle, propelling contenders to build on discoveries more quickly, granting the public access to new objects that made life easier for both mortals and fae. Mobile phones, computer advancements, and internet access became household staples, while international travelling increased, especially in Europe following the Schengen Convention. EU citizens received free movement and the membership states that signed the agreement abolished systematic internal border controls while adapting a common visa policy. Where the freedom of mind worked to the Dreaming's advantage during the 1960s, the early 1990s aided in fueling Glamour by increasing a sense of unification among mortals.

Yet, it didn't take long before the darkness of the decade reared its ugly side and fueled the Dreaming with Glamour from more sinister and malevolent forces. The Gulf War, the Yugoslavian Civil War, the Kosovo war, and the Rwandan genocide are but a few of the many events that nurtured nightmares and horrors. In the same way that the space race affected humanity's mind, the perceived closeness and repeated conflicts within short periods of time fueled the darkness from the Dreaming.

It looked like the end of the millennium would be a happy one for Concordia's subjects when High King David met the beautiful Faerilyth of House Eiluned. Theirs was a passionate, whirlwind romance, but one that ended in tragedy. Upon embarking on their grand tour of Concordia, David disappeared without a trace while staying with King Melige, Faerilyth's uncle and guardian, in the Kingdom of Willows. Immediate accusations of assassination and kidnapping spread across the realm. Some blamed the new High Queen, others secret organizations, and a few even Regent Morwen. However, amidst chaos, hope appeared in the form of an eshu storyteller called Seif.

The same night that the High King vanished, Caliburn materialized in Seif's possession, communicating its wish to be reunited with its master. Bound by love and loyalty for his egalitarian king, Seif met with the High Queen and her advisors, who acknowledged the task the Dreaming set upon the eshu. Faerilyth ennobled Seif and charged him with locating David

and solving the mystery of his disappearance. Afterwards, she completed her tour of Concordia, but instead of returning to Tara-Nar, she established her court in the Kingdom of Willows, where she felt safe.

With David missing, the nation entered a tumultuous period that threatened to cast Concordia back into civil war. Numerous minor factions promoted largely unknown individuals, and in some instances even commoners, to take the throne. Princess Lenore, a House Dougal noble that David named heir apparent in the late 1980s, received support from Queen Mab, who feared that years at David's side made Regent Morwen unwilling to surrender the throne to the young ward. Both Morwen and Mab refused to acknowledge Faerilyth as High Queen, and Mab insisted that Faerilyth was involved with David's disappearance. Morwen, on the other hand, refused to surrender the throne to Lenore because of her fierce love for her brother, stating that there would only be a new ruler when, and if, David was proven dead. With three queens and one throne, the nation splintered within both Seelie and Unseelie Courts.

Numerous debates followed in the Parliament of Dreams, but the more they discussed, the more fragmented the political body became. For a time, the commoners and nobles successfully held the Parliament together, but the increasing number of physical conflicts in the chamber, and fewer members attending sessions, eventually led High Lord Ariadne to dissolve the institution for an indefinite amount of time.

In an eerie mimicry of the Resurgence, when the moon landing inspired hope around the world, came the horrifying events of September 11, 2001. In their wake, the Dreaming echoed with nightmare magic, washing over realms with the power of a massive tide, unlocking gateways and pathways to ancient prisons unseen and unvisited since before the Sundering. Trods once again opened across the world as waves of Thallain, Dark-Kin, and their minions entered the Autumn world to prepare it for the return of their masters.

Without warning, the sky seemingly ripped open and, to those with faerie sight, a red sun appeared, bathing the world in a sinister scarlet light reminiscent of blood. Scholars named it the Eye of Balor, recorded in a few tomes as belonging to one of the Fomorians imprisoned in the Dreaming. Fearing that the Elder Dark would return, or that the eye did in fact herald the Long Winter, panic erupted among the Kithain. Though this second sun vanished a week later, its presence scarred changeling society as the most violent among them adopted a vicious, devil-may-care attitude. Redcaps and Unseelie fae of all kiths bore down on Arcadian sidhe as if the Accordance War still raged. Others fought to establish friendly contacts in the face of grave danger, but no matter what, civil war seemed unavoidable as the throne of Tara-Nar remained empty.

During the early autumn of 2005, High Lord Ariadne, following a request by Sir Seif, convened the Parliament of Dreams for the first time in years. All contenders to the throne arrived,



knowing that their safety was guaranteed by oaths and permanent applications of Sovereign in the building. Though cordial at first, the session quickly escalated into a raging shouting match, threatening to escalate to a true war. Suddenly, the doors to the chamber flew open and a gateway from the Dreaming appeared, and Sir Seif's voice echoed in the Parliament, "Such as it was in our time of need, so it is again. Behold! Your true king returns!"

Escorted by the eshu knight, an older, still regal, David strode across the floor to the speaker's stand, but before he could reach it, Faerilyth cast herself into his arms. In a moving scene that silenced all present, the two declared their love for each other. Following his speech, in which he asked all Kithain to come together and fight the returning nightmares, the High King quickly left the chamber. Faced with questions about the quest and David's disappearance, Sir Seif declined, stating that that tale would remain secret until the Dreaming gave the sign to reveal it all. While the assembled delegates argued amongst themselves, Seif vanished, and has yet to be seen again.

Initially, the High King met with the public, but as time passed, he withdrew into the sanctuary at the heart of his stronghold. His strong and regal appearance upon his return proved a façade, and despite his wife's love and support, David was a broken man, plagued with chaotic dreams and imagery that made no sense to him. In his absence, the conservative Arcadian sidhe bribed and threatened their way to more influence, despite prevention attempts by both Princess Lenore and Regent Morwen. To avoid a possible conflict of the throne, Lenore remains heir to Concordia, until the day that David and Faerilyth have a sidhe child of their own.

Starvation of Dreams

Where the early 90s worked in favor of Glamour, the late part of the new millennium's first decade saw an increase in Banality. Not only did changelings find themselves at war with dark fae, but they also had to fend off increasing stagnation and disbelief. Even balefires that survived the Shattering slowly burned less brightly until only embers remained. Entire changeling communities fell asunder under bickering and physical conflicts over how to best handle what little Glamour an area produced.

Trusting their sovereigns to do the right thing by the Escheat and the Treaty of Concord, commoners turned to the Parliament of Dreams for help. In turn, the Parliament sent a request to the High King's court at Tara-Nar, but received a reply stating that the sidhe would investigate the matter further, while also suggesting austerity measures and the unification of local freeholds to better withstand Banality.

When massive numbers of changelings turned up at the seats of power in their kingdoms, the nobility felt compelled to act, and decreed that commoners were trespassing and that to ease their fears, they would contact Tara-Nar on their behalf. In response to this, David sent a proclamation throughout Concordia, stating that there was no need to worry since there was ample supply of Glamour to sustain them. The High King acknowledged that the times were difficult, but said that he would alleviate their worries by arranging mediators that would assist and make sure that all received their due. In despair, the commoners hoped that the past they shared with many commoner nobles would make those members of the houses inclined to help others, but they were met with the same ignorant replies Tara-Nar provided.

Present Day

The dwindling balefires in Concordia have changed both the political and social landscapes more than any noble is willing to acknowledge. Changelings that returned during the decades following the Resurgence (and that have not succumbed to Bedlam or Undoing) are blessed by having built foundations to fall back on when Glamour supplies diminish. Meanwhile, others have to resort to extremes to survive Banality's growing influence on the world. Looking for change, but receiving no solution from their leadership, sinister organizations such as the Shadow Court continue to grow steadily by promising a new world in return for sacrifices and commitment in the name of their cause.

The massive rift between faerie nobility and commoners threatens more than the stability of changeling society by drawing attention from where it is needed. Increasing number of Thallain and Dark-Kin enter the Autumn world alongside monstrous chimera and nightmare monsters in order to prepare the world for the Elder Dark. At the same time, some find it easier to cast their lot with the Fomorians in order to avoid meeting their end, with "Better a nightmare than dreamless sleep" as their motto.

Nonetheless, the nobility is not immune to the changes in the world. Fear of losing standing and influence in the faerie community spreads throughout the houses. The practice of applying Sovereign in order to ensure loyalty to the court is increasing and has even spread to ennobled commoners. Conflict exists within houses on a larger scale than before, forcing the nobles to look for enemies where there were once brothers and sisters.

Insecurity and fear among nobles further escalates the tension with commoners, as freehold trods become focal points of increased military activity, and as refugees from fallen freeholds seek new sources of Glamour to sustain them. The Parliament of Dreams endlessly discusses possible solutions, but leaders of both courts delay, prevent, and sabotage agreements in order to maintain full control of their own power.

With another civil war threatening to break out, nobility looking for threats among their own, minions of the Elder Dark stalking the Kingdoms, and decreasing amounts of Glamour, the belief that these are the final days of Autumn and that the Long Winter is around the corner gains strength.

The Nature of the Fae

From one corner of the earth to another, one fact unites all fae that walk through the mortal world. All changelings have two halves, two natures that exist as a single whole. The true form of a changeling is called their *fae mien*, the fae form made of Glamour that can be seen by other fae and creatures of Glamour. That half of themselves is hidden away, protected from the harsh Banality of the Autumn world by their *mortal seeming*. Which one is viewed entirely depends on the person

doing the perceiving and how close to the Dreaming the fae is at the time. Both exist together rather than shifting back and forth, a shared existence that begins the moment the fae and the mortal body become one.

The Chrysalis

Changelings are as old as time, older than the stories of faeries and mortals interacting in cultures across the world. The initial changelings were born of the relationships between mortals and fae, in a time before Banality turned the world dark and cold. Modern changelings, by contrast, came about when the fae realized that they could not survive the Banality of the mortal world without some kind of protection. Most chose to engage in a ritual known as the Changeling Way, which cloaked their fae selves in mortal bodies that would allow them to hide in the Autumn world. When this first generation passed on, their fae souls were reborn into the bodies of mortal children, and changelings began to be born all over the mortal world. While some fae, like the Arcadian sidhe, choose to take mortal form in other ways, this is the primary way the fae have survived the dwindling of Glamour in the world for generations.

A child harboring a fae soul can grow for years, even into adulthood, without ever knowing the truth about her dual nature. No matter how well hidden, however, the child's true nature marks her as different. Hints might leak out, marking the child as unusual, the odd one out, or else simply the weirdo in the class. These children grow up fascinated with things most people relegate to flights of fancy, like dragons or monsters, fantasy lands, and amazing stories. They look for the unbelievable in their everyday world as the fae soul inside yearns inside to reach the Dreaming and its wonders. Still, the child will remain unaware of the fae slumbering inside her until the time to awaken occurs. This awakening, when the Dreaming within manifests in the child, is a dramatic and often traumatic experience called *Chrysalis*.

The Chrysalis is a moment of revelation when the fae self inside a mortal bursts forth in an explosion of Glamour. It's a tumultuous, overwhelming experience, as the mortal becomes not only aware of a reborn other self within her body, but of an entire world of Glamour and fantastic, wondrous, terrible things around her. She is violently inundated with sights and sensations from a world that lies just alongside, over, and beside the mortal one, where unbelievable things are real. This violent explosion is preceded by small events, tiny outpourings of Glamour, as the Dreaming tries to reach out and awaken the fae inside the mortal.

It may start small, with a mortal witnessing strange occurrences no one else sees. A teenager sees a crow sitting on his teacher's shoulder, a crow no one else notices. A child sees a stuffed T. Rex sit up in the sandbox and begin chewing on a cigar. She has visions, flashes of glorious vistas and breathtaking wonders, that she believes to be real, and even experiences vivid hallucinations in which she lives through the life experiences of a person from long ago and far away. These flashes are the fae-to-be's first look at the Dreaming, or even memories from past lives trying to remind her of who she is. These visions can be disturbing to mortals, who may seek out psychiatric help. Many concerned parents will try and intervene to help their children, who struggle to reconcile their wonder at the things they're seeing with the reality of the mortal world. These early warnings increase in frequency and intensity and, unless impeded, end in the forceful emergence of the fae inside.

The Dream Dance

When the time is right, the warning visions stop and the Changeling enters the *Dream Dance*. The dance heralds the arrival of the new fae, broken from the shackles of the icy Banal world. It's a titanic explosion of power, a riot of magic and the unreal made real, as the new changeling is engulfed in the power of the Dreaming, infused with Glamour, and sees for the first time the magic that has always been around her. Nothing could have prepared her for the sensations of seeing the world without mortal blinders, as she embraces a world brighter and more intense than she could have imagined. She plunges headlong into this new experience, lost in the furious chaos of a new world unfolding around her.

The Mists that shrouded her view of the world are gone and the new changeling sees herself and her fae mien for the first time. She is bombarded with images of her past lives, of Arcadia and the Dreaming, of friends and loved ones and enemies long gone, and even glimpses of the future to come. All of it passes before her eyes so quickly that only fragments remain. The changeling in the Dream Dance battles this tide of power, overwhelmed, as Glamour pours from her and creates chimera out of her dreams, fears, hopes, and nightmares. These chimera can run rampant, attracting local fae as word spreads of flocks of baby dragons flying over Jersey City, or a haunting band of clockwork musicians wandering Golden Gate Park. Those fae nearby can recognize the flood of Glamour and the chimerical activity for what it is — a new member of their people coming into herself — and may seek to help the emerging changeling.

Those that are found are the lucky ones. A changeling is never as vulnerable as during the Dream Dance. As she spews Glamour in every direction, the changeling may attract the attention of less savory chimerical creatures that could harm the new fae. Other supernatural creatures might see the confused changeling as easy prey, and many fae are picked off before they can ever fully realize themselves. Still others fall to madness, unable to handle the disconcerting shift in their reality. That's why all changelings in the area of a person going through the Dream Dance have a duty to find the emerging fae and help her through the process. In exchange, they drink deep of the overflow of Glamour the new fae exudes, while they introduce their newest cousin to their lives as changelings.

Fosterage

Upon surviving the Dream Dance, the fully emerged changeling must now make her way in a wholly new magical world. Other Kithain who discovered the changeling during the Dream Dance usually bring the new fae, called a *fledgling*, to the nearest large gathering of fae or to a freehold. There, the changeling has a chance to learn about the Dreaming, fae

The Changeling versus The Arcadian Way

During the Sundering, fae left behind in the mortal world took on the Changeling Way rite as a way to survive in an increasingly Banal world. They understood that without a mortal body to shelter them, their fae soul would eventually wither and die in the face of the chains of mortal fear and stagnancy. The Changeling Way allowed fae souls to also be reborn again and again, an unbroken chain of magic through the generations, preserved by their bond with humankind.

When the doors burst open from Arcadia once again, the sidhe who came back to Concordia discovered that they too would have to face a thoroughly Banal Autumn world by taking on mortal bodies. Yet instead of embracing the Changeling Way, these Arcadian sidhe refused to bond with a mortal body like their commoner cousins. Instead, the Arcadians chose to seek out mortal hosts and rip out the mortal souls inside. This marks them as wholly different from the sidhe of Houses Scathach and Liam, who stayed during the Shattering, and instead are reborn alongside the other kiths. Many newly-returned sidhe have also chosen to take up the Changeling Way rite, and a generation of newly-dubbed Autumn sidhe have been reborn in the mortal world. This has led to harsh criticism of the Arcadians, whose potential destruction of the human soul has been seen as unnecessary, a product of the nobility's inability to change.

society, and everything else she needs to know to survive. She also learns more about her *kith* (or faerie race), and explores her true nature surrounded by her fellow *Kithain* who can understand what she is going through.

During this time, an older changeling with more experience may offer to *foster* the new fledgling, offering to become their mentor, guardian, and teacher during the early learning period of the changeling's new life. The term fosterage comes from the medieval practice, where nobles would take on the children of another family to cement alliances or to build connections between noble children for the next generation. The mentor and fledgling swear the Oath of Fosterage, introducing the new changeling to the power of the oathbond in fae society, and linking the two together in this crucial period of growth. Since the changeling's mortal family couldn't possibly understand what the changeling is going through, fosterage offers guidance that is key for new fae in their early days.

Often, the nobility or local leadership assigns a mentor they believe has the wisdom and experience, should the fledgling be brought to the nobility upon discovery. Should a group of commoners, known as a *motley*, find the new fae, they might keep the changeling and handle the fosterage themselves, picking a mentor from among their ranks. This mentor acts less as oathbound ward and foster and more like a big brother or sister, teaching informally as they go.

Should a changeling be discovered later in life, having gone through the Chrysalis in adulthood, the fostering period is a little different. The adult changeling becomes less of a ward and more like a guest, with her mortal life experience taken into account during her education. A mentor or several friendly teachers during this period are also key for the new adult changeling, as the radical shift from adult mortal to newly-discovered fae can be even more jarring.

The bond between the mentor and the new changeling during this time period is one of the most important in a fae's life. Fosterage at this vulnerable stage in a fae's life influences the way the changeling sees and interprets all of Kithain society. Lost in this new world, a changeling may cling to her mentor's lessons and pattern herself after them, creating a close bond that can last a lifetime. She can also rebel depending on her own nature, causing strife between the two. As the fledgling learns more about herself, a Seelie mentor might find himself teaching an Unseelie, and perhaps unruly, pupil. Still, unless major strife occurs, the bond of fosterage represents a chance for the new changeling to begin again in her new life with some stability, even family. It isn't uncommon for mentors to take in a fledgling who has had to leave her mortal kin, or for a mentor to make her ward the heir to whatever he owns. It's for this reason that the Oath of Fostering should be carefully considered by both potential mentor and student before the decision is made, as the responsibilities may last more than just one lifetime.

The term of fosterage, while important, is not long. It is important for a new changeling to learn the ropes quickly and adapt to her new power as fast as possible. Too much can go wrong should a fledgling stay out of control in her early days, and the responsibility to keep a fledgling in check is a great burden on a mentor. Once a fledgling has adapted, however, she passes from her fosterage into the next period of her fae life. She will take the lessons from her mentor forward, spending the rest of her days honing what she has learned.

The Saining

New Kithain are given a period of adjustment during which they have time to learn their role in fae society. Under the direction of their guardian or a motley, the changeling spends this period learning about her kith, her place in court structure, and the ways of the Kithain. The period usually lasts for a year and a day, split into *the time of warding* and *the time of watching*.

In the first half, the time of warding, a new fledgling is given more leeway in her actions, as guardians teach her while taking responsibility for any accidents or mistakes the fledgling makes. The fledgling has the room to learn about customs and traditions without reprisals should they err. That changes during the time of watching, when the fledgling must apply the lessons she's learned and take responsibility for her own actions. Adult fledglings are held to an even higher standard, as it is expected

that their mortal life experience should lead to them making better, more responsible choices.

After the year and a day, the fledgling undergoes the *Saining* (literally, naming) ritual. This rite initiates the changeling into Kithain society, as seers use their command over the Arts to part the Mists and seek out the fae's true name. Should no one have strong enough mastery over the Naming Arts, a changeling may take upon themselves the responsibility to Unleash the Naming untrained, and risk what unpredictable power the Dreaming might impart.

A True Name is the very heart of a changeling, the name that connects her essence to the Dreaming. True Names are highly-guarded secrets, shared only with a changeling's most trusted allies and friends, as knowing a creature's True Name gives someone the power over that creature.

Children of the nobility undergo a slightly different ritual than their commoner cousins, known as the *Fior-Righ*. This secret ordeal, attended only by members of the noble house that sponsored the fledgling, tests the sidhe's physical, social, and mental capabilities to determine what noble house the changeling will join and at what rank. Nobility have a vested interest in assessing their future members early, and therefore often track down and watch potential new sidhe or noble children before their Saining. When possible, nobles may even track these fledglings to their mortal homes to review their capabilities before their training begins.

Once the Saining is complete, a changeling may choose to swear an Oath of Fealty to the freehold, lord, or motley that took them in. There she may take on responsibilities to the household or her motley depending on the skills she's shown during her fosterage. The Chrysalis truly ends with the Saining, as the newly-named changeling emerges as a fully-accepted member of Kithain society, ready to embrace her life as a child of the mortal world and the Dreaming.

Banality

The greatest threat to a changeling is the force of disbelief, stagnation, and confining reason that threatens to choke human ingenuity and creativity. The rationalization that humanity has clung to in an effort to chase away its fears also wears away at the spark of imagination and creation that connects the mortal world with the Dreaming. This grinding, oppressive force is known as *Banality*, and it is the leading cause of destruction for all denizens of the Dreaming. Banality seeks to explain away the fantastic and categorize, empiricize, contain, and render mundane anything outside of the scope of accepted mortal understanding. Older Kithain call this force the Endless Night or the Long Winter, as the encroachment of Banal thought on society renders the world colder to changelings with every passing year.

Banality, while itself not a sentient thing, is a force nonetheless, perpetuated by the press for normalization, sameness, and wearisome acceptance of the status quo that is so part of mortal life. Wherever a teacher stamps out the spark of creativity in a young artist, or a parent demands their child give up on foolish dreams to "be more practical," there Banality flourishes. For every musician forced to give up on her dreams to take up a nine to five, for every scathing review of that wacky play that makes the writer give up the pen, for every additional week of standardized testing that drives children to frustrated tears, the world becomes a little colder for changelings and mortals alike. Banality makes the mortal mind unable to think beyond the boundaries of its understanding and curbs the creative spark that yearns inside to blaze to life.

The World of Darkness is infused with Banality, frozen in the grip of its power. The pall it throws over everything is reflected in the helpless weariness of its mortal citizens and the stagnating powers that hold its infrastructures in place. For every time a changeling reaches for Glamour and fails to call forth its power, it triggers a response and Banality floods in instead. The Dreaming fades with every moment that Banality tightens its grip, its fierce, uncontrolled beauty catalogued, packaged, and slapped on a factory-stamped lunch box. Banality is the force that is driving the Dreaming and all of its children to extinction, the Long Winter haunting the steps of every Kithain in the mortal world.

Glamour

Glamour is the shining opposite of Banality, the spark of hope that burns bright against the oncoming Endless Night. Glamour is the very stuff of creative life and hope, shining wherever artists work at their passion and mortals battle away the doldrums to dream. Glamour is the basic building block of all fae reality. It powers the Dreaming, makes up every particle of chimerical creatures and creations, and powers all faerie magic. Glamour gives changelings the ability to call up whirlwinds or whisper to trees, create magical flying ships, or allow mortals to see or touch the Dreaming by infusing them with just a touch of power.Glamour is also the basic energy that keeps changelings from losing their fae mien and power. Glamour fuels their *cantrips* (spells) and without a constant stream of Glamour, a changeling forgets her connection to the Dreaming and fades back into her mortal seeming. Though it is vital, the force of Banality in the world has made Glamour scarce. Changelings spend their time finding new sources of Glamour by cultivating mortals that produce it or discovering new locations where natural Glamour flourishes. These locations become a precious resource that must be protected, or the Kithain risk the world becoming that much colder.

Glamour can't be seen in any physical form in its rawest state, as it is a type of energy. Mortals cannot sense Glamour or anything created by it that doesn't have a physical, mortal world counterpart. Because of their connection to the Dreaming, changelings can sense the presence of Glamour. All changelings have at least a little of the faerie sight, called *kenning*, which allows them to see through mortal seemings to the fae mien underneath, and also perceive things infused with Glamour. Glamour can also be collected and pressed into a physical form by changelings to either infuse power into an object, or else to create *dross*, bits of material that store Glamour for use or consumption at a later time. Many a changeling has been saved

from the cold press of Banality by a timely bit of Glamour, as they cling to its warm spark in the oncoming darkness.

The Undoing

The force of Banality in the mortal world is so strong that, if a changeling is not careful, it can separate a fae from his mortal self. As a changeling is worn down by Banality, he starts to forget his connection to the Dreaming. Memories of his fae selves disappear and a fae may fall into the *Undoing*, a time when a changeling forgets his time as a fae and instead is subsumed into his mortal seeming altogether. Should the process not be halted or at least slowed, the changeling loses touch with his fae half entirely. What is left behind is the hollow mortal half, living his life alone in the dull, Banal world.

This process doesn't happen all at once. Changelings weather the forces of Banality every day, buffered from its harshest effects by their mortal seemings. By taking that bit of Banality into their lives, changelings can build up a tolerance and use the mortal half to shelter them from the worst that the cold Autumn world has to offer. A changeling's fae mien may dig down deep below her mortal shell to endure the most trying parts of her everyday life, from paying bills to dealing with tax officials. Prolonged contact with Banal influences can wear down even the toughest changeling and send her in a slow spiral towards the Undoing.

Fae have been using the trick of hiding behind mortal seemings for as long as memory stands. Faeries would wear mortal disguises to walk among humanity, even going so far as to take the appearance of mortals to hide from those that might enslave them or destroy them with cold iron. This tactic was later used when the Shattering threatened to crush the fae left behind when the gates to Arcadia swung shut. Those who stayed in the mortal world used the trick of taking mortal form to create the Changeling Way Ritual that allowed the fae to be reborn in mortal bodies, protected (at least in part) from the Banal world.

This transformation by the fae into changelings didn't come without a cost. Changelings lose the memory of their fae selves when utterly subsumed into their mortal seemings. It's for this reason that, until Chrysalis, a mortal does not remember her fae self fully. It's possible that some fae souls never awaken from their slumber, their mortal seemings so buried in Banality that they cannot be reached by the Dreaming. They remain, tragically, lost to Banality's Undoing and the Mists.

The Mists

Once, long ago, the fae created barriers that would protect themselves and the wonders of the chimerical world from the prying eyes of humanity. Over time, the *Mists* merged with the rising Banality and transformed from a protection against mortal intrusion into a barrier between Kithain and the Dreaming. While this unseen cloud of disenchantment keeps mortals from recognizing fae magic and faerie miens when they see them, it also helps to cloud the mind of changelings while in their



mortal form. Because of the Mists, changelings cannot draw upon the full knowledge of their fae selves, or their past-life memories of Arcadia and generations of immortal life. So much of the fae self is lost to hazy recollection or fragmented dreams thanks to the Mists' influence.

The Mists also wear down the changeling's connection to the Dreaming and keep them from naturally gathering Glamour from the world around them. Over time, a changeling runs out of Glamour unless she can find more from external sources. Eventually, she begins to lose touch with her own fae self. The changeling loses touch with not only her fae mien, but the memories of her fae lives, her memories stripped away by the *Forgetting*. The process of recapturing lost memories can seem like an impossible struggle against Banality itself, as the changeling is trapped within a nightmare of half-remembered visions and puzzling yearnings.

Should the changeling not receive the Glamour she needs to recover from her slide into Forgetting, she may be wholly subsumed by the Mists and Undone. This process speeds up should the changeling be harmed by anything that damages her fae mien, such as weapons like cold iron. Yet even those fae who have lost their way in the Mists may recover bits and pieces when the Mists part, and allow them a glimpse of their true selves. For changelings, that allows them tiny fragments of their past incarnations or even of Arcadia itself before the Mists lower again under the crushing weight of the world's Banality.

The Mists do offer one benefit to mortals by hiding the Dreaming and its children. The force of Banality in most mortals keeps them from perceiving anything outside of what they believe can exist. Should they spot anything that they cannot immediately explain, the Mists press them to rationalize it away as a temporary hallucination or trick of the mind. A mortal must be deliberately enchanted to pierce through the Mists to see the world of the Dreaming, lying hidden right before their eyes.

It's into those very Mists that all changelings might go, if — or when — they lose the battle with Banality.

How Changelings Age

Since a changeling's life span is tied directly to her mortal body, a changeling is born, goes through Chrysalis, and grows older and dies, only to be reborn and begin the process again. The cycle of death and rebirth assures that a fae soul may pass down through the generations, a shadow of the immortality that the fae once possessed. Yet during her lifetime, a fae ages from Chrysalis to the end of their lives based more on their exposure to Banality than mortal age.

Changelings emerge from the Chrysalis as *fledglings*, though their mortal forms may be already grown. A changeling's fae mien reflects that youth and vitality, as she has yet to truly feel the ravages of Banality's touch. Her apparent age or stage in life, known as her *seeming*, advances based upon her perception of the world and the way she resists the Banality all around her. Although most changelings pass through the three seemings linearly — childling to wilder to grump — seeming represents more than just the physical age of a changeling's mortal form.

Violent Ends and Cold Iron

To a changeling, the world is already a cold, Banal place, slowly sinking further away from the Dreaming. Yet with each changeling who is Undone, the world gets a little darker and a little more Banal. The act of taking a changeling life is an act of Banality, and changelings that slay one another are helping the Autumn world grow colder.

This goes even more so for any changeling that chooses to use a weapon made out of iron to harm a changeling or denizen of the Dreaming. Iron is deadly to changelings and an affront to the Dreaming itself. No one is sure entirely why, but legends hint that long ago, perhaps before the Sundering, the fae made a deal with iron itself. While the exact nature of the bargain is lost to time, it is said that iron became enraged when the fae did not uphold their part of the bargain. From that point on, iron became the eternal enemy of all fae, and when carried in the hands of an enemy, a changeling's deadliest foe. Most freeholds and parts of fae kingdoms make owning cold iron weapons illegal, and being caught with such a weapon is an open declaration of murderous intent.

It represents her outlook and approach to the Dreaming, as well as reflecting how she processes Banality. It is even possible for a changeling to change seemings "out of order" with time, moving from grump to childling or wilder and back again. None of this, however, does anything to prevent the changeling's physical body from aging. Indeed, all changelings know that they will more than likely be Undone before ever reaching a ripe old age.

Undoing reigns as the leading cause of death for changelings (along with violence at the hands of enemies). The loss of even one fae life is a horrible blow, as it marks another win for the Autumn world against magic, the fae, and the Dreaming itself. The fae soul that is Undone lies resting inside the mortal body it once inhabited, waiting for that mortal shell to die. Only then can the fae soul reincarnate into a different form to return to the mortal world. Yet that Undoing is not the worst fate that can befall a changeling.

Few fae fear the specter of death like the sidhe. Though some sidhe did take on the Changeling Way and began the stages of being reborn on earth like the other Kithain, Arcadian sidhe have maintained their traditions of being untainted by the death-rebirth cycle of mortals. Instead, by choosing to steal mortal bodies, the Arcadians have left their future after death uncertain. No one is sure if Arcadian sidhe reincarnate, and those who have chosen to eschew the Changeling Way are frightened by the mystery of death that now stalks the once-eternal sidhe. House Liam presented the scandalous notion that nobles are indeed reborn, but as commoners, but that idea was shouted down or wholly ignored by most nobility. Still, Autumn sidhe

stand as reminders that rebirth is possible, if only the old ways will be set aside in favor of the death-rebirth cycle that has served the commoners for the long years of the Interregnum.

Preventing Aging

Since the fear of death looms large for so many of the formerly-immortal fae, quite a few take steps to try and prolong their lifespans. Many legends and epic stories came from the search for extended life, with outcomes ranging from sad hilarity to outright horror.The only tried-and-true method to prolong the life of a changeling is to spend time in a freehold in the Dreaming. Changelings who have regular access to a freehold live longer than a mortal ought, and maintain their hold on youth and vitality for longer as well. Staying too long in a freehold, however, has its downsides. Changelings that spend too much time that close to the Dreaming will begin to lose connection to the mortal world outside and become overwhelmed by their fae natures. The changeling drifts further into her fae self until she enters *Bedlam*, a madness driven by a lack of grounding in the mortal world. The oldest changelings walk a dangerous line, trying to balance how much Banality they accrue simply by going out into the mortal world with how long they can remain in a freehold without slipping into Bedlam. Every changeling knows that sooner or later they can misstep and, should that happen, they face either Undoing or the slippery slope of Glamour-fueled madness.

This practice of spending more time in freeholds than out is common to the nobility. In recent years since the Resurgence and well into the Evanescence, Arcadian sidhe who have lived in the mortal world for many years have become known for spending perhaps too much time in their freeholds. As a result, they have been accused by commoners of drifting out of touch with the ongoing problems of the outside world to extend their own lifetimes. A dangerous example is High King David himself, who has spent more time in freeholds than out among his people in recent years. Commoners and progressive nobles alike have petitioned the King to step beyond the borders of his freehold to see the troubles outside, only to have their pleas fall on deaf ears. The court remains within their freeholds, some say afraid of being Undone by the cold hand of time as it marches on outside the walls.

Legends speak about treasures that can extend youth or grant immortality once more, like the fabled Fountain of Youth, but so far none have been recovered. That doesn't stop many intrepid young changelings from questing to solve the puzzle of fae immortality. In the meantime, the cycle of death and rebirth marches on.

The Legend of Síocháin

Legend speaks of faerie nobles that have achieved the impossible and found the delicate balance between their mortal selves and the fae souls within. The Síocháin, as they're called, are thought to have discovered the balance between Glamour and Banality and have therefore found true immortality. Though many question whether the Síocháin even exist, commoners wonder whether or not they're just happy stories to give desperate nobles hope at the end of their lives. How the Síocháin achieved their immortality is unclear, and wherever they are, they do not seem keen on sharing their secrets just yet.

Mortal Seeming & Fae Mien

Changelings face the rigors of age both in their mortal bodies and in changes that happen to their fae selves. This twofold process can be disconcerting for a changeling, whose *mortal seeming* might not match the age and capability of her fae self, and vice versa.

A changeling's mortal seeming is the body that hides her fae self from mundane perception. The fae is either born into this mortal body and emerges during Chrysalis as a changeling, or (for sidhe) takes over the body upon exiting Arcadia. Though the mortal shell may hide the fae self underneath, that mortal body always bears the hallmarks of the fae hiding inside. A cat pooka's mortal seeming may seem lithe, graceful and a little ferocious while an Autumn sidhe's mortal form might bear some of the striking beauty and poise of her fae counterpart.

Still, mortal forms do age and though the changeling inside might hold onto their youth and power, unless the process is held back by time in a freehold, the mortal body will eventually die. Those that do stay within freeholds to hold back the march of time can end up spending more time as a child, or a teenager, than they intended. The effects of this extended time in a freehold will eventually become obvious to mortals as a child doesn't grow older, or coworkers spot an adult that seems to never look a day over twenty. Often that can mean changelings need to abandon their mortal lives, or in the case of children their mortal families, when people begin to notice something is wrong. During fosterage, understanding older fae can take in these young changelings to prevent the attention of mortal authorities. Bedlam might be a terror for all Kithain, but so is exposure to Child Protective Services or well-meaning but stifling stints in mental health facilities.

Hidden beneath the changeling's mortal shell is her true self, her faerie soul or *fae mien*. Anyone who can see through the mortal disguise sees the immortal child of the Dreaming, the fae soul that has lasted through the centuries. Changelings and other denizens of the Dreaming can always recognize one another for what they are.

Only within a faerie trod, freehold, or any Glamour-infused place can a changeling's fae mien surge to the forefront and be freely seen. Still, a changeling's fae mien is always present just under the surface, ready to be spotted by any other changeling or Dreaming denizen unless actively hidden. The fae mien can be pushed aside by renouncing one's fae self, but doing that invites the coldest touch of Banality.

A changeling's body ages chronologically alongside her mortal seeming. However, a changeling's appearance is dictated by the stage of her life, or *seeming*, that she is in at the time.

Seemings

A fae's seeming is a reflection in her fae mien of her state of mind and how she perceives and interacts with the world. Though a fae ages chronologically, a fae's stages of life are informed by the state of mind she embraces. A changeling transitions through three states: *childling*, *wilder*, and *grump*.

For a childling, the world is a source of endless wonder to be embraced. A wilder then takes those moments of wonder and the experiences learned there and seeks out new adventures, eager to discover and explore everything she can. Once the wilder has learned much and gained experience, she then becomes a keeper of the knowledge she's achieved and prepares to pass that knowledge on to others as the cold of Banality wears her down.

While the length of time the fae spends in the mortal world might change his appearance and age him, it is his experiences and perception that shuttles him from one stage of life, and one seeming, to another. A childling may spend a long time in his wonder-filled state, entranced with the awesome and beautiful fae world, only to transition into his wilder years in his teens when he's finally let go of childlike things to seek out new adventures.

These seeming states are not entirely linear, as a changeling on the cusp of becoming a world-weary grump can discover something that leads her back to the wonder of her childling years. However, this backwards path is rare, and difficult to achieve. Though a fae's spirit is fluid and changeable based on her mindset, the influence of the mortal world impresses the idea of linear time, always moving forward, towards an inevitable end. That mindset and the march towards mortal death can wear down a changeling and drive her towards the grump mindset, and eventual Undoing.

A fae's different seemings directly affect his fae mien. While a childling may have all the sparkle and innocent appearance of a naive young squire, a wilder takes on the appearance of a more seasoned, ambitious, and perhaps hungry young fae, out looking for adventure. Grumps are marked by their past experiences, scarred from battle and world-weary from years fighting the grip of Banality. A transition back, then, from grump to wilder would not mean a reversal of their apparent physical age. Instead, a previously worn old troll might find himself standing tall once more in battle, reinvigorated to his duty by new inspiration and purpose. Each transformation would depend largely on the changeling's view of the world and his appearance, which is based on what kind of fae he is.

Kiths

Ancient stories recount that fae were created from the dreams of the world. Those long-ago dreams have shifted and



changed with the influence of humanity's imagination to create the kiths of fae that exist the world over. A changeling comes out of his Chrysalis knowing that he belongs to one of those kiths, and bearing the hallmark physical traits of his people. As a changeling ages, his mortal body takes on more of the physical traits that mark him as a member of his kith, until mortal death drives the fae spirit into the cycle of reincarnation to begin things all over again.

There are 12 kiths prevalent across Concordia (13 if one counts the two distinctly different kinds of sidhe that now exist in the mortal world). They are:

- **Boggans:** Practical and hardworking, boggans are the keepers of households and industrious homemakers. Boggans can't help but get involved in the business of others, and for that reason always seem to know what's going on. Trusted with keeping the hearths of many freeholds and nobleman's keeps, boggans are the bedrock of a stable fae court.
- **Clurichauns:** Fun-loving and charismatic, these Kithain are the origin of the stories of leprechauns. They love life and revelry, as well as collecting objects. Clurichauns are prone to bouts of depression or rage, unleashing their fantastic tempers and tearing through anyone in their way.
- **Eshu:** The ultimate wanderers, eshu are consummate storytellers and explorers. Originating in Africa, these Kithain were once rulers in their own lands and now can be found across the globe. Known for arriving just where and when they need to, eshu are quick-witted bargainers and explorers, and perfect companions for any adventure.
- **Nockers:** These foul-mouthed curmudgeons might be small and strange to look at, but their need to craft and build makes them the ingenious inventors of changeling society. Nockers often prefer their own company (provided they're allowed to create), and fall easily into profanity-laced frustration when finding imperfections within their own designs.
- **Piskies:** Piskies are an innocent, wide-eyed kith, made up of natural wanderers that seek the beautiful and awe-inspiring beauty of the world. Useful messengers and guides, these industrious and friendly changelings can't resist taking something they fancy, even if it doesn't belong to them.
- **Pooka:** Pranksters at best and terrors at worst, these changelings each share an affinity with a particular animal and adore practical jokes. These rogues are known for never being able to tell the whole truth, and often act as the not-so-innocent jesters who can get away with nearly anything.
- **Redcaps:** These hideous changelings are monstrous eating machines, terrifying to behold and full of bad attitudes and violence. Redcaps can ingest nearly anything and live for the chance to stir up trouble and buck authority, making them an often friendless and unwelcome addition to changeling society.
- **Satyrs:** Satyrs are the spirit of pleasure and passion given form. Sensualists of the highest order, these goat-legged



Kithain are known for their boundless energy as well as their musical talent. Though they are known for their hedonistic ways, satyrs also serve as fierce warriors, lovers, and wise councilors.

- **Selkies:** These skinchanging Kithain straddle the worlds of land and sea, capable of slipping on a seal skin to swim the oceans, or taking off their skins to walk on land. Playful but also cautious, these attractive fae must keep their sealskin pelts close by even when in mortal form, or risk having them stolen and destroyed.
- **Sidhe (Arcadian):** The noble and beautiful rulers of faeriekind, the sidhe are the otherworldly beautiful leaders of the classic faerie lords. These sidhe left for Arcadia during the Shattering, only to return to assume their rulership once more. Unlike the commoners they seek to rule, Arcadian sidhe never took up the Changeling Way and instead steal the bodies of mortals to walk in the Autumn world.
- **Sidhe (Autumn):** Unlike their Arcadian counterparts, Autumn sidhe consist of all the sidhe who chose to stay and bond themselves to mortal bodies through the Changeling Way either during the Shattering or later during the Resurgence and Evanescence. These sidhe embody the boundless beauty and grace of their Arcadian cousins coupled with the complex beauty of mankind. Natural leaders, Autumn sidhe believe they have earned their right to rule.
- **Sluagh:** These dark and secretive fae are the best at collecting information and guarding secrets. Sly and withdrawn, sluagh are only able to speak at a whisper, and loathe loud noises and losing their well-protected knowledge.
- **Trolls:** These powerful giants embody the loyalty, honor, and strength of the fae. Staunch defenders and guardians, trolls prize honor above all. Once they've given their word, they will not break it on penalty of sickness and even death.

These are by no means the only kiths that exist in the world, as some Kithain are rare or local only to certain regions or parts of the world. Yet these 13 groups make up the majority of Kithain society, and the court system that makes up its structure.

The Houses

Upon awakening to their faerie selves, all Kithain understand that they belong to a society that is ruled by a very rigid and well-defined court system, ruled by noble houses that go back generations. These noble houses are largely made up of sidhe, who rule with natural confidence. These noble sidhe come from both the sidhe who arrived during the Resurgence and the sidhe who have only recently arrived from Arcadia.

It's said that those sidhe who left Arcadia during the Resurgence may have been exiled, or else returned to reestablish the noble houses' control over Kithain society in the mortal world. Either way, the houses only saw significant representation after the return of the sidhe began in 1969, and ever since the returned nobles and the commoners have been in conflict. The Accordance War raged when the nobles attempted to reassert their houses as the dominant ruling factions and faced commoners who had long since learned to rule themselves. Since the Treaty of Concord and the rise of High King David as supreme ruler of Concordia, these houses have gained overall control of Kithain rule and politics.

The power structure of what once was, however, has been shifting since the Resurgence. Autumn sidhe who remained behind after the Shattering to become bound into mortal bodies have stepped out of the shadows to counter their Arcadian cousins' assumptions about their natural right to rule. The surges of Glamour that ripple across the world often trigger glimmers, temporary openings in gateways to Arcadia. These bridges to the lost home of the fae disgorge more sidhe every time, leaving many to wonder whether there is any rhyme or reason to the opening of these doors, and the arrival of the nobility.

Though initially only eight noble houses arrived from Arcadia to join House Scathach in the mortal world, four more houses have since come through from Arcadia to bring the number to 13 in total. These are:

- **House Aesin:** These Scandinavian sidhe were once guardians of the north and still see themselves as masters of mortals, just as they did when they bestowed their blessings on the Vikings long ago. These Unseelie nobles are bonded heavily with nature and prefer the solitude of forests, and live in constant disgust at the mortal bodies they must inhabit.
- **House Ailil:** Expert strategists and politicians, this Unseelie house sees the art of politics as a perfect game to be mastered. Known as *Dragons* by their fellows, House Ailil is a competitive powder keg of intrigue and manipulation, who will stop at nothing to distinguish itself as the most savvy and powerful politico in Kithain society.
- **House Balor:** Brutal and cunning, House Balor is an Unseelie house that rules through strength and domination through force. The Blooded have long since embraced the idea of themselves as the living embodiment of the terrible power of the sidhe. Each Balor is deformed due to a dark taint in their blood, though they bear their mark proudly for all to see.
- **House Beaumayn:** These Seelie prophets and esoteric researchers make up a house dedicated to cultivating and understanding the secrets of the occult and those supernatural creatures that exist in the world. Close knit and secretive, this smaller house has a knack for sticking their nose where it might not belong, yet lead with the insight that comes from being able to glean wisdom from the past, the future, and that which is unseen.
- **House Daireann:** This Unseelie house is known for their three major tenets: Honor, Vengeance, and Hospitality. Daireann sidhe shun cowardice and painfully punish their enemies, but surpass all other fae in terms of hospitality. Woe betide anyone that crosses a Daireann, and the stories of these boastful but loose-lipped nobles spread far and wide.
- **House Dougal:** One of the original five Seelie houses that came through the gates during the Resurgence, House Dougal is known for their no-nonsense attitude and wise planning. They eschew manipulation and intrigue in favor of building solid structures within sidhe society. Each member of the house bears a deformity they seek to hide.

- **House Eiluned:** This Seelie house is known as the House of Secrets, as much for its focus on intrigue as its mastery of faerie magic. Its members are often looked upon with distrust since their return in 1969, and yet their subtlety and power is a dominant force in changeling politics.
- **House Fiona:** The most rebellious and headstrong of the houses to return from Arcadia, House Fiona is known as the sensual and hedonistic house, dedicated to love, passion, and impulsive behavior. These Seelie sidhe are known for their hospitality and total dedication to whatever cause has caught their eye.
- **House Gwydion:** House Gwydion believes that if the sidhe are meant to rule changeling society, then it is the best able and is meant to lead the sidhe to their destiny. Dedicated to defending the Dreaming, these Seelie nobles are known for their tendency to fall into maddened rages.
- **House Leanhaun:** Patrons of art and beauty, this Unseelie House is known for supporting mortals and fae alike that create and shape art in this world. Known for their debauched ways, the *Muses*, as they're known, are said to raise up artists to greater and greater heights through their inspiration before ripping out all their Glamour and leaving them to suffer.
- **House Liam:** Quiet sages and knowledge keepers, House Liam is one of the returning Seelie houses dedicated to protecting mortals against the dangers of the chimerical world, including the abuses of other changelings. Often sought out as advisors by other noble houses, Liam labor under a stigma of disgrace that is attached to their name.
- **House Scathach:** This outcast house is an anomaly among sidhe houses. A mostly Seelie warrior house, the Scathach chose to remain in the mortal world after the Shattering and remained close to the commoners, earning them outsider status among the sidhe. In modern day they are uneasy leaders among the Autumn fae, and remain solitary walkers where others fear to tread.
- **House Varich:** House Varich are masters of the frozen Russian north, where they were once worshipped as gods by the locals. Brilliant codebreakers and information brokers, this Unseelie house has an ongoing feud with the sluagh over who is better at discovering secrets. Members of the house are known for their frozen hearts and their inability to love.

It's important to note that while these houses in the past may have represented the stranglehold on Kithain politics, the tide has been shifting in recent years. With Glamour growing scarcer and the forces of Banality growing stronger, commoners who were long since frustrated with sidhe rule have grown tired of their aloof leadership.

While the Arcadian sidhe remain locked away in their freeholds, afraid of the oncoming Endless Night, the commoners have recognized the dangers facing their kind and have started pushing back. They are searching for leadership that recognizes their troubles and truly represents and serves them, and not the ruling class. How each house will fare in the face of this upheaval, only time will tell. But the issue each must address at the very heart of the crisis is the dwindling state of the Dreaming in the mortal world and the lack of Glamour for Kithain everywhere.

Places of Glamour

To stay alive and maintain her fae soul, a changeling must find sources of Glamour to keep herself alive. One way to seek out Glamour is to find mortals whose creativity and dreams naturally create Glamour and gather it from them. Another possibility is to find places rich with the stuff to stay protected from the Banal world. Such locations include *glades*, *freeholds*, and *trods*.

Glades

Glades are naturally-occurring wellsprings of Glamour, places of wild natural beauty that can serve as secluded pockets of paradise for Kithain. Glades can come in all sizes, from tiny thickets to mountains, and rushing rivers that lead into pristine lakes. At the heart of the glade is a sacred stone from which it derives all its magic and which offers up its Glamour to whoever comes to visit. A glade is less often claimed and serves more as an open place for any Kithain in need, though power struggles over the fate and control of the Glamour it produces are known to happen.

As the natural world has become ravaged by the spread of mortal civilization, these natural glades have become polluted and corrupted until they are few and far between. Kithain who are aware of a glade work ferociously to protect it from the encroachment of any who mean their sanctuary harm.

Freeholds

As Banality closes in on the remaining locations touched by the Dreaming in the mortal world, locations survive that still burn bright with Glamour. While enchanted forests and many glades have been destroyed, and the massive holdings of fae lords and nobles have dwindled away to nothing but memory, some places have survived. These gathering places, called *freeholds*, have retained enough of their original Glamour to create a safe space in the Autumn world. Within a freehold's walls, Kithain can gather safe from Banality's touch while still keeping one foot in the mortal world.

Freeholds have a mundane identity and exist within the physical world, though many are shielded from prying eyes by faerie cantrips and enchantments. A broken-down tavern might discourage the idle group of drunk tourists out for a night on the town, while inside an entire changeling household feasts in celebration. The mortal seeming of the freehold may not appear as glamorous and impressive as its fae counterpart, but to enchanted or changeling eyes, it is a castle set in the middle of an urban sprawl. Still, much like how a changeling's fae mien may influence their mortal seeming, a freehold's appearance in the Dreaming may influence how the location appears in the mortal world. A stylish townhouse may appear to bear a paint job that matches the colors of the noble house whose coat of arms flies over the freehold's battlements, while a forbidding

lord's occult lair may have strange breezes and the chatter of unearthly voices in the mortal world as well.

One of the oddest problems of a freehold is the issue of being bigger on the inside, which happens when the freehold on the fae side is much larger than its mortal side's interiors. It often takes time for a new fledgling to understand the "physics" of a freehold, and the connection between its Autumn world space and its corresponding pocket in the Dreaming.

The Glamour provided by freeholds allows Kithain to survive in the Autumn world. For that reason, freeholds are the cornerstone of Kithain society, as those that control these important places of power become themselves important. Noble houses build their structures around maintaining their freeholds and guard them zealously, while commoners do the same for their gathering places.

More than acting as simply gathering places, freeholds can become the only homes for many Kithain who must abandon their mortal lives when they go through their Chrysalis. Older changelings seeking to stave off old age and Banality's effects spend more and more time inside the freehold, partaking of its font of Glamour. Because freeholds are so important, Kithain become ferociously protective of them. Anyone challenging the ownership of a freehold or found endangering it will find themselves on the receiving end of a vicious dispute. Protection of freeholds in danger of destruction is one of changeling society's highest-held accords.

The heart of a freehold, much like the sacred stone at the heart of a glade, is the *bale re*, or the *Ignis Vesta*, the freehold's *balefire*. As long as the balefire continues burning, the freehold remains in existence and produces Glamour for its inhabitants. But should the balefire ever go out, the freehold might crumble under the force of Banality. During the Shattering, many freeholds were left abandoned by the fleeing nobles with their balefires yet lit. These embers, left untended, may have gone out, but many remain smoldering, waiting to be rediscovered. In North America, the source of all balefires is the Great Balefire that burns in the stronghold of High King David at Tara-Nar.

It is possible to create more freeholds. The creator of the freehold must bring balefire from another freehold and offer up their own Glamour as a permanent sacrifice to create the space. Most changelings instead seek to find abandoned freeholds in the hope that they can create new homes for themselves.

When a changeling does find a freehold, she must swear an oath and invest Glamour into the site to reawaken and claim it. Once she does so, no one else may claim it until the guardian dies or gives it away. The guardian of the freehold receives Glamour from that freehold and may also grant permission to others to receive the freehold's Glamour. Should any changeling attempt to steal from the freehold's Glamour supply, a process called *Reaving*, the freehold may be damaged or even destroyed. All changelings of a freehold are dedicated to its upkeep and defense.

Freeholds fall into several different categories, which are discussed in Chapter Seven (p. 312).

Trods

A web of magical paths crosses both the mundane world and all points in the Dreaming. These pathways have existed for centuries, and though they have degraded and some branches have become lost over time, the system of *trods* that branch throughout known (and unknown) space are an important transportation system for changelings everywhere. During the Shattering, many of the trods that led to locations in the Dreaming, as well as the primary ways that led to Arcadia, slammed shut. The Interregnum saw more and more of these gates fade away, until few trods functioned. With the return of the sidhe during the Resurgence, and with the constant mini-explosions of Glamour driving more doorways open, changelings have taken to the trods to see where they might lead. So far, none of them have led back to Arcadia. Many, though, have led seekers into deeper parts of the Dreaming, and into adventures and dangers they could never have imagined.

Trods allow changelings to travel from place to place without the fear of Banality. They may use their arts freely without expending Glamour and can travel from one freehold to another without stepping into the mortal world. Yet, after 600 years of erosion and disrepair, many trods no longer go where they used to, and many dead end in parts of the Dreaming. Trods also don't always take a direct route to their destination and can lead changeling travelers on long journeys before they emerge at their intended location. Some may arrive quickly and simply, but others may emerge with tales of long adventures and harrowing escapes in places unknown. Time is not reliable while traveling by trod, and some trips may stretch out time within the trod, or else make an extended trip through the Dreaming last only the blink of an eye in the mortal world.

Along the way, changelings may discover new and as-yet-undiscovered parts of the Dreaming, the realm from which they were born. It certainly isn't a tame place, but no changeling can escape stepping out of the mortal realm and into its borders for long. Yet as long as travelers follow the *Silver Path*, the silvery lifeline that connects one end of the trod to the other, Kithain can always find their way home. Of course, predators within the Dreaming know this, and often devise traps and obstacles along the paths that a changeling must face if they wish to escape unscathed. And though they may leave, no one who enters the Dreaming truly comes back unchanged. The adventure might be worth it, though.

The Dreaming

The Dreaming is a realm created by the creativity, fantasies, and revelries of humanity, a realm of infinite possibilities outside and separate from the mortal realm. A boundless space outside of the rules of physics, time, and known reality, the Dreaming is a place where anything can happen and probably has already. It is a place woven into the fabric of the mortal world, hidden behind and without, though its magic and influence can affect the physical world and those that live in it.



The Dreaming was once the home of all faeries, but since the Shattering, the Dreaming has become a wild, unknown place to those that once lived there. The Dreaming and the mundane world were separated during the Sundering, but once the Dreaming was cut loose completely from the fae during the Interregnum, its secrets were lost and its borders became more dangerous. Those changelings that try to explore it find it full of bizarre, undefinable dangers and wonders that can destroy them as quickly as Banality. In fact, the Dreaming brings with it its own dangers, as changelings who enter are faced with a place that can overwhelm them with Glamour. A changeling must struggle to maintain equilibrium while in the Dreaming or risk falling into Bedlam and becoming lost to the Dreaming forever.

The boundaries of the Dreaming have yet to be identified, if they even exist at all. Changeling scholars who seek to study the Dreaming come away with conflicting conclusions, but most agree that shrugging and saying "it's very big" might be the closest correct answer. Scholars have created several designations for different sections of the Dreaming for easy reference. The three divisions of the Dreaming are known as the Near Dreaming, the Far Dreaming, and the Deep Dreaming.

The Near Dreaming

The *Near Dreaming* is the part of the Dreaming that lies intertwined and alongside the mundane world. Its reality is influenced by mortal structures and locations, and while its magic leaks into the physical plane, its landscape often mirrors known areas in the mortal world. Those mirrored locations always come with an exaggerated twist, as impressive mountains in the physical world might become death-defying peaks, and sprawling urban housing developments may become a warren of imposing, claustrophobic dwellings. The Near Dreaming responds to the influence of mortals in the area as well, spawning chimerical locations created by the thoughts and feelings of the mortals that live there.

Just like the Dreaming can take its cues from the mortal landscape, the power of a strong changeling ruler can influence the area as well. Freeholds often have pockets of space within the Near Dreaming, and the Near Dreaming often reacts to the moods, needs, and experiences of the changeling community within the freehold by changing the landscape and structures around them. The influence of changelings on the

Near Dreaming helps keep the locations more stable, but one should never mistake the Near Dreaming for the mortal world. It would be hard to do so, since the Near Dreaming is a place of heightened sense, color, and feeling. Smells are more vivid, while colors that once seemed mundane become richer and new. Emotions are also more powerful within the Near Dreaming, and pleasure, happiness, or excitement more intoxicating. Unfortunately, that also means that fear, rage, and sadness are equally as strong, and it's as possible that a slight gesture can lead to an outbreak of violence as to bonds of new friendship.

Kithain may enter the Near Dreaming through trods that connect one freehold to another along the Silver Path. These trods are often the easiest and safest to traverse, and only the paths furthest out in the Near Dreaming have begun to degrade and fail.

The Far Dreaming

Beyond the borders of the Near Dreaming, beyond the more reliable trods and the familiar landscapes, a traveler reaches the *Far Dreaming*. Here the Silver Path can become difficult to follow and even fade away altogether, leaving travelers lost in increasingly-unfamiliar territory. Travel in this area is dangerous because of the ever-shifting, unpredictable nature of the area. Only very powerful trods can go directly into this part of the Dreaming, and many let off in areas where they weren't intended initially to go.

The experience of traveling into the Far Dreaming is like falling off the map into the ocean where "Here Be Dragons" is written. The Far Dreaming is full of creatures that passed deeper into the Dreaming to escape the encroachment of the mortal world's influence on the Near Dreaming. Creatures from Arcadia that escaped through the gates may have found themselves trapped once those gates swung shut, and now exist, lurking in the reaches of the Far Dreaming, waiting for travelers to happen by. These creatures and the chimera that make up the Far Dreaming are alien and unpredictable, and might as easily reward an intrepid explorer as enslave them or engage them in a battle for their lives.

Many see the Far Dreaming as a challenge to be conquered, and lead expeditions into the space to discover what secrets it may hold. This can often backfire as explorers encounter dangerous obstacles or horrific creatures, or else lose their grip on their mortal side and tumble head over heels into Bedlam. None but the most powerful changelings and chimera can stay long in the Far Dreaming, but those who do make an indelible impact on the landscape around them. The land responds to the thoughts and deeds of the creatures that live there and adapts to their every whim. The shifting landscape is so unpredictable as to throw off any seasoned traveler. Yet, a changeling can rely upon his Arts to work in the Far Dreaming, and with even more ease and dramatic results than in the Near Dreaming.

Travelers who attempt to use the Far Dreaming to go from place to place report that one can get to their destination in record time, provided they don't get lost. Time during travel can completely warp on itself, extending trips in the Far Dreaming for years, only to return a traveler to the mortal world the same instant they left. For any who wish to travel further into the Dreaming, they must first seek out the Far Dreaming before taking the next step deeper into the unknown.

The Deep Dreaming

The lands of the *Deep Dreaming* are largely cut off from the mortal world. Only a few trods lead to this wholly unpredictable and constantly-shifting landscape. Travelers who have reached the Deep Dreaming report a realm untouched by the ravages of Banality, and therefore the Deep Dreaming maintains itself as a place of pure imagination and expression. Anything can happen in the Deep Dreaming. The space is influenced by the strong dreams of mortals and the expression of powerful mortal feelings and creativity. Dream logic rules in the Deep Dreaming, and travelers must set aside all preconceived notions of reality while within its borders. Additionally, changelings that travel to the Deep Dreaming may often find themselves confronted with whatever ideas, dreams, or fears they have brought with them, manifested in chimerical form.

The most terrifying part of the Deep Dreaming is that while it may spawn chimerical creatures or transform its landscape when influenced by travelers or powerful dreamers, often those manifestations take on a mind of their own. The Deep Dreaming does not always reflect what the changeling consciously wants, but instead manifests their deepest desires and innermost thoughts for them to experience firsthand. This is the nature of the Deep Dreaming, where the essence of dreams can run wild away from the influence of Banality.

The Populations of the Dreaming

Changelings are not the only children of Glamour walking around the mortal world or in the Dreaming. The enchanted eyes of a changeling can spot remnants of the Dreaming's children, denizens of times long ago and dreams long since dead, hiding throughout the mundane world. These wild creatures are the reflections of the stories and dreams of both mortals and changeling alike, manifested thanks to the power of Glamour. And, more so, they are capable of creating such creatures and items themselves by shaping the very fabric of the Dreaming with the power of their imaginations and will.

The most common of those creatures are the *chimera*. Chimera are the creative thoughts and ideas of a changeling or enchanted being that take solid form, shaped into service in the mortal world. Some are deliberately created, but others are simply birthed from an errant, if not powerful, thought. Once given life and form, chimera often have minds and wills of their own, acting outside the control of their creators. While some are crafted as *inanimate chimera*, such as items to be worn or used, or even locations for a changeling to inhabit, *animate chimera* can run the gamut from friends and allies to twisted and dangerous monsters.

Inanimate Chimera

Inanimate chimera are objects created by a changeling, either in the mortal world or within the Dreaming. A changeling

may create clothing, jewelry, or weapons and armor to adorn herself, or else forge entire homes and freeholds within the Near Dreaming for her use.

While some of these inanimate chimera exist purely in the Dreaming, many objects are tied to mundane reality by being fused with an object in the mortal world. A terrifying vorpal sword that sings as it cuts through the air might only appear as a humble walking stick. Changelings with the power and skill to craft such chimerical objects can make sure the object has a mundane counterpart so it might be used without attracting too much notice from mortals, thereby inspiring their disbelief and attracting the force of Banality down upon their heads.

Since chimera are the magical output of the changeling's imagination, the sky is really the limit for what can be designed. Faerie garb is usually an important part of a changeling's chimerical creations. Changelings will create any raiment they need, in designs that often harken back to their memories of their past lives, or whatever glimpses they might have held onto from Arcadia. This clothing and jewelry is known as *voile*.

A changeling may emerge from the Chrysalis wearing chimerical clothing, which can indicate a mark of who they were in a past life or their fae mien's particular skills. Those that emerge wearing chimerical armor can rest assured they have spent at least a little time in their past lives fighting as a soldier or guardian of one cause or another. Changeling who do awaken in garb from their past may choose instead to update their voile, and some changeling fashions can become outré, or even futuristic.

While chimerical clothing is apparent to other changelings, mortals do not see any of the voile. Instead, changelings advise their fledglings to continue to wear mundane clothing, as naked people attract a good deal of attention.

Once a changeling has outfitted themselves with voile, they can reach out and create more objects for themselves. Entire homes, luxury items, and weapons can outfit a changeling with everything they need to be safe and comfortable in the chimerical world. Each changeling's chimerical objects are as unique as their own dreams, their homes and hideaways tailor made to their imagination.

For the sake of avoiding undue attention, many changelings will overlay chimerical objects onto mortal ones, so that their chimera have a corresponding material component in the mortal world. This keeps changelings from attracting the attention of mortals around them when trying to use their chimerical objects. A mortal who notices a changeling riding in a chimerical flying car will only see a person flying through the air unaided if the chimerical conveyance doesn't have some kind of understandable and believable mortal component. Without that cover, the mortal will automatically disbelieve what they're seeing as outside of what they know to be real and the backlash of Banality triggered by that disbelief could crash down and harm the changeling, if not wreck that amazing flying car.

Inanimate chimera are created to be either short lived or long lasting, depending on the skill of the craftsperson and the amount of Glamour and work put into the creation. Most of these objects never have the possibility of establishing sentience, but the longer lasting ones have a better chance to gain a mind of their own and escape into the Dreaming.

Animate Chimera

While inanimate chimera rarely achieve sentience, animate chimera are another story entirely. Animate chimera are creatures of imagination created to be playmates, friends, retainers, and confidants for a changeling. These chimera don't take human form, but many are created to look humanoid, or at least familiar, to the changeling that created them.

Unlike deliberately-crafted inanimate chimera, animate chimera almost always spring from the changeling's unconscious mind. Fueled by the need for a counterpoint, a friend, or a guide, animate chimera are created and offer aid, comfort, or companionship to a changeling in need. Animal companions are popular, as are faerie steeds or mounts, bedecked with all the finery a questing fae can imagine.

Other changelings create more complex creatures, ones that can speak or even fight. These constructs can be as simple as sparring partners or as complex as fully sentient and realized advisors to help a changeling sort out their thoughts. The more complex the chimera, however, and the more independent thought it has, the more chance that the creature can develop sentience and go rogue.

The danger rogue chimera pose to both changelings and mortals is real. Though mortals cannot see chimera, chimera can interact with the mundane world to do things like open doors or steal things, as long as a mortal is not looking. Chimera live on Glamour just like changelings and can even appear in the mortal world around powerfully creative humans, just like a changeling when revealing her true nature. It's for these reasons that rogue chimera, and especially monstrous chimera set loose on the world, can become so dangerous. The monster's claws can rend away pieces of a fae's mien and Undo a changeling if she isn't careful.

More dangerous than rogue animate monsters are the terrifying *nervosa*. Created by madness, nervosa appear like animals, weird creatures, or even humans, or can have no bodies at all. Like the madness that made them, these chimera are insane and utterly unpredictable. Nervosa come in an innumerable number of permutations, each one different than the last, and can develop from simple creatures into complex and intelligent dangers.

Some of the most dangerous chimera are the *noctnitsa*, born from the nightmares of changelings. They purposefully take the form of the changeling's worst phobias and, though they are mostly mindless, the noctnitsa's intent is to torment and destroy its creator and others it comes across.

Other monsters take on more common forms, like fantastical creatures such as dragons, that break loose of their creator's controls to wreak havoc. Some of these creatures escaped ages ago and fled into the Dreaming to become ancient and truly terrifying spirits that torment, hunt, and can even destroy changelings. A chimerical monster's claws and teeth can rip into a fae's mien as badly as any weapon and can Undo a changeling just as quickly.

Rare Children of the Dreaming

The chimerical world of the Dreaming can also harbor strange and unusual creatures, as well as supernatural beings that can see and interact with changelings and chimerical beings. Those creatures include *Bygones*, powerful monsters and fantastical beasts that have escaped into the Dreaming to become powerful and wild away from the crushing hands of the Banal world. These creatures may once have been chimera, or else were something else entirely. Regardless, they represent creatures from a time long ago when monsters strode the earth, their very presence striking fear into the hearts of humans and fae alike. Many questing motleys leave freeholds to tackle the threat of a chimerical monster such as a dragon, only to find they are facing a Bygone dragon hundreds of years old instead of some child's imaginary playmate gone wrong.

While many changelings give the other supernatural beings of the World of Darkness, known to changelings as *Prodigals*, a wide berth, outliers from groups like House Beaumayn and House Scathach are known to interact with them. Changelings must remain wary, however, as their very Glamour-fueled essence, as well as their bodies and blood, are rare treats for the more predatory Prodigals out there.

One legendary group often sought in the Dreaming is the Síocháin, comprising changelings who have managed to achieve balance between Glamour and Banality, and have therefore achieved immortality. Though long since considered a myth, the impending fear of a rapidly-dwindling supply of Glamour and a colder, more Banal world has sent people seeking the Síocháin's aid. Nobles have sponsored great searches, to no avail. The Síocháin have remained elusive, enigmatic, and solitary, unwilling to share their secrets no matter the reasoning or the cost. Still, their presence is a comforting reminder that perhaps changelings can transcend their mortality even when locked into the bond with their mortal forms.

Additionally, rare kiths of changeling from opposite sides of the world may find themselves drawn together within the Dreaming, for reasons that only the Dreaming itself could answer. The more populous kiths can find themselves alongside fae they may not have known existed, such as the alien merfolk or the Hsien of the East. These *Gallain* can have much to teach a curious changeling, but they bring with them cultures and traditions that are unfamiliar, but ought to still be respected.

And in the shadows stalk the *Thallain*, twisted nightmare versions of Kithain. These terrifying dark versions of trolls, sidhe, and more are as much equal children of the Dreaming as the Kithain themselves, and stand as a harsh reminder of the dangerous dance to stay ahead of their dark side.

Dangers In a Darkening World

The natural forces of a quickly-darkening world are not the only challenges a changeling faces. Though changelings must struggle to find and nurture the creative spark in the world, the chill of Banality pales in comparison to the dangers of changeling society or enemies in the Dreaming.

First is the natural infighting that turns changeling against changeling. The ongoing conflict between the nobility and commoners takes its toll, and many changelings are Undone — or even destroyed — with horrific cold iron, just like in the ancient wars of the courts. With so many leaders locked away from their people, unaware of how bad things have gotten in Concordia, commoners mutter about the Accordance War and the lives they lost as perhaps a better alternative than slowly freezing to death under the weight of the Endless Night.

As changelings struggle to find an accord among themselves, enemies from within are joined by horrors from without. Wild chimera can wreak disasters upon unsuspecting changeling. Prodigals encroach on changeling territory, and even hunt Kithain for their power or their blood. Even more sinister are the *Dauntain*, Kithain who embrace Banality and dedicate their lives to stamping out the fae wherever they are. They join the Thallain, as well as dark kin called *Adhene* and even mortal authorities who are aware of supernatural beings, as forces that can destroy a changeling, or even an entire freehold.

The Courts

Duality is core to the Kithain experience — Earth and the Dreaming, Glamour and Banality, dreams and nightmares. Duality is at the heart of their philosophy both on an individual and societal level. The twin pillars of Seelie and Unseelie support and influence the actions of all changelings regardless of kith or station. The tension between the two is the tension between light and shadow, summer and winter, and hierarchy and individuality. These twin ideologies, and by extension all Kithain, are caught in a neverending struggle for dominance.

The concepts of Seelie and Unseelie have their own dichotomy in changeling society. Every Kithain has both a Seelie and an Unseelie Legacy within her. These Legacies are archetypes that serve as the core of her personality. One is dominant, while the other subconsciously influences her.

The Seelie and Unseelie Courts are external political philosophies. Each court has a code — its statement of beliefs. While all changelings are drawn to a court thanks to their Legacies, a court's code is not innate. Every changeling has her own personal interpretation of her court's code. Rarely does a changeling claim membership in a court that doesn't match her Legacy, but cases exist of a changeling following an Unseelie Legacy while attempting to uphold the Seelie Code, and vice versa.

Through the Ages

The courts have been established for longer than the Kithain have records. Even in their most ancient legends of the Mythic Age, the courts play a prominent role. Scholars of faerie history debate how the courts were originally founded. Some believe the codes of the two courts were handed down by the Tuatha de Danaan themselves. Others claim a great gathering of fae convened to determine stewardship of the Dreaming shortly after the Tuatha departed the world. Driven by their Legacies, two irreconcilable views emerged. Eventually, these

incompatible differences became formalized into the Seelie and Unseelie Courts.

They held nothing but hatred and contempt for one another. The Seelie Court accused the Unseelie of lawlessness and treachery while the Unseelie Court charged that the Seelie were despotic tyrants. Neither court had enough power to gain advantage over the other, so stalemate reigned. Unimaginably powerful oaths were crafted to end the impasse and force the two sides to share power. For countless centuries, the courts existed in a state of balance. The Seelie Court was given rulership over the spring and summer months, beginning with Beltane. From Samhain on, the Unseelie Court held dominion over the autumn and winter months. This exchange ensured the turning of the seasons and infused the world with aspects of both courts in equal measure. The Seelie Court brought germination, warmth, and new growth. The Unseelie Court provided harvest, frost, and decay. Through their combined efforts, humanity thrived, providing both courts with ample Glamour.

Banality's first toehold in the world brought with it the Sundering. The fae could feel their power weakening as Glamour began to wane. The two courts fundamentally disagreed on how to address the problem. The Seelie Court felt the solution was to continue what worked for ages. They thought the fae simply lost their focus and needed to redouble their efforts. The Unseelie Court believed the Kithain needed to confront Banality head on, and fight it wherever it may lie. The annual exchange of power prevented either court from fully enacting its solution. Glamour continued growing more scarce, with neither court able to act to staunch its withdrawal. Eventually the situation grew to be intolerable, and the High King refused to step down. The identity of the court that actually broke the oath is lost to the mists of time. Whichever it was, instead of stepping down, he ordered his court's plan into action. Whether on the order of their High King or as an act of rebellion against a Seelie Court that overstepped its bounds, no one knows — but the Unseelie Court declared war on all Banality.

War of the Courts

The Unseelie were relentless in their purge. They destroyed entire villages to eliminate a single Autumn Person. It was justified, they claimed. Banality was like a gangrenous limb. The only way to stop its spread was to cut it off. Instead of ripping out Banality at its roots, the only thing the Unseelie Court accomplished was wantonly murdering Dreamers and driving the survivors to hopeless despair. To stop the mindless destruction of Glamour, the Seelie Court declared war on the Unseelie.

Chaos reigned. The ensuing war was unlike any seen on Earth since the War of Trees. Great beasts — terrible wyrms and horrors slumbering just beneath the skin of the world, dormant since the time of legends — were summoned. Battles raged across the entirety of the Kithain's known world. As weakened as the fae of the Sundering perceived themselves, they wielded the power of gods when compared to changelings of today. As the conflict raged, the cycle of life grew ever more out of balance. Winter lasted nearly whole years, and floods drowned crops in their fields. The twin terrors of famine and freezing left nothing but death and suffering in their wake. Today, those early years of the 14th century are known to mortals as the Little Ice Age. The Kithain's story might have ended with their own eradication in the War of the Courts, but the Shattering put a premature end to their fighting.

War of Seasons

Dismissed as conspiracy theorists by most of changeling society, a handful of historians claim to have uncovered a shocking revelation — the Seelie and Unseelie Courts are not the ancient institutions the Kithain believe them to be. Through a combination of piecing together fragmented sources and new translations, they concluded that four courts predate the Seelie and Unseelie Courts: Spring, Summer, Autumn, and Winter.

These scholars say there was never any sharing of power between the original four courts. Instead, tensions only grew until a massive War of Seasons broke out. Casualties in this war were so heavy, there weren't enough Kithain left to support four courts by the time fighting ceased. The survivors consolidated themselves into the Seelie and Unseelie Courts. According to proponents of the four courts theory, the founders of the two courts spread propaganda that they shared power in antiquity as an attempt to ensure nothing like the War of Seasons ever happens again.

Truce

As the Shattering severed the connections between Earth and the Dreaming, the courts' leadership fled to Arcadia, desperate to escape the rising tide of Banality. Each court blamed the other for the Shattering, and the War of the Courts continued even without their former leaders. With Glamour dying all around them, however, it was only a matter of time before the remaining fae had neither the strength nor the resources to continue their war. They signed a temporary cessation of hostilities, known as the Compact, and the two courts pooled their dwindling resources in the interest of mutual survival. Only by working together did the fae discover a method to adapt the old practice of the Changeling Way in a manner to survive the toxic environment of Banality during the Interregnum. Despite being designed to last only "for the duration," the Compact remained in effect for centuries.

The Resurgence brought Glamour and the nobility back to Earth. It also threatened to bring a return to the War of the Courts. The sidhe of both courts were all too happy to pick up the old animosities and accusations right where they left off. The commoners, however, grew accustomed to working together in the intervening centuries. Many changelings left behind during the Interregnum even counted members of the opposite court among their closest friends. When the sidhe

attempted to reassert their rule, the commoners of both courts banded together in resistance. The Accordance War was as much an effort to prevent a return to the War of the Courts as it was a movement for commoner independence. When High King David negotiated an end to the Accordance War, he recognized the strength the commoners gained by working together despite their court differences. He made sure the Compact remained in effect for all changelings, even those newly returned from Arcadia.

While by far a better solution than open warfare, the Compact does not bring true equality to the courts. Jealousy still lurks just beneath the surface in some quarters. Currently, the Seelie Court holds more territory throughout the world. Even the High King of Concordia, in place since the Resurgence, is himself a member of Seelie Court. The Unseelie Court, and a few members of the Seelie Court, say the current situation is unsustainable. They point to global warming and the rise in extreme weather — droughts, wild fires, unprecedented numbers of hurricanes — as evidence that the world is growing increasingly out of balance. Changelings in power dismiss these claims as baseless fearmongering. After all, they say, the current environmental disasters were caused by human actions that began well before the Resurgence. Besides, the Seelie Court insists, Banality is too entrenched, and the Kithain's situation is too precarious, to risk the chaos that might follow radical changes in leadership right now.

Attitudes and Society

The barriers between the courts are lower today than at any other time in the history of the Kithain. Members of one court may travel freely through the territory of another court while freeholds are open to shelter all changelings regardless of their court. The preservation of the Dreaming and the cultivation of Glamour are the highest priorities for both courts. History has taught them through many a hard-earned lesson that they are able to accomplish these tasks much more effectively when they work together than when they're at each other's throats. Households, motleys, and oathcircles almost universally have at least one member from an opposing court. Just as all Kithain have a secondary Legacy that influences them, nearly all changelings have adopted a concept or behavior from an opposing court after so many years of interaction.

An individual's court marks her in a myriad of ways as she follows her chosen code. Her code guides her in all aspects of her life from her approach to problem solving, to her methods of cultivating Glamour, to even how she interacts with her friends and loved ones. While it's unusual for changelings to physically mark themselves as a member of one court or the other, a changeling's court affiliation is rarely a secret. So thoroughly is her identity wrapped up in her court's values that changelings can usually determine one another's court by appearance alone. The way she carries herself, her word choice, and certainly her reaction to opposition are clear markers of her court to other Kithain. Despite working together so closely since the Interregnum, millennia of prejudice and hostility is difficult to overcome — especially for the sidhe who have only recently returned. The first reaction between two changelings of opposite courts meeting for the first time is almost always distrust. They can overcome this feeling with time, but it does take getting to know each other before they become truly comfortable with one another.

Court Membership

Before the fae underwent the Changeling Way, court was determined entirely by Legacy. Thanks to the influence of his adopted humanity, a changeling may attempt to follow the code of a court opposite of his Legacy. This is an extremely difficult path for a changeling to walk, and individuals who choose this route are exceedingly rare. The Seelie and Unseelie codes were established in the service of the Seelie and Unseelie Legacies. They are codes of conduct that all members of a court can agree on. For a changeling attempting to follow the code of an opposing court, it often feels like a struggle against the core of his very being. He must be constantly aware of even the smallest of his actions, otherwise habit will invariably cause him to violate a tenet of his chosen code.

Somewhat more common are changelings sworn to a noble house aligned to a court opposite the individual's Legacy. Every house is dedicated to the cause of the Seelie or Unseelie Court. To swear membership to a house is to swear to uphold the house's goals. In this case, the changeling usually follows the code of the court aligned with his Legacy, but he acts on the code in such a way as to further the interests of his house. The different houses have different degrees to which they tolerate a member out of step with the house's court. House Daanan welcomes Seelie changelings in its ranks. However, House Gwydion has very little patience for any member who would claim to be Unseelie.

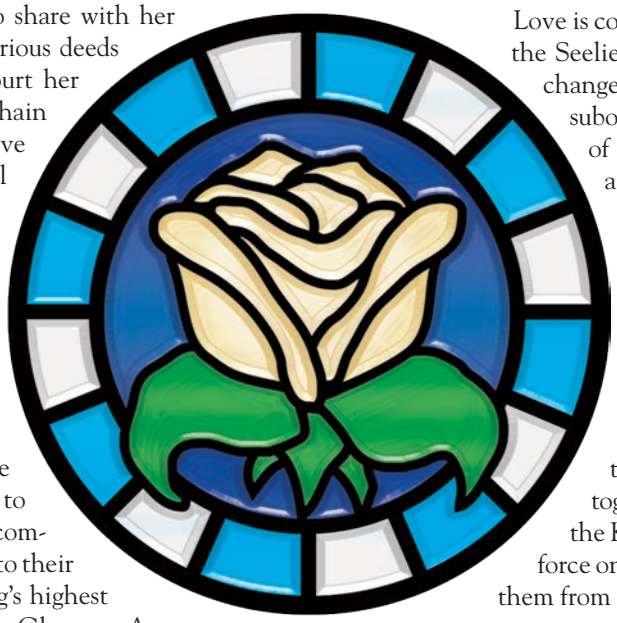
Switching courts is never undertaken lightly. It almost always means the changeling is also switching his Legacies and, in doing so, changing his identity on a deep and fundamental level. Changing Legacies is always caused by a great transformation in a changeling's life, generally due to a major trauma or his worldview being shattered. If the changeling is only switching courts and not Legacies, it's because his former court is no longer able to support his new revelation. In either case, the changeling finds his place in Kithain society completely transformed. He will probably find that those closest to him view him differently even if they remain friends. Because it is such a profound change, an individual who switches courts usually tries to tie the change to a symbolic time of the year, such as during the Beltane or Samhain festivities. This tends to ease the transition for the changeling and those who know him.

The Seelie Court

The Seelie Court is the embodiment of the unrelenting heat of summer combined with the rejuvenating growth of spring. The court exemplifies light, new life, and order. It sees itself as the protector of Kithain society and the guardian of Glamour. Above all, the Seelie Court values community the most.

Community is the bedrock of the Seelie Court. Its code grows out the Seelie need for harmony and the rule of law. Without a solid foundation, society would crumble to anarchy. The Seelie Court, with its emphasis on tradition and love, provides that foundation. Upon it, they plan to build a grand edifice to raise the Kithain and the Dreaming back to their former glory. A typical Seelie changeling would be fine with history never knowing her name, as long as she knows she contributed to something grander than herself. That's not to say a Seelie changeling doesn't have personal desires; she's just willing to make sacrifices for the greater good.

Tradition is the framework upon which Seelie society rests. The pageantry and rituals serve as thread that runs through the ages, tying the generations together. They form the basis of fond memories for a changeling of experiences shared with her parents that she can't wait to share with her children. Tales of legends and glorious deeds show a member of the Seelie Court her place in the grand tapestry of Kithain history. Their customs and lore serve as the glue that binds each individual to one another.



If tradition is the structure, stewardship is the spirit of Seelie society. Lord and vassal work together to foster and protect the community they so lovingly built together. Her subjects tend to the balefires, build necessary infrastructure, and man the defenses, while the leader herself organizes everyone to best leverage their abilities for the community and ensure they blossom into their full potential. A Seelie changeling's highest calling, though, is stewardship over Glamour. As long as Glamour exists, Kithain society will endure. She'll work tirelessly to find and cultivate any potential Dreamers, planting the seeds that will grow into a wellspring of Glamour. When Glamour is threatened, she erupts with all the fiery intensity of summer, willing to fight until her last breath in defense of any freehold or Dreamer.

While Seelie changelings admire their Unseelie brethren's passion, the Seelie feel they can be dangerously reckless. Often, the Unseelie seem unstable or untrustworthy — too willing to throw away society's structures without enough consideration for why they were established in the first place. At their worst, the Unseelie are seen as deadly anarchists, eager to tear asunder every scrap of Glamour for some selfish, wasteful flight of fancy.

The Seelie Code

The Seelie Code is the philosophy that underlies the Seelie Court. It is more than a simple adage. It directs the thoughts and actions of all Seelie changelings. The four tenets of the Seelie Code are "death before dishonor," "love conquers all," "beauty is life," and "never forget a debt."

Death before dishonor.

Everyone, from the lofty noble on his throne to the lowly chambermaid, has their duties in a well-organized society. Without everyone working together, doing what's expected of them, society would not be able to support itself. Honor represents a changeling's standing in his community based on his ability to fulfill his expected role. If he fails or shirks his duty, he doesn't just disappoint herself — he disappoints everyone who relies on him. To be dishonored is to call his value to society into question. Without purpose, what is the point of life for a Seelie changeling? He would rather die, upholding the health and safety of those around him, than live with the destruction of his community because he was too weak or cowardly to stop it.

Love conquers all.

Love is considered the greatest virtue among the Seelie. Love underlies every aspect of a changeling's life — love of lord, love of subordinates, love of household, love of family. It is the bond that holds a community together. It provides strength when a changeling is at her weakest and comfort when she's at her lowest. While all Seelie changelings participate in courtly love, true love is the most sacred form of love to the court, and all within aspire to it. True love embodies the core of their philosophy: two incomplete individuals joining together into one unified whole. When the Kithain act as one through love, no force on Earth or in the Dreaming can stop them from achieving their goal.

Beauty is life.

The Seelie Court sees beauty everywhere, permeating every facet of existence. On the surface level, beauty is an aesthetic. It manifests when an individual is true to himself and his being. A pooka taking pride in his animalistic features and a sluagh embracing the darkness each have their own grace. Even a lifetime of tragedy and loss has its own poignancy. The act of creation holds an inherent beauty. Each new work of art, new performance, and new thought is a unique manifestation of creativity undreamed of in the world before. Its fleetingness and fragility is the basis for all Glamour. Underlying everything is the beauty of transcendence. The whole of the world, Earth and the Dreaming, is but a flawed reflection of Arcadia's perfection. Beauty must be preserved because it is the basis for all life.

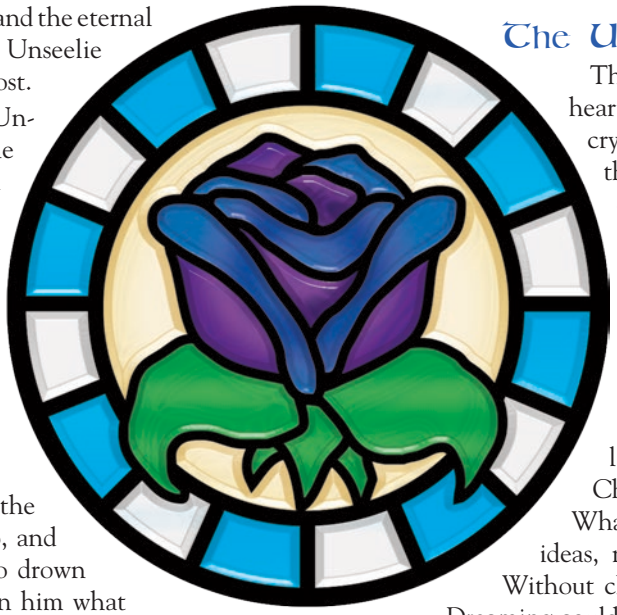
Never forget a debt.

Society cannot operate effectively without an inherent fairness. In order to keep their interactions fair, Seelie changelings give back in equal measure to anything they use. A favor is always paid back with a reciprocating favor. An object or service given is returned with something of equal value. Any-

one who goes the extra mile for a changeling is owed just that much more in return. Loyalty deserves fidelity, and acrimony deserves hatred. Likewise, Seelie changelings have an expectation of justice. If something is stolen from someone or she is harmed, she expects redress through the Kithain legal system. Barring that, the Seelie Court will make no official moves to stop her in a quest for vengeance, as long as she seeks to merely balance the scales and nothing more. The greatest debt a Seelie changeling feels is to the community that fostered her and gave her the opportunity to come into her own.

The Unseelie Court

The Unseelie Court is the embodiment of the icy chill of winter combined with the bountiful harvest of autumn. The court exemplifies night, culmination, and chaos. It sees itself as the liberator of individuals and the eternal enemy of Banality. Above all, the Unseelie Court values independence the most.



Individuality is the core of Unseelie philosophy. Each tenet of the Unseelie code was born out of a desire for freedom and the need to be true to oneself. Identity does not originate in obligations or society's dictates. The self comes from within. It is the basis of being, granting the ability to reason, to question, to strive for improvement. To know oneself is to make life worth living.

Identity requires freedom — the freedom to buck trends, to say no, and to try new things. Society tries to drown out the individual by forcing upon him what to do and whom to hate, but an Unseelie changeling rejects those notions. No one can tell an Unseelie what to feel or what to think. He forges his own path instead. He isn't constrained by prejudice. He doesn't mindlessly repeat some pointless ritual just because a grand high muckety-muck did it a couple of centuries ago. Instead of just going with the flow, an Unseelie changeling determines for himself what he believes and what is important. He opens up new perspectives and new avenues of creativity. While his Seelie brothers and sisters bury their identity in a vain effort to fit in, an Unseelie changeling explores all possibilities to find out exactly who he is.

With his identity firmly in place, an Unseelie refuses to compromise himself or his principles. No matter who or what tells him to disregard his conscience, he won't violate his core being. What's the point of existing if he doesn't exist as himself? Most Unseelie changelings would rather die than conform to anything that erases their sense of self. An Unseelie's greatest threat, however, is Banality. Not only does it destroy any Glamour it comes in contact with, not only does it kill any creature of Dream it touches — it is the antithesis of all Unseelie philosophy. Banality forces a changeling to give up and follow the path of least resistance. It calcifies thoughts, dulls emotions, and cancels out all traces of individuality. An Unseelie changeling confronts any Banality he finds. Not content to merely stop its spread, he pushes back to reclaim that which was lost to mediocrity. He fights until his last breath to eliminate any Banality that dares threaten him.

Unseelie changelings find their Seelie brothers' willingness to cooperate and work together inspirational. However, they often take it far past the point of comfort for an Unseelie. He sees the Seelie as putting everyone in neat little boxes, forcing them to suppress their sense of self. The Seelie can seem overbearing, forcing their views on everyone else. The worst of the Seelie rule as tyrants, forcing their subjects to endlessly toil while the rulers themselves live in opulence, all the while letting Banality strengthen its grip on the world.

The Unseelie Code

The Unseelie Code encompasses the heart of the Unseelie. It is the rallying cry they gather around and the creed they all hold sacred. The four tenets of the Unseelie Code are "change is good," "glamour is free," "honor is a lie," and "passion before duty."

Change is good.

The only things that remain eternally unchanged are those that are dead. The Unseelie are too busy living to even think about dying. Change is the essence of Glamour. What is creativity if not change — new ideas, new perspectives, new emotions? Without change, the Kithain and even the Dreaming couldn't exist. The Unseelie Court celebrates change in all forms. Some changes may be difficult, sad, or painful, but even those bring vitality to creatures of Dream and must be embraced. The alternative is nothing but stasis. Even at its most benign, stagnation leaves people woefully unprepared when everything they know eventually gets upended. The vast majority of the time, though, a rejection of change is nothing more than an invitation for Banality.

Glamour is free.

Just as plants require sunlight, fish must have water, and animals need food to eat — so too do changelings need Glamour to survive. Access to water is considered a basic human right. Shouldn't access to Glamour be considered a basic right for all Kithain? Hoarding Glamour does no one any good. Glamour is vital in the fight against Banality. Squirreling it away, hiding it from those who need it the most, only enables Banality to spread throughout the world. The most it accomplishes is condemning countless other, less privileged changelings to be Undone. By their birthright as children of the Dreaming, the Unseelie consider it their duty to liberate Glamour from those

who squander it by keeping it under lock and key and to make sure it is put to more productive use.

Honor is a lie.

Honor is a cage that traps the Seelie. An Unseelie might have a personal code or her own standards of behavior, but she will not tolerate any system that serves no purpose other than to enforce the status quo. She does what she feels is right without the need for society or a lord's approval. Once outside rewards are involved, whether tangible or simply accolades, the concept of honor twists people, making them do monstrous things. It has no room for nuance or subtlety. It makes no distinction based on circumstance. Honor forces people to commit suicide over a single error with no regard for a lifetime of achievement. It drives parents to murder their children over events beyond anyone's control. When a person needs compassion and understanding most, all she receives is heartless rejection. Honor is nothing more than an ugly little lie told by tyrants designed to keep their slaves docile and obedient.

Passion before duty.

The Kithain are more than simple cogs in a machine. They are individuals with agency. They have their own desires, their own hopes and aspirations. They need the ability to pursue that which makes them unique. No one can follow his dream when an overlord is standing above him, micromanaging his life. Sure, important things need to get done. Everyone has responsibilities, but if given the freedom to be themselves, people will find ways to do the necessary things in their own way that doesn't prevent them from doing the things that make life worth living. Beyond that, emergencies happen. Sometimes a changeling must drop everything to take advantage of a once in a lifetime opportunity or help someone he loves. As a creature of Dream, his passion should be celebrated, not punished.

The Shadow Court

The Shadow Court is not a true Court in the sense of the Seelie and Unseelie Courts. It was founded during the Interregnum by disgruntled members of the Unseelie Court as a way to mock the Seelie Court's refusal to cede rulership during the winter and autumn months. Each year during Samhain, the Shadow Court assembled to rule for one night of revelry. It bestowed honorary titles on everyone who attended the celebration. Pranks were played, sometimes in jest and at other times scathing, at the expense of those in power. Tournaments were held, and feasts were provided. A merry time was had by all while allowing the disenfranchised a chance to air grievances and have an outlet for their frustrations.



The Shadow Court's tradition of Samhain revelry — and mockery — continued even past the Resurgence. Since the Evanescence, however, the Shadow Court has taken on a new purpose. As Glamour withdrew from the world and freeholds collapsed, the leadership of both courts did nothing. Changelings without the luxury of a freehold or access to reliable Dreamers couldn't scrape together enough Glamour to keep from being Undone, and still those with the most resources offered no relief. When changelings, facing the icy winds of Banality with no protection, demanded answers from their superiors, they were met with only silence.

Commoners and landless nobles banded together under the banner of the Shadow Court to make their voices heard. Rank and file members don't know if the inaction from the highest-ranking Kithain is due to malice or if — insulated in their freeholds with a limitless supply of Glamour — they're completely out of touch with the hardships faced by the average changeling. Frankly, those who count themselves among the Shadow Court don't care. Their only goal is to force a response from those capable of alleviating some of the suffering. They take inspiration for their tactics from, and inspire in turn, the protests of similar groups in human society — the Occupy movement, the Arab Spring, and Black Lives Matter to name a few. Whenever the Shadow Court discovers a high-ranking noble will make a public appearance, they gather in numbers impossible to ignore to disrupt the proceedings. The aim is to show the elites of Kithain society that they exist and that they will not submit to their circumstances quietly.

The Shadow Court's famous Samhain celebrations continue every year. They have taken on a Mardi-Gras-like quality. All who attend come costumed as someone of importance. This allows the assembled changelings one night of the year when they can indulge in their fantasies and forget their troubles, if only briefly. Shadow Court organizers use the night to plan their strategy for the coming year, and to check on everyone in their community so they can make sure whatever little aid they receive gets to those who need it most. Rumors are whispered by some who refuse to join the Shadow Court that other, more sinister proceedings happen each Samhain. They say the true masters of darkness come out that night, shrouded by the safety of the Mists, to direct the Shadow Court to its original purpose — the downfall of Kithain society. The leaders of the Shadow Court dismiss these allegations as obvious propaganda from the leaders of the Seelie and Unseelie Courts, who are terrified they might be forced to relinquish a small portion of their amassed Glamour.

The Black Court

The rumors about the Shadow Court are not far from the truth. While it wasn't founded by the Thallain, it was soon taken over by them. The Thallain were invited to join by the Shadow Court's Unseelie founders who thought the Thallain were so few and so mindless they would make useful, if crude, tools. The Thallain, while rare at the time, were not as stupid as the court's founders thought. They quickly recognized the Shadow Court's potential to destabilize the Kithain. They usurped the original founders but made sure to keep their existence hidden from the rest of the Shadow Court. They adopted the name of the Black Court in honor of their absent Fomorian masters. Today they direct Thallain activity across the world while fracturing Kithain society from their place atop the Shadow Court.

Changeling Society

Changeling society worldwide has certain similarities, mostly having to do with commonalities of Kith and culture. What follows presents a picture of many changeling political groupings. Though not comprehensive, this summary should present material for players and Storytellers alike.

Newly-awakened changelings not only discover they have taken on new individual identities, but also that they belong to a society made up of several types of fae. Changeling society operates under its own structures, laws, and customs. Each new changeling must quickly incorporate and understand these aspects if she plans to coexist with her Kithain fellows. Left to themselves, new fae almost invariably fall to Banality. A loner just can't stand up to the constant barrage of denial that surrounds him in the mundane world.

Basic groups of the changeling world are the noble households (different from the noble houses) and commoner motleys. Households and motleys both seek out new changelings to incorporate into their group, as each represents a new part of the Dreaming. Members of both groups usually swear an oath (p. 264) to the household or motley, promising loyalty and assistance, if not outright friendship.

Usually centered around a freehold, both households and motleys obtain their powers and influence from these pockets of the Dreaming that shelter changelings from the Banality of the mundane world around them. Providing protection for a freehold is often the primary duty of each changeling group.

Households

A household encompasses a group of changelings who all live together in a freehold and serve the noble lord there as vassals or retainers. Households exist under the feudal system imposed by the Resurgent sidhe. They align themselves with the noble hierarchy and are the backbone of the Kingdom of Concordia and its subject kingdoms. Each household displays the coat of arms of its lord or lady, who must hold at least the rank of knight. Most such rulers are of baron or greater rank.

Those within a household take pride in their holding, finding opportunities to enhance their successes and elevate their reputations. These reflect well on each member of the household just as great deeds reflect glory on the house as a whole. Most households have rivals and try to outdo them at everything from reputation to confrontations on the battlefield, or at jousting tourneys, in courtly romance, or hosting fine parties.

Sources

This section incorporates information from earlier editions of **Changeling: The Dreaming** and its sourcebooks, including **The Book of Lost Houses: The Second Coming**, **Fools Luck: The Way of the Commoner**, **Immortal Eyes: Court of All Kings**, **Immortal Eyes: Shadows on the Hill**, **Immortal Eyes: The Toybox**, **Isle of the Mighty**, **Kingdom of Willows**, **Noblesse Oblige: Book of Houses**, **Pour Amour et Liberte: Book of Houses 2**, and **War in Concordia**. Some of the material is new to this edition. While there exists room for customization in which to fit your Changeling story, you can find many stories already waiting to unfold in the material that follows as well as in the books listed above.

While sidhe rule most households, a few are overseen by ennobled commoners. These are usually just as loyal — if not more so — to the social structures that elevated them as any sidhe-run house.

Motleys

Groups of commoners form motleys rather than households. Many commoner motleys live outside the feudal paradigm, and some actively oppose the nobles' rule. Offering an alternative to a ruling lord who controls everything about his household, motleys often have an elected leader or switch off so all have a say so in what they do.

First formed in the Interregnum after the sidhe vanished, commoners formed groups for protection. To fit in as part of the mundane world they became traveling circuses, freak shows, or other transient groups. This helped to solidify their independence. When some traveled to the New World, their presence helped spark dreams of rebellion from European control.

Most motleys do establish themselves in freeholds where they work to maintain and protect them from enemies and greedy sidhe alike. Motley freeholds are called *mews*. Some retain some of their nomadic beginnings by taking up residence for a while, then moving on to another – usually by being forcibly evicted.

Relationships vary between motleys and their local nobility. Nobles often consider motleys little more than rowdy gangs and thieves. Some nobles may try to gain control of the motleys in their areas and use them as catspaws or pawns.

Few motleys have any real political power or standing among the noble courts. Still, they stand as the commoners and serve to act as a check on noble power. Further, they provide visible proof, simply by existing, that the commoners do not need nobles to thrive and prosper. For this, some conservatives feel motleys are dangerous; perhaps they are, as their influence among commoners grows daily.

Liege & Vassal

The Seelie Court (and even much of the Unseelie) follows a medieval or feudal state akin to 14th century Europe, the idea of a hierarchy that determines every changeling's place in the community. Those of higher rank are respected by those of lower rank and are also expected to meet their obligations to the less fortunate.

Within the feudal structure, almost every noble owes fealty to a more highly-placed noble. The higher noble is called a liege, the lower one a vassal to that liege. Commoners fall outside this strict hierarchy, and real traditionalists regard them as peasants. In those cases, the nobles consider all commoners to be their subjects.

Many nobles see their main business to be that of gaining — or retaining — power. Others take the bonds between liege and vassal to be the most important duty they fulfill. They see the sacred oaths between liege and vassals as the outward manifestation of the continuity and stability that allows changelings to harvest and protect the Glamour that is the lifeblood of all fae.

Alliances may shift between the nobles and circumstances may change, but all try to expand their holdings and rise higher up the social ladder. Vassals are expected to work on behalf of their liege. In return, a noble liege has duties she owes her vas-

Modern Feudalism

It might seem strange, to a modern reader, that changelings — most of whom were raised human and have the full context of the Autumn world behind them before the Chrysalis — might accept a notion as backwards and outdated as feudalism once they discover their true, Glamourous nature. In truth, changelings rarely have a problem understanding it (accepting is another matter), and the reason is that many of them live with something akin to it already.

In the United States alone, wages haven't meaningfully increased in decades. Some fae scholars trace this trend of the ultra-wealthy consolidating their fortunes to the influence of the returned sidhe. They claim that the dreams of the nation were slowly moving towards true equality when the "nobles" returned, but with that extra burst of *noblesse oblige* that the Shining Host bestowed, the nation is seeing a new feudalism emerge, in which the masses are bound in servitude not by martial force, but by debt, lack of employment options, and cultural norms.

Commoner fae wonder what exactly would have to happen for the pendulum to swing back towards equality, now that their "masters" are actively holding it back. They notice, though, that many mundane people wonder much the same thing as they look to the politicians who grow rich making laws to benefit those even richer. Something has to give.

sals: protection and sanctuary against outside threats. Whatever their house, court, or personal proclivities, almost all changelings abide by the set of basic fae laws known as the Escheat.

The Escheat

The traditions called the Escheat are the basic laws of Kithain society. They were recorded after the Sundering as a means of preserving and protecting fae, helping them survive the changes all around them. They have been passed down and enforced by the nobility. Both the Seelie and Unseelie Courts respect the tenets that comprise the Escheat, though each court tends to have variations on their interpretation of each principle. While Seelie tend to follow the letter of the law, the Unseelie most often find loopholes to slip through.

Unlike oaths, the Escheat is not enforced by Glamour, but by tradition and custom. Occasionally, however, the Dreaming subtly steps in and works to enforce its rules, or weaves consequences for those who break its tenets too egregiously.

The six basic rights of the Escheat are:

- **The Right of Demesne —** A lord is the king of his domain; he is judge and jury over all crimes, rendering judgment for all under his purview. A noble expects obedience from his vassals and respect from all others. In return, the noble respects those superior to him.

Reality: Whether they like it or not, the nobility has had to concede that modern ideas of democracy and popular rule are realities now. Still, most nobles rule through force, cunning, personal magnetism, and custom.

- **The Right to Dream —** Mortals have a right to dream unhindered by fae needs. The Dreaming will die if we steal directly from the font. No one is allowed to use Glamour to manipulate the creative process. We may inspire creativity, but it is forbidden to give direct instructions or infuse a human with raw Glamour.

Reality: Most changelings see this as a prohibition against Ravaging. Many, particularly Unseelie, ignore this and seek a quick fix or a way to more power. Since this tends to permanently drain the mortal of Glamour, convicted Ravagers suffer harsh penalties. Rhapsody (p. 263) is much more clearly a violation of this tenet… but it happens.

- **The Right of Ignorance —** Changelings are forbidden to betray the Dreaming to Banality. They must never reveal their true natures to humanity. Not only will humankind hunt fae down for our power and wisdom, it will overwhelm us and try to destroy our places of power. The more humanity knows, the more they will seek us, draining our souls of Glamour and trapping us in a petrifying morass of Banality.

Reality: Most changelings, whether Seelie or Unseelie, obey this as it provides protection against Banality. Glamour is difficult to find, and expending it on mortals so they can witness the Dreaming is wasteful. That said, bringing mortals into freeholds as retainers or lovers, but disenchanting them to erase knowledge of fae existence when they are sent home, is a long and glorious tradition.

- **The Right of Rescue —** All Kithain have the right to be rescued from Banality. All changelings are in danger from this threat and none can be left behind. All Kithain are required to rescue other faeries or creatures of the Dreaming trapped by those who serve Banality.

Reality: Most changelings adhere to this as they might need rescuing themselves one day. Seelie and Unseelie forget their differences and extend aid to any Kithain when one is in the hands of the Autumn People or another agent of Banality. While many fae try to rescue griffins or unicorns and other powerful creatures of the Dreaming, most don't risk themselves for minor chimera.

- **The Right of Safe Haven —** All places of the Dreaming are sacred. Changelings cannot allow those places to be endangered. All who seek refuge in those places must be admitted, Freeholds must be kept free of worldly violence and Banality.

Reality: Competition for the few freeholds to survive the Shattering make this law difficult to administer. Rival claims for the same area may lead to warfare, though combat on the actual grounds is usually restricted to chimeric combat. Some lords also bar their freeholds to outsiders, fearing they will drain the Glamour of the location needed to keep a supply for its residents. Despite the traditions of hospitality and courtesy, many nobles find that the demands are too heavy on them. Commoner freeholds are more likely to admit those seeking refuge.

- **The Right of Life —** No Kithain may spill the lifeblood of another Kithain. No Kithain has the right to take one of its own from the Dreaming. Death is anathema.

Reality: This law is almost universally upheld. The Dreaming itself enforces it by inflicting Banality on any changeling that takes another changeling's life. When two changelings battle or duel, they usually wield chimerical weapons which don't deal "real" wounds. If the loser is "killed," he doesn't really die. He simply slips away from the Dreaming until reawakened by an infusion of Glamour. Some battles are fought to first blood. Anything more than this requires the permission of a king or queen since the death of any Kithain is a wound on the Dreaming itself. That said, changelings murder each other unofficially just as frequently as mortals do.

Kingdom of Concordia

The Kingdom of Concordia comprises all of the North American continent. Taking its name from the great dream that the changelings of the Interregnum and the returning sidhe could learn to coexist in a world of reawakened dreams, Concordia consists of eight kingdoms (and two territories of questionable allegiances) ruled over by a High King. Formed out of the shattered pieces left by the Accordance War, Concordia tries to combine the best of the medieval paradigm so familiar to the changelings of old with the new dreams forged during the long years between the Shattering and the Return. The quality of its success changes from day to day.

The political boundaries and freeholds described below can serve as a Storyteller's aid to provide physical structure to the

changeling world. Many more freeholds and other locations of note exist for Storytellers to create. In a world of changeling dreams, everything is subject to change.

Tara Nar: Capital of the Western World

David Ardry of House Gwydion, the High King, rules Concordia from Tara Nar, its capital, nestled in the Catskill Mountains of New York state. Located within the Kingdom of Apples, Tara Nar's "mortal" seeming resembles one of the grand lodges tucked away amid the breathtaking mountain vistas beloved to both environmentalists and ski buffs. King David's creation, to the eyes of the Kithain, evokes the splendor of Europe's historic castles and the fairytale palaces of the Brothers Grimm.

The palace of Tara Nar rests upon an island of the same name, surrounded by the crystal clear waters of Kingslake. Occupying its own smaller island not far from Tara Nar, the Hall of Advocates houses the Parliament of Dreams, where nobles and commoners have a voice, through their representatives, in Concordia's rule. It is connected to the island of Tara Nar both by a causeway connecting the shores of the two islands and via a carved wooden bridge that connects with the Hall's second floor balcony, which overlooks the parliamentary hall. King David used to divide his time between Tara Nar and Homefires, his Winter Court, which occupies a brownstone in downtown Manhattan. Of late, however, he remains in Tara Nar, brooding on the meaning of his dreams (see p. 41). His sister, Lady Morwyn, and his ward and heir, Princess Lenore of House Dougal, also spend part of the year at Tara Nar, and his wife, Faerilyth, lives there full time.

Kingdom of Apples (Northeast)

The Kingdom of Apples includes the New England states (Maine, New Hampshire, Vermont, Massachusetts, Connecticut, and Rhode Island) as well as the upper Mid-Atlantic states (New York, New Jersey, Pennsylvania, and Delaware). Queen Mab, of House Fiona, rules her kingdom from her freehold of Caer Palisades. Because Tara Nar lies within the borders of the realm, Queen Mab's subjects see themselves as key players in Concordia's future. A number of duchies and smaller holdings make up the Kingdom of Apples.

The Duchy of the Golden Sigil (New York State)

The Duchy of the Golden Sigil, which comprises the state of New York, falls under the leadership of its elected ruler, Duke Kelodin of House Fiona, a troll grump who is one of the few commoners ennobled after the Accordance War. Duke



Kelodin's freehold, Wintersnow, lies in Buffalo. Like the High King, he also has a winter home in Manhattan. While most of his subjects wholeheartedly support him, a significant portion of the Kithain, led by Count Maldiset of House Dougal, resent his leadership, feeling that one of the sidhe, preferably a Gwydion, should hold power in the duchy.

The Duchy of Gardens (New Jersey)

The Duchy of Gardens covers the state of New Jersey. Its name alludes to the lush and fertile rural areas of the state, usually overshadowed by the sickly green, smog-filled skies of the cities along its eastern seaboard. Duke Marcurian, of House Dougal, rules the Gardens from his freehold, a lush garden and greenhouse realm called The Greenery. Queen Mab's freehold, which occupies the grounds near the former recreation center of Palisades Park, lies within Marcurian's holdings. Above all, he strives to keep relations with Apples' queen on a friendly basis.

The Duchy of Maples (Vermont)

Vermont houses the Duchy of Maples, ruled by Duchess Carendlith of House Gwydion from her freehold of Greenbranch. Located near the Green Mountain National Forest, this rural and idyllic mountain lodge provides many isolated areas in which Kithain of all persuasions can congregate. Duchess Carendlith tries to lead by example, with varying degrees of success.

Also notable is the Mountain Dreams Stables, a freehold held by Sir Evern ap Scathach and his Kinain family, known as the Evans family in the mortal world. Besides providing weekend horseback excursions to tourists, Mountain Dreams shows, breeds, and sells a variety of purebred horses, including the shaggy, rugged Icelandic ponies beloved by cross-country riders. To fae eyes, the freehold resembles an Icelandic great hall and its environs. There, the family breeds and houses faerie steeds used by the Riders of the Midnight Trods, who operate from a nexus of trods that connect all parts of the Kingdom of Apples. These trods are jealously guarded by Sir Evern's Scathach line and are made known only to the Riders and others who need to know of them.

The Kingdom of Apples

In addition to the places mentioned above, this kingdom also includes:

The Duchy of Fairwinds (Delaware)

The Duchy of Freewill (New Hampshire)

The Duchy of Stone Coast (Maine)

The Duchy of Liberty's Heart (Pennsylvania)

The Duchy of Sails (Rhode Island)

The Duchy of Pewter (Massachusetts)

The Duchy of Pewter, otherwise known as Massachusetts, houses the only openly Unseelie ruler in the Kingdom of Apples. Recently appointed to the duchy, Duchess Peraniya of House Ailil struggles to consolidate her rule from her freehold of Oldenwaye, in the town of Ipswich. Her sovereignty constitutes a grand experiment by the High King with the reluctant consent of Queen Mab. Time will tell whether it succeeds in the face of the traditional Seelie sidhe with strongholds in Boston (most notably that of House Gwydion's Duke Tymon) and other parts of the state.

The Commonwealth of Hope's Boundary (Connecticut)

Connecticut's Commonwealth of Hope's Boundary represents a daring and, possibly short-lived anomaly — an elected commonwealth born of a grassroots revolution. Once known as the Duchy of Mirrors, this bastion of traditionalism fell to an uprising of dissatisfied commoners. The rebels deposed the unpopular Duke Rialdo of House Gwydion and replaced him with satyr grump Zharkis. Now ruled by a representative council elected through town meetings, the commonwealth waits anxiously for either approval from the High King or for the axe to fall on their common dreams.

Kingdom of Willows (Southeast)

The Kingdom of Willows consists of most of the American southeastern states, with the exception of Florida. It includes Alabama, Arkansas, Georgia, Kentucky, Louisiana, Maryland, Mississippi, North Carolina, South Carolina, Tennessee, Virginia, and West Virginia. King Meilge of House Eiluned rules his lands like a benevolent dictator, his iron hand just showing from beneath his velvet gauntlet. While the various duchies that make up the kingdom enjoy varying degrees of political latitude, Meilge's own freehold and its environs mirror the overtly gracious, yet subtly sinister, nature of its overlord. Like the mortal South, the Kingdom of Willows lies on the verge of change, caught between tradition and the pressures of a new awakening of consciousness.

The Duchy of Willows Heart (Georgia)

Consisting of the state of Georgia, with a few exceptions, the Duchy of Willows Heart belongs, heart and soul, to King Meilge. Though technically the Duke of Willows Heart, Meilge ignores that title in favor of the more prestigious one of "King," and allows no other sidhe to take on the role of duke or duchess in his lands. The closest to a worthy opposition that exists within Willows Heart is Wisteria Hall, located in Savannah, Georgia. Ruled by Count Morrig of House Gwydion, this graceful freehold serves as a center for Seelie grace and culture. The small but thriving freehold of Whitehall Keep forms the center of the Barony of

Vellumton, ruled jointly by Baron Arawn and Baroness Ellonwy, both of House Fiona. Including the University of Georgia and the nearby towns of Athens, Jackson, and Watkinsville, Wisteria draws artists, musicians, and many medieval recreationists. The changelings of Wisteria Hall oppose King Meilge but cannot yet act directly against him.

The Duchy of Palmetto (South Carolina)

The fae of South Carolina's Duchy of Palmetto follow, to varying degrees, the rule of Duke Antoan of House Liam, who resides at Palmetto Court, in Charleston. Born into a Vietnamese refugee family, the Seelie duke has raised many eyebrows at faerie courts throughout the Kingdom of Willows due to his unusual parentage, and has tested the innate assumptions of many of the sidhe. Taking on the title of acting Duke when Duchess Mischala of House Fiona started to slip into Bedlam, he demonstrated such a talent for rulership that when the duchess returned, she insisted he retain the title. Not yet confirmed by King Meilge, however, Duke Antoan's rule still rests on eggshells.

The Home Place, located in Beaufort, near the Sea Islands, serves as a gathering place for the fae born into the Gullah people who live on the islands. Cientilla, a tiny eshu grump, has ruled for decades as the "Mistress of the Gullah Free Lands." While acknowledging the Kingdom of Concordia, the Gullah fae hold themselves separate and independent from Concordia's Kithain politics. The preservation of the Gullah heritage remains her main concern, and she willingly shares her lore and knowledge with those who show an interest.

The Duchy of the Triangle (Central and Eastern North Carolina)

The state of North Carolina contains two duchies due to the vast differences between the fae of the western mountains and those of the rest of the state. The Duchy of the Triangle, the larger of the two, centers on the three cities of Raleigh-Durham-and-Chapel Hill. From his freehold, Trinity Manor, near Chapel Hill, Duke Murdoch of House Dougal ("The Professor") enjoys the support of his people and the friendship of King Meilge. Relocated to the University of North Carolina at Chapel Hill from his native Glasgow, Murdoch displays a distinctly unsidhelike interest in mechanical engineering and theoretical sciences. His best friend and assistant, the nocker Richard "Rooster" Langolier, works with him on their common love: antique and race cars. Both gain Glamour from attendance at NASCAR and other racing events.

The Duchy of Appalachia (Western North Carolina, eastern Tennessee, and southeastern Kentucky)

The Duchy of Appalachia consists of parts of three states and contains their common focus — the Blue Ridge, Cumberland, and Great Smoky Mountains of the Appalachian Mountain chain. Many commoners and only a few sidhe live in this magical region. Whether commoner or noble, the Appalachian fae feel closer to one another than to those of their Kith or house in other parts of Concordia.

Orchard Castle, near Jonesborough, Tennessee, forms the seat of the duchy. Ruled by Duchess Dianan of House Fiona, this small palace, with a mortal seeming of a run-down shack, sits within an idyllic glade. The duchess, along with her troll guardian, Count Bjorno, hold court events outside among the lush mountain greenery. The duchess makes money in the mortal world by writing romance novels

The Court of Balsam, also called the House of the Black Dome, occupies a campsite near the top of Mt. Mitchell, the highest peak in the eastern US. The Countess Toireasa holds court here in a charming wooden hunting lodge filled with her own paintings of mountain scenes. She has made a point of allying with the native Nunnehi in the area, which guarantees her a great degree of safety and security.

Near Oak Ridge, Tennessee, Lord Gadiel of House Balor has claimed a ruined mansion near a gnarled and twisted oak tree as his freehold of Twisted Oak. Very few fae visit this eerie place; the ones who do come there do so by night. Rumors of twisted goings-on within the confines of the freehold have never been investigated.

The twin peaks of Chimney Top, in the Great Smoky Mountains, still serve as a dancing ground for the local Nunnehi. Due to its popularity as a hiking destination, the Nunnehi have learned to hold their meetings when no hikers are nearby.

The Duchy of Blue Grasses (Most of Kentucky)

The Rose Garland Stables, near Lexington, Kentucky, produces fine thoroughbred racing horses. It also houses a freehold, accessed through a nearby rock grotto, ruled by the Kinain Duke Araby of House Gwydion. The child of a sidhe mother and her mortal husband, Araby's mortal guise and fae mien differ only in the lush decadence of his fae side. In the Near Dreaming, Araby raises faerie steeds, popular among some sidhe who enjoy racing them. Araby receives handsome payments of dross for his steeds, though he keeps the best for himself. His own steed, the black stallion Glamour's Beauty, stays hidden from most of the fae, because this horse is the mount for none other than "Lord Justice," a fae vigilante who visits retribution upon the corrupt fae, whether Seelie or Unseelie, for deeds that might otherwise go unpunished. Some of the duke's subjects feel that Lord Justice would make a better ruler than the effete, horse-crazy duke.

The Freehold of the Mammoth exists amid the complex system of underground caverns and tunnels that make up Kentucky's Mammoth Caves. A motley of sluagh, led by the matriarch Jiruna, discovered stores of Glamour deep within the caves and portioned out a section of caverns not visited by tourists as their freehold. Lit by a Balefire stolen from the Duchy of Blue Grasses, the freehold provides an ideal refuge for the dark-loving kith, its vast rooms carrying the soft whispers of the sluagh without harming their sensitive ears. Here, the sluagh

Kingdom of Willows

In addition to those places mentioned above, this kingdom also includes:

The Duchy of Cotton (Alabama)

The Duchy of the Ozarks (Arkansas)

The Duchy of the Delta Crescent (Louisiana)

The Duchy of Magnolia (Mississippi)

The Duchy of Graceland (most of Tennessee)

The Duchy of Winterhold (West Virginia)

make hand-thrown pottery to sell along with the information for which they are so widely valued.

The Duchy of Dogwood (Virginia, District of Columbia, and West Virginia)

The freehold of Dogwood, near Richmond, Virginia, now belongs to Duke Cormac of House Eiluned, a wilder duke who inherited the duchy after the retirement of Duchess Meregrinne. The more conservative of Virginia's sidhe resent the rule of a wilder, especially one with modern political ideas.

Count Rual of House Gwydion occupies the freehold of Jamesriver, within the Hunt Club outside Richmond. The count keeps his pack of faerie hounds there and holds hunts for some of the sidhe in the area. He is one of the major opponents of Cormac's rule.

A pair of secret freeholds lie near Washington, D.C. A garden in the heart of Washington, D.C. holds the Court of Mirrors, the High King's secret court, a place where David Ardry and his closest advisors can meet privately, and which might one day serve as a refuge for the young king. The basement of a book bindery turned rock club holds the Shadow Duchy, where the true Shadow Court meets. Duke Siva of House Balor and Duchess Kali of House Ailil, twins of a Mumbai-born immigrant family, hold claim to this freehold and make sure it remains a closely-kept secret.

Kingdom of Grass (Midwest)

The Kingdom of Grass includes the Midwestern states of Ohio, Indiana, Illinois, Michigan, Wisconsin, Iowa, Missouri, North and South Dakota, Nebraska, Kansas, Idaho, Wyoming, and Montana. This sprawling land enjoys the conservative, traditional rule of Queen Mary-Elizabeth of House Dougal. She rules from Caer Palatine, not far from Chicago.

The Duchy of Buckeye (Ohio)

Originally settled by the French, the Duchy of Buckeye, named for the buckeye trees that flourish throughout the state, has become a focal point for returning members of House Beaumayn in the years since they re-entered the Autumn World. Duke Gerrard d'Ivoire inherited the prestigious Freehold, the Arches, located in the capital city of Columbus, when its former lord, Andres McCarty of House Dougal, met his Undoing and wandered away from his home to take up residence elsewhere in the city. He left no heir, and Gerrard's timely appearance seemed a sign that the freehold should pass to him. Other members of his House find hospitality with him while they decide where they will make their new home. Some remain in the duchy, while others travel elsewhere in Concordia.

The Freehold of Fontainebleau, in Cincinnati, named for the French palace as well as the city's ("The Fountain City"), belongs to Marcella Sourania, a satyr of House Fiona. Many changeling artists and artisans gravitate to this center of creativity, located in a wooded part of the city.

The Duchy of the Four Winds (Illinois)

This Midwestern duchy derives its name from both its Autumn world designation as a melting pot of American cultures and its fae position as a gathering place for changelings of all kiths and houses, a place where the "four winds" meet. Caer Palatine is the freehold of Queen Mary-Elizabeth, ruler of the Kingdom of Grass. Located on the shore of Lake Michigan, on land owned by Northwestern University, just north of the city, Caer Palatine embodies neo-classic lines that match, in their elegance and grace, the personality of its ruler. All changelings find welcome and hospitality in Caer Palatine so long as they forswear violence and abide by the laws of Concordia. In Chicago itself, Millennium Park serves as a gathering place for commoners, both Seelie and Unseelie. Chicago's sizable German and Scandinavian population has drawn members of House Aesin to establish a base there. Sir Gunter Sorenson

The Kingdom of Grass

In addition to the places described above, this kingdom contains the following:

The Duchy of Steel (Michigan)

The Duchy of the Hawk (Iowa)

The Duchy of the Frontier Dakotas (North and South Dakota)

The Duchy of the Open Range (Wyoming and Montana)

The Duchy of Hawthorne (Missouri)

The Duchy of Bright Peonies (Indiana)

The Duchy of Gemstones (Idaho)

The Duchy of Galena (Wisconsin)

The Duchy of Agate (Nebraska)

The Duchy of Sunflowers (Kansas)



claims the Freehold of Heartsong in Chicago's theatre district. Here, he hopes to gather skalds and folklorists of his house to form a cultural center in Concordia's heartland.

The state capital, Springfield, contains several freeholds that take advantage of the city's rich culture and support of the performing arts. The changeling rock band, Free Spirits, featuring its charismatic vocalist, Enchanté, of House Leanhaun, occupies the Freehold of Muse's Haven in a 19th-century mansion near the Hoagland Center for the Arts. Some of the house's most noted performers, including the Leanhaun-affiliated satyr, Dame Izzy Tot, and Baroness Robin, the prima ballerina, have stayed there briefly to refresh themselves.

Kingdom of the Burning Sun (Southwest)

The Kingdom of the Burning Sun coincides with the Southwestern part of the United States. It includes the states of Texas, Oklahoma, Colorado, New Mexico, Arizona, Utah, and Nevada. Its ruler, Chief Greyhawk of House Gwydion, has reputedly "gone native," adopting many customs of the Nunnehi native to the region. His home is Caer Blacksalt, in the Arizona desert. The changelings of this region, on the whole, tend to have fewer ties with the mainstream of Concordia.

The Duchy of Copper (Arizona)

Home to the Grand Canyon, the Painted Desert, the Petrified Forest National Park, and the Barringer Meteorite Crater, this duchy contains some of Concordia's most dramatic scenery. Chief Greyhawk, the Gwydion sidhe who has, for all practical purposes, renounced his house in favor of adopting the lifestyle and customs of the local Nunnehi population, has his freehold, Caer Blacksalt, in the middle of the Painted Desert, concealed by towering rock formations that give it the appearance of a natural structure. As changeling politics grow more and more problematic, he has closed off the borders of his freehold and has tried to limit access to the duchy to only those fae who receive an express invitation from him. While he can keep Caer Blacksalt free of undesirables, closing off the entire duchy has proven impossible.

The city of Phoenix, known as the Valley of the Sun, has recently come to the attention of some members of House Varich who migrated from San Francisco's Russian Hill district. Phoenix Hold, ruled by Baron Vasily Arpelov, occupies a grand house built in the style of former resident Frank Lloyd Wright. Here, the Baron has collected a private "think tank" of changeling scholars from many kiths and houses. He hopes to study the emerging patterns of Kithain politics and current events in order to determine the best course of action for the children of the Dreaming.

The Kingdom of the Burning Sun

In addition to the places described above, this kingdom also contains the following duchies:

The Duchy of the Lone Star (Texas)

The Duchy of Storms (Oklahoma)

The Duchy of High Mountains (Colorado)

The Duchy of Bees (Utah)

The Duchy of Good Fortune (Nevada)

The Duchy of Turquoise (New Mexico)

Known for its dramatic desert rock formations, as well as the magnificent limestone structures of the Carlsbad Caverns, the Duchy of Turquoise also draws artistic changelings from throughout Concordia. The capital city of Santa Fe boasts many buildings constructed in the Spanish Pueblo Revival style, with adobe walls and the curving style of the Spanish missions. Lord Gustavo de la Rosa of House Eiluned and his consort, Lady Mantilla of House Fiona, hold the pueblo-style freehold of Las Dos Palmeras (Two Palms) near the New Mexico Museum of Art. Many of Santa Fe's changelings have involved themselves in the doings of the Meow Wolf art collective, whose mission is to spread art education throughout the state. Notable among the collective's supporters is piskie contemporary artist Aleesha Why, who enjoys involving herself in the many projects carried out by Meow Wolf.

Known as a popular gathering place for artists, the city of Taos contains many historic houses and attracts many changelings who prefer it to the larger city of Santa Fe. Dame Eleanora Mendez, of House Scathach, the noted Thallain hunter, maintains a freehold in Taos. Currently she seeks to impress on other changelings the importance of protecting themselves from the unwanted influx of Thallain.

A colony of nockers, led by nocker grump Ezekiel Stone, loosely affiliated with House Dougal, has gathered near the New Mexico Institute of Mining and Technology (a.k.a. New Mexico Tech) in Socorro. Here, these mechanically-minded changelings attempt to learn new methods of immersing themselves in the work that they love.

Kingdom of the White Sands (Florida)

The Kingdom of White Sands consists solely of the state of Florida. Queen Morganna of House Gwydion rules her small realm from Caer Flamingo, in Florida's southern tip, near Miami. She faces a constant struggle with raiders from the Fiefs of Bright Paradise as well as the Nunnehi who claim the Everglades as their land (or what's left of it).

Duchy of Sun and Sand

Southern Florida, including the Miami metropolitan area, has one of the most diverse changeling populations in the kingdom. A considerable number of commoners, displaced from other parts of Concordia (and, indeed, other parts of the world) migrate here, drawn by the area's reputation for a carefree, relaxed atmosphere and the warm climate. To the fae residents of this place, the Long Winter seems very far away. Fiona sidhe Duchess Carmen Juarez, the oath-sworn friend of Queen Morganna, rules this duchy from Caer Biscayne, a Spanish-style mansion in Coconut Grove. Caer Flamingo, the flamboyant residence of Queen Morganna, features pale coral adobe walls, an inner courtyard and pool, lush gardens, and some resident flamingos from which the freehold takes its name. A number of commoner motleys have holdings on or near the beaches and in the inner city. Regardless of their politics or courts, nobles and commoners alike assist when they can in protecting their lands from the Glamour raiders of Paradise.

Duchy of Sea Breezes

Centered around the state capital, Tallahassee, the Duchy of Sea Breezes combines populist leanings with gracious living, and attracts many commoners to its mild climate, college town sensibilities, and rich culture. The eshu storyteller, Johnny Mango, frequently visits this college town during his travels. He usually stays with the clurichaun Duchess Mairead Galway, who exercises her benign rule from her small freehold, Palmetto Grove, near the campus of Florida State University. A "scientific collective" of nockers, boggans, and a pair of redcaps occupy a small building they call Wizard's Shed near the National High Magnetic Field Laboratory, where the boggan, Lili Saltpeter, works as a lab technician.

Duchy of the First Coast

The Duchy of the First Coast takes its name from the nickname for Jacksonville, northern Florida's largest city. The municipality of Jacksonville lies just across the state line from Georgia. Duke Tremore Halsey of House Gwydion rules his realm from his freehold of Seven Bridges, another name for the city. The sidhe lord takes advantage of the excellent military and civilian deep water ports to exercise his love for the ocean. He is in the process of negotiating a treaty with a nearby colony of selkies.

land of Mangroves and Cypresses (the Everglades)

This region belongs to the native Nunnehi and to the Seminoles who occupy much of its lands. Only a few changelings have visited the region and those remain closemouthed about what they have found.

Kingdom of Pacifica

Consisting of the states of Washington, Oregon, and California, the Kingdom of Pacifica covers the west coast of the United States. Queen Aeron of House Fiona rules from her

seat in Caer Angeles. Although Aeron is, herself, a member of the Seelie Court, her halls are open to all fae, whether Seelie, Unseelie, commoner, noble, Kithain, or Gallain.

Duchy of Golden Gate

Ruled by House Fiona's Duke Aeon, a rock star whose career has endured for three decades, the Duchy of Golden Gate has played a pivotal role in the search for a way back to Arcadia.

Royal Barony of Muirwood

Consisting of most of Marin County, excluding Mount Tamalpais, the Baron Harold diMarcos of House Gwydion, castellan of Caer Redwood, rules here. Nearby Mount Tamalpais belongs to the native Nunnehi, thanks to a treaty granting the land to them by the Queen.

Duchy of Goodwine

Located in the fertile Sonoma Valley, the Duchy of Goodwine attracts satyrs and other pleasure-loving changelings, drawn to its fine wine and glamorous parties. Ruled by the Duchess Aoibhell of House Liam from Caer Lunara in Sonoma, the duchy exists in a wine-soaked world of its own.

Arcadian Freeholds

Located in the Napa Valley, these freeholds belong to the Brotherhood of the Barrel, a group of genial and wine-loving satyrs dedicated to the perfection of the grape's fruit, not to mention the prophesies that sometimes come from successfully partaking of the best wine of the season.

Duchy of Finvarr (Berkeley)

Another region claimed by Duchess Aoibhell, the college town of Berkeley, home of free speech, love, and revolution in the 1960s, which continues to live in the glory of its notorious past, is her dearest possession. From her mansion, Caer Llanwedd, the duchess rewards her friends with the joys of her moss-carpeted, flower-bedecked freehold.

The County of Oakhold

Comprised of the industrial city of Oakland, the Seelie eshu Count Elias rules this realm of iron from his freehold, Caer Ogun (Castle of Iron). Within this triumph of fae engineering, the count's personal dwelling, Ironheart, provides him with a safe place from his enemies.

The County of Selkrest

This picturesque realm includes the land from the shore to Seal Rocks, the area around San Francisco, going out as far as San Jose. From her freehold in Año Nuevo, the Countess Evaine of House Eiluned rules with little care for politics. Instead she prefers to spend time with her selkie friends, in the waters off the shore of her realm. The nearby Rocky Shores Freehold, just off Point Reyes, houses a group of selkies who make their home in some caves. They look to Ondine, the wisest of their group, as leader. One of their duties is to preserve the lives and culture of selkies.

The Kingdom of Pacifica

In addition to the places described above, this kingdom also contains the following:

Duchy of Evergreen (Washington State)

Duchy of Sunstone (Oregon)

Kingdom of the Northern Ice (Canada and Alaska)

This vast, subarctic and arctic realm consists of the Canadian provinces of Newfoundland, Nova Scotia, New Brunswick, Prince Edward Island, Quebec, Ontario, Manitoba, Saskatchewan, Alberta, British Columbia, the Yukon Territory, the Northwest Territories, Nunavut, and the state of Alaska. Queen Laurel of House Fiona rules this land from Caer Frost, an ice palace in Saskatchewan.

Duchy of Plenty (Saskatchewan)

Located in west central Canada, this duchy takes pride in the rich agrarian culture. Caer Frost, home of the kingdom's ruler, Queen Laurel, has the appearance of a gigantic ice palace. Within, the contrasting warmth of its welcoming interior marks the freehold as true. With the second arrival of sidhe from Arcadia, members of House Aesin have come here to pledge their loyalty and now have their own fiefs. Prominent among them is Caer Swift Reindeer, a rustic manor in the sparsely populated northern part of the duchy. Lord Leif Mikkelson and Lady Ygrinne Asinsdottir rule here, where they can steep themselves in the natural world they crave. They have become the protectors of a small herd of reindeer who make their home nearby.

The Nunnehi who dwell near and among the many First Nations people of Saskatchewan also hold lands near their Dreamers. Queen Laurel respects their boundaries and a state of peace currently exists between indigenous and European fae.

Duchy of Many Rivers (Quebec)

Rulership of this duchy has undergone a recent and dramatic change. Duke Granville de Corby of House Fiona, a true dreamer, resigned his position in favor of the newly-made Duchess Eloyse Capetienne of House Beaumayne. Duke Granville claims that the duchy rightfully belongs to the house whose origins reflect the history of the region. From her Quebec City freehold Le Mont d'Argent (Silver Mountain), Duchess Eloyse exercises her authority with an eye to encouraging cooperation among her new subjects. Duke Granville continues to live in his freehold, Heart's Light, located in the city of Montreal.

Duchy of White Trillium (Ontario)

Duke Stephen Brunswick of House Dougal rules over one of the most beautiful duchies in Concordia. His formal freehold,

Kingdom of the Northern Ice

In addition to the places described above, this kingdom also includes the following:

Duchy of Violets

Duchy of Red Oak (Prince Edward Island)

Duchy of the Great Grey Owl (Manitoba)

Duchy of Salmon (Alaska)

Land of the Gyrfalcon (The Northwest Territories)

Duchy of Fireweed (The Yukon Territory)

Maple Home, appears as a magnificent castle made of stone and graced by stands of towering maple trees. In the Autumn World, Maple Home stands as one of the city of Toronto's oldest houses. While Duke Stephen receives visitors and holds court in his castle, his heart remains in his private holding, Caer Cascadia, a cabin with a stunning view of Niagara Falls.

Lady Serena of House Daireann occupies Caer Des Trois Rivières, a picturesque townhouse in Ottawa. She busies herself with the affairs of the duchy while, rumor says, she remains inconsolable over a love lost in the crossing from Arcadia. From his freehold, The House of Scrolls, the scholarly satyr grump Standish Piraeus heads a study group of younger commoners intent on taking advantage of the city's reputation for scholarship and education.

The Land of Purple Saxifrage (Nunavut)

This newest part of Canada belongs to the Inuit people and the Nunnehi who inhabit it. Few changelings enter these lands without invitation. Those who do find themselves in one of the adjoining duchies with no memory of what happened to them. Queen Laurel is currently trying to establish relations with the locals.

Free Realm of British Columbia

Count Gut Splicer, a redcap ennobled by Queen Laurel and affiliated with House Fiona, rules a motley of unruly commoners from the Freehold of Scarlet Rain about 200 miles north of Vancouver.

Kingdom of the Feathered Snake (Mexico)

Ruled by Duke Topaz, a troll affiliated with House Gwydion, the Kingdom of the Feathered Snake encompasses the land of Mexico, home of the Aztecs and Maya, and land of the lost dreams of Spanish empire. The native changelings, descendants of the dreams of the pre-Columbian civilizations that fell to the Spanish conquest, provide a constant challenge to Concordia's influence.

The Fiefs of Bright Paradise (Caribbean)

Brilliant blue waters, sparkling sands, lush palms, and an easy way of life characterize the dreams of the fae in the lands of the Caribbean Sea. Although Concordia has tried repeatedly to claim these lands, they manage to elude rule by a continent-based government. Only the larger islands of Cuba, Puerto Rico, and Hispaniola (Haiti and the Dominican Republic) have governments of any recognizable nature. Many of the smaller islands have set themselves up as pirate republics, with no rulers except for the captains of chimeric (and sometimes real) pirate ships. These pirate lands enjoy raiding adjoining islands, tourist vacation centers, and the shores of Concordia, particularly near the Kingdom of White Sands.

Republic of Abundance (Cuba)

Until recently, most sidhe who lived in Cuba left after the rise of Fidel Castro's strongly proletarian government. The fate of commoner changelings changed only slightly, as they incorporated new cultural influences that reflected their socialist society. Since the relaxation of tensions between the mortal governments of the U.S. and Cuba have eased travel restrictions and bode for a more harmonious coexistence, some ex-patriot changelings have returned, while others have decided to move to the still beautiful island. From her freehold of Las Palmas (The Palms) in a ruined mansion outside Havana, Isabela Dulce, a Seelie eshu, has claimed the position as Primera (meaning "first"), and has attempted to create an atmosphere that will draw other changelings to a land that needs new dreams.

The Island of Riches (Puerto Rico)

Originally a colony of Concordia under the rule of Duke Danon ap Liam, the duke came to sympathize with many of his commoner subjects, who chafed under even the benign rule of the High King. He eventually declared his fief to be an independent entity, with no allegiance to Concordia. Though the nobles of Concordia may consider him an oathbreaker, he has no intentions of ever returning to the continent and is content to rule his subjects with an ear to their needs. Concordia has not acknowledged him one way or the other, but he enjoys the support of local fae so long as he has the island's interests as his first priority.

Kingdom of *Hispaniola* (Haiti and the Dominican Republic)

The changelings of Hispaniola live almost exclusively within the Dominican Republic, which occupies most of the island. Don Enrico Fernandez, a troll born in the Dominican Republic, inherited the rule of the kingdom after the death of his father. He rules a group of native-born and émigré commoners and nobles in relative peace. They guard their border with Haiti for fear of the strange chimera that often try to cross into the Dominican Republic.

Land of Springs (Jamaica)

Although the country of Jamaica is a commonwealth of Great Britain, the Land of Springs is an independent monarchy. Ruled by Queen Magdalena de las Flores, a sidhe of House Liam, the many commoners and relatively few sidhe who live there practice a relaxed lifestyle, influenced greatly by the music-soaked dreams of many of the land's mortal Dreamers. Eshu, satyrs, and pooka are especially drawn to the island's mild climate.

Bellatierra (South America)

Called "the beautiful land" by early explorers and modern-day adventurers, the lands of South America have not proven altogether friendly to changelings. Only a few areas have come to the attention of the fae of Concordia and of Europe. The rest of the countries, particularly those in the vast jungle interior, remain places of caution. Changelings have heard of the Kingdom of Amazonia, which encompasses the vast country of Brazil, and the Mountain Kingdoms, which include Chile and Peru.

Albion (England)

The land of Albion, the faerie name for England, includes five kingdoms: the Kingdom of Roses, the Kingdom of Chalk, the Kingdom of Mist, the Kingdom of Smoke (formerly Wool), and the Kingdom of Heather. Currently, the five kingdoms lack a single ruler, or high king, to unite them. While the War of Ivy, their version of the Accordance War, knew less bloodshed and turmoil than the battle for sidhe supremacy in Concordia, the land of Albion in no way represents a united front. Ruled for centuries by King Albion, a commoner, the return of the sidhe brought about changes in rulership throughout the land, changes that still reverberate in the half century since the return.

Kingdom of Roses

London, East Anglia, the "Home Counties," the Thames Valley and much of the land that includes the "Heart of England" makes up the Kingdom of Roses. Currently, Lord Edgar Whitestone, a troll knight, rules the Roselands as Lord Chancellor. The region's sidhe make up Lord Edgar's Privy Council, meeting regularly to offer him advice on how to run the land. Truthfully, most of the counselors maneuver behind the Lord Chancellor's back to place themselves in positions to overthrow him and return the land to sidhe rule.

The Kingdom of Roses contains such noteworthy sites as Westminster Abbey, the Tower of London, Oxford and Cambridge colleges, and Windsor castle. The long history of England meets with modern-day technology and decadence in this troubled land.

Kingdom of Mist

Known variously as the Summerlands, the Land of Apples, the Kingdom of Scrumpy, Glastonia, and the West Country, the Kingdom of Mist's strong ties with Camelot and Avalon place it firmly in the context of legend in the minds of both mortals and fae. Named for the mysterious mists that arose at the time of the Shattering, The Kingdom of Mist includes the resort town of Bath, Glastonbury of Arthurian fame, Stonehenge, and Avebury. This realm observes the traditional dual court of the fae, with Seelie childling Queen Karolinda of House Liam ruling during the spring and summer, and Unseelie nocker childling King Morwydd taking charge during fall and winter.

Albion (England)

In addition to the places listed above, this realm includes the following:

The Kingdom of Chalk (Southern Counties)

The Kingdom of Smoke (Midlands)

Kingdom of Heather

Combining the lands of the North Country with the once-independent Lake Country (formerly the Kingdom of Tears), the Kingdom of Heather falls under the rulership of Sir Lawrence Ormond, a troll grump now feeling the effects of Banality on his changeling spirit. The realm includes the walled city of York, the town of Whitby, the Lake Country so beloved by Wordsworth and the other Lake Poets, and the picturesque town of Keswick, with its nearby stone circle, Castlerigg. Now known as the Principality of Tears, the realm consisting of the Lake Country owes fealty to Lady Ellyndil of House Fiona, who contents herself with acting as an advisor rather than attempting to challenge the rule of Sir Ormond.

Hibernia (Ireland)

The four kingdoms of Hibernia correspond to the four provinces of Ireland: Connaught, Leinster, Munster, and Ulster. In ancient times, the four provinces, each with its own king or queen, came together under an Ard-Rí, or "high king" (or queen). The return of the sidhe to the places of their old power brought about a rebirth of the kingdoms, but as yet, no one has dared claim the position of Ard-Rí na hÉireann (High King of Ireland). Rumors exist of a Hidden King, one of the ancient sidhe who remained behind in a pocket of Glamour and whose influence over the land itself has held the Dreaming intact during the Interregnum. Ireland is the ancestral home of several kiths, including both pooka and clurichaun.

Kingdom of Connaught

Made up of the western part of Ireland and noted for its wild beauty, the Kingdom of Connaught includes the counties of Galway, Mayo, Sligo, Roscommon, Leitrim, and the Aran Islands. The current ruler, King Fiachra ap Dougal, walks a fine line between his house's affinity for things technological and his desire to preserve as much of his kingdom's unspoiled beauty as possible. He currently fosters Princess Bethany, of House Gwydion.



Kingdom of Leinster

The Kingdom of Leinster includes the eastern counties of Louth, Longford, Meath, West Meath, Dublin, Offaly, Kildare, Laois, Wicklow, Carlow, Kilkenny, and Wexford. Known as the cradle of Irish civilization, Leinster boasts varied vistas of pastures, lakes, bogs, rivers, modern cities, and timeless villages. King Bran ap Gwydion, who led the sidhe in their conquest of Hibernia, rules his kingdom fairly, with concern for commoners as well as nobles. Sir Odhran ap Liam, a veteran of the war to take Concordia who then moved to Ireland, serves as King Bran's archivist, indulging his love for history in a valued court position.

Kingdom of Munster

The southern counties of Cork, Waterford, Tipperary, Clare, Limerick, and Kerry make up the Kingdom of Munster. Known not only for its scenic beauty, but also for its tradition of rebellion against England, Munster also contains the centers for Waterford crystal and Irish lace, not to mention an abundance of castles, magnets for tourists. Queen Nuala of House Eiluned, who lost her beloved sister during the Accordance War in Concordia and relocated to Hibernia, rules Munster with a distant but fair hand, finding it difficult to forget her sister's death at the hands of commoners. She created the Duchy of Cashel for her lover, the Unseelie Duchess Lenore of House Leanhaun. When House Daireann entered the Autumn world with the Second Coming, Ard-Bantiarna Fiadnait ni Strachan, the high lady of Daireann, established her base in county Clare. Here, her followers have begun their campaign to have their lady claim the title of Ard-Rí of Hibernia, a seat that has remained vacant since the Shattering.

Kingdom of Ulster

Containing the six counties that make up Northern Ireland: Armagh, Derry, Antrim, Down, Tyrone, and Fermanagh, as well as the counties of Donegal, Monaghan, and Cavan, which were part of the original province, The Kingdom of Ulster occupies the northeastern corner of Ireland. Combining areas of dense industrialization as well as picturesque villages and dramatic landscapes, this area still bears signs of the Troubles that complicated life for both changelings and mortals in the latter part of the 20th century. King Finn of House Fiona, once thought to be the reincarnation of Irish hero Finn MacCool, changed from Seelie to Unseelie in response to the complex politics of Northern Ireland.

Caledonia (Scotland)

Caledonia, known as Scotland to the mortal world, contains three kingdoms: Dalriada, Alba, and Three Hills. These kingdoms wrap around the Scottish Highlands, which remain the province of a number of strong and often warring faerie clans.

Kingdom of Dalriada

The largest and most powerful of Caledonia's three kingdoms, the Kingdom of Dalriada extends from the lands around Edinburgh in the east to the Isle of Lewis in the north, excluding the Highlands. It consists of three tuaths (duchies) that account for Edinburgh, Glasgow, and Skye and the Hebrides. King Ross ap Gwydion intends to rule all of Caledonia, and he as well as his courtiers scheme toward that end.

The Tuath of Iron

This duchy includes Glasgow, Argyle, and the industrial lands around the river Clyde. Duke Leyden of House Fiona rules the duchy, but has aims on claiming the Kingship for himself. Since becoming a grump, he has changed from Seelie to Unseelie out of anger at his impending separation from the Dreaming.

The Tuath of Dew

From Falkirk to the Firth of Forth, the Tuath of Dew includes Edinburgh and the Moorfoot Hills. Ruled by an ennobled boggan, Duchess Flora (Flora Sinclair), this tuath tries to remain aloof from politics.

The Tuath of Shadows

The Isle of Skye and the Inner and Outer Hebrides make up the Tuath of Shadows. Ruled by the Countess Bethag of House Scathach, one of King Ross' warlords, this tuath remains loyal to King Ross.

Kingdom of Alba

This kingdom includes Aberdeenshire, Central, Tayside, Fife, and Grampian — the Lowland areas. The cities of Inverness, Perth, Dundee, and Aberdeen comprise the largest cities in the kingdom. King Niall ap Dougal rules his land with fairness, but lately has become obsessed with the creations of his nocker engineers, who engineered the voice box that replaces the vocal chords he lost to cancer.

The Tuath of Chronos

This tuath exists entirely within a faerie mound preserved from the ravages of the Shattering. Usually, both fae and mortals enter this font of Glamour only through happenstance, or through the machinations of those who dwell within it.

The Kingdom of Three Hills

Though this kingdom contains no major cities, it holds much of the primal beauty associated with romantic Scotland. It includes Dumfries, Galloway, parts of Strathclyde and Borders, and northern England up to Hadrian's Wall. Queen Glynis of House Eiluned rules Three Hills. Despite her appearance of aloof diffidence, she is generous to both commoner and sidhe alike and hold the loyalty of both.

The Cridhe (The Untamed lands)

This unclaimed part of Caledonia includes The Highlands, Troissachs, and Shetland Isles. Though changelings certainly dwell within these parts, none of them recognizes or owes fealty to the feudal structure of changeling society since the return.

The Highlands

A number of fae clans occupy the Highlands, close-knit communities of blood kin who owe allegiance to none but themselves and the other clans. The lairds of the clans control the known trods in the Cridhe, or "heart" of Caledonia, and prevent any of the returning sidhe from gaining a foothold. This area also includes the mysterious Loch Ness. The boggan Seamus and his sons Hugh and Rory lead Clan Wrath, and are among the most outspoken of the clan chiefs. Glen Coe, in the Western Highlands, is a favorite meeting place for the Shadow Court, though even they do not linger there.

The Troissachs

Including parts of central Caledonia and Fife, this realm consists of the meeting place between the Highlands and the Lowlands and the land of Rob Roy. It is also the place where the Kingdoms of Alba and Dalriadha cross territory with the fae clans of the Highlands. Volatile with long held passions, the land seems eager for something.

The Isles: The Orkneys and Shetlands

These islands, with their windswept beauty and harsh living, now enjoy the prosperity of the offshore oil business. Dominated by trolls, who answer only to their own thanes and jarls, they support the Kingdom of Alba in gratitude for the gift of a magic boat which was crafted for their acknowledged leader, Asa, by one of King Niall's artificers.

Kingdom of Cymru (Wales)

A land of remarkable beauty, the mountains and valleys of Cymru still bear much of their pristine quality. Inevitably, the world of commerce and technology continues to make inroads, claiming parts of the land for its narrow-sighted focus on progress. Six principalities, each divided into cantrevs (provinces), make up the kingdom: Clwyd, Gwynedd, Dyfed, Gwent, Powys, and Glamorgan. The last two, sadly, have succumbed to the pull of Banality: Powys, due to the lack of fae, and Glamorgan, due to the nature of its present ruler. The fae of Cymru, who call themselves "Tylwyth Teg," dream of finding someone strong enough to restore the lost principalities to the world of the fae.

Principality of Clwyd

Also called The Land of Two Valleys, the Principality of Clwyd occupies most of the northeastern part of Cymru. It shares a border with Albion's Kingdom of Smoke. Countess Gwrly of the Birds, a Seelie sidhe of House Liam, rules Cantrev Gwrly from her home in Caer Aderyn, Keep of the Birds. Comprising most of Clwyd, the cantrev's leadership is a responsibility given to her by Dyfed's Prince Dylan in order to keep her from obsessing over a personal grudge she has with her former friend, Angharad ferch Mynydd, harking back to their time in Arcadia. Angharad rules the smaller Cantrev Brenig, in western Clwyd.

Principality of Gwynedd

The Land of Mountains and Meadows, the Principality of Gwynedd consists of most of northwestern Cymru. Known for

its striking scenery, Gwynedd claims not only the snow-covered Snowdonia Range, but also the Cambrian Mountains to the south. It contains many popular coastal towns, such as Bangor and Conwy, as well as smaller inland towns, such as Dolgellau and Llandudno, tucked away in the valleys. The closest to a "prince" that Gwynedd has is the ancient boggan Gwilym Pugh, last in the line of commoner seneschals of Cymru's last high king, He desperately clings to life and his fae seeming as he waits for a successor. Sadly, his choice, his daughter Susan, is Kinain rather than Kithain.

Principality of Powys

Now lost to Banality, the Principality of Powys occupies central Cymru, from Cardigan Bay in the west to the Kingdom of Albion in the east. The trod called Gwyddno's Track, said to lead at one time to all the cantrevs (or provinces) in Cymru as well as to Hibernia, now lies lost somewhere within Powys. A place of few towns, Powys contains a few spectacular spas and resorts. It also has the lowest human population in Wales and no known fae. At one time, a ghille dhu named Vaughn Davies watched over the realm from a distance, afraid to interact with the outside world and lose himself to Banality. Presently, none know if he has a successor.

Principality of Dyfed

Known as The Land of Seas and Shores, the Principality of Dyfed occupies a peninsula, with Cardigan Bay, the Bristol Channel, and St. George's Channel surrounding it on three sides. Prince Dylan ap Gwynedd rules Dyfed, though he tends to avoid making decisions. He believes himself cursed to ruin the land of Cymru should he attempt to rule as High King, a conviction that has tainted his self-confidence in his own ability to rule at all. Prince Dylan rules from his manor home, Dinas Cleddau, only a few hundred feet from the sea. Outwardly a whitewashed cottage, the inside combines the modernity of a fine manor with the prince's passion for sea life, as befits his mortal position as a marine biologist.

Principality of Glamorgan

The Land of Black Rowan, the lost Principality of Glamorgan consists of south central Cymru. Once one of the most pristine spots in Cymru, the land now holds many noteworthy (in mortal terms) cities: Cardiff, Newport, Caerphilly, Pontypridd, and Rhondda. The land is ruled by Lloyd Morgenstern, a former nocker hero who, long ago, suffered a curse that transformed him into one of the Dauntain in all his successive lives. Now he dedicates himself to the eradication of Glamour in his bailiwick.

Principality of Gwent

Gwent, the Borderland, lies south of the Principality of Powys and northeast of the Principality of Glamorgan. Like Clwyd and Powys, it shares a border with the Kingdom of Albion. Gwent includes the towns of Monmouth, Usk, Chepstow, and Abergavenny. Known for its rich farmland, the region also contains important historical locations, among them the Roman excavations at Caerleon, and Tintern Abbey, immortalized by Wordsworth's poem. The satyr grump and former actor Nestor Evans and his pooka friend Derwyn ap Allyn have been the most influential changelings in the realm. Both are on the verge of losing their fae seemings forever, and now search for worthy successors.

Neustria (France)

The land of Neustria serves as a stronghold for the dominion of the sidhe in Europe. With a four to one ratio of nobles to commoners, most of the sidhe favor the old feudal system and a monarchic government. The ruling sidhe consider commoners without an oath of fealty to link them to a noble as suspect, perhaps even anarchists. Neustria is ruled by Queen Margarette of House Gwydion, along with her consort Prince Eugene of House Beaumayn.

The Duchy of Bayeaux

The provinces of northern France fall under the rule of the Comte Hillaire du Lille, of House Eiluned. He values power above all and has lately been courting some of the sidhe of House Beaumayn, one of the late-arriving houses, in an effort to draw approval from his queen.

The Duchy of Burgundy

Comprising the provinces that make up the South of France, with the exception of the independent Aquitaine, Lord Guy of House Gwydion rules his realm with strictness and an attention to detail. Commoners who do not hold to the many forms of etiquette he deems necessary meet penalties as light as a donation of dross and as harsh as exile.

The Duchy of the Sapphire Seas

Consisting of the provinces of Provence-Alpes-Côte d'Azur and Languedoc-Roussillon, along the Mediterranean Coast, this duchy is ruled by Lady Guenièvre of House Fiona. Though strictly a monarchist, her pleasure-loving nature allows her to cast a blind eye at the many commoners who visit the pleasure resorts of Cannes, Monte Carlo, and Nice in search of summer sun, beautiful beaches, and the allure of the dice.

The Aquitaine

High Lord Rathsmere uses the Freehold of the Questing Blade, his holding in the south of France, as a training ground for Fiona knights from all over the changeling world. As an independent demesne, this duchy owes no allegiance to the other French holdings and draws many commoners, discontent with the tight laces of the nobility elsewhere. His realm includes the original French province of Aquitaine.

Iberia (Spain and Portugal)

Four kingdoms comprise the faerie realm of Iberia: Navarre, Aragon, Leone, and Castille. Although they often act as allies to their neighbor, Neustria, the sidhe who rule Iberia have a much more relaxed attitude toward commoners, welcoming them into their freeholds whether or not they are bound by oaths. They particularly appreciate boggans and eshu, the one for their practicality and no-nonsense approach to enchantment, and the other for their ability to weave elaborate tales of wonder from a few rags of facts. Ruled by King Lorenzo of House Eiluned and Queen Elizabeta of House Gwydion, the land enjoys prosperity and peace, so far.

Kingdom of Navarre

This land located along the Pyrenees Mountains has long been a place of contention. The native Basque population has maintained a strong sense of independence, though first France and then Spain laid claim to the land. The changelings of Navarre, likewise, are an independent group. Their King, Balendin of House Scathach, welcomes commoners to his land, particularly trolls whose strength might someday mean the difference between retaining his independence and being subsumed by a king to whom he owes only lip service fealty.

Kingdom of Aragon

This kingdom in eastern Spain enjoys some independence in keeping with its status as a "nationality" of Spain. Ruled by Queen Maria Teresa of House Liam, the nobles and commoners enjoy a pleasant, low-stress lifestyle in keeping with the philosophy of "mañana" (tomorrow).

Kingdom of Leone

Situated in the northwest of the Iberian Peninsula, the Kingdom of Leone also includes the nation of Portugal. King Atilio of House Eiluned rules his land with an easy hand, encouraging a combination of monarch and republic, not unlike the government of Concordia. His realm enjoys a Mediterranean climate, with great contrasts between the cold, arid northern part in winter and the milder southern region bordering the Atlantic.

Kingdom of Castille

Located between the Kingdoms of Leone and Aragon, the Kingdom of Castille also claims much of the land south of it, in lieu of anyone else taking charge of that region. Queen Inez Torres of House Dougal encourages nockers to come to her land, where they can enjoy court sponsorship that allows them to create freely. The queen expects that eventually some new arrivals will challenge her for the right to rule the lands of southern Spain.

Kingdom of Flowers (The Netherlands)

Ruled by King Picolette of House Gwydion, the Kingdom of Flowers includes all of the Netherlands. Commoners find a welcome here from the court of King Picolette so long as they have only peaceful intentions.

The Duchy of Tulips

This duchy includes the city of Amsterdam, with its rich heritage and cosmopolitan atmosphere. Duke Gwilliam of House Liam rules the Court of Tulips, the city's largest freehold. He particularly welcomes commoners, especially those who are disenchanted with the complex politics of Concordia.

Kingdom of Golden Threads (Belgium and Luxembourg)

Commoners and nobles share alike in the fortunes of the Kingdom of Golden Threads. Many commoners find their particular skills appreciated and well rewarded: Boggan cooks, nocker crafters and engineers, and troll dockworkers and guards find respect for their work.

The Talacian Confederation (Eastern and central Europe)

This large territory covers much of Europe and contains 90% commoners. In stark contrast to Neustria, the changelings of the Confederation make up most of the rulers of the lands, which include: the Elbian Protectorate (northwest), The Bavarian League, The Thuringian-Saxon Union, the Pomeranian Alliance (north), The Council of White Mountains (Switzerland), and the Province of Venezia. The current head of the Confederation is the satyr Willie Ems, who makes his freehold in Bern, Switzerland.

The Elbian Protectorate

Comprising the Czech Republic, Central Bohemia, Saxony, Brandenburg, Mecklenburg, and Hamburg, the Elbian Protectorate follows the Elbe River basin and contains some of Europe's most fertile farmlands. Much changeling traffic is by river boat, rather than auto or train. Ruled by an elected counsel headed by Ludvig Magnus, a troll educated in law and economics, this land enjoys an openness lacking in many places ruled by nobles. Any nobles who visit must be on their best behavior. Ludvig's freehold, Trollhaven, is in Hamburg, Germany.



The Bavarian League

Located in the southeastern part of Germany, noted for its beautiful forests (the Bavarian and the Bohemian), as well as the Bavarian Alps, this beautiful land offers much for commoner changelings and is wary toward visiting sidhe. Governed by a congress made up of every commoner kith, the League answers to a Prime Minister, currently the satyr Lorelei Gutwald.

The Thuringian–Saxon Union

Called the "Green Heart" of Germany, Thuringia is a land of mountains and splendid forests. Saxony, which borders Thuringia, has many mountainous regions. The two areas have found common interests in both dramatic environments and growing technologies. Nockers interested in microchip technology flock to this region. While changelings of all commoner kiths live here, nockers have a little more say than most. The current ruler of this parliamentary government is Gustav Mach, a wilder nocker whose dreams are very modern.

The Pomeranian Alliance

Located on the southern shore of the Baltic Sea, the Pomeranian Alliance rules much of northern Germany and the Baltic States of Estonia, Latvia, and Lithuania. A loose confederation of realms that caters to boggans, nockers, and trolls, with some redcaps, the Pomeranian Alliance has tried to ban sidhe altogether, but has not been entirely successful. Few nobles visit, however. The boggan Josef the Worthy currently holds the leadership of the Alliance. The elected representatives meet monthly at his freehold in the city of Gdansk.

The Council of White Mountains

This land consists of the Alpine regions of Austria, Switzerland, France, and Italy. Changelings from all over the world come here yearly for the skiing, and this is the only time nobles are tolerated. The troll Benito Franci currently heads the council, which consists of representatives from all the Alpine regions.

The Province of Venezia

This realm includes the city of Venice and surrounding areas. While commoners rule here, sidhe are welcome as visitors, but rarely as residents. Drawn by its annual Carnival, its picturesque scenery, and the phenomenon of a city of islands with canals as its roads draw many changeling and mortal tourists. Currently a nocker, Julieta di Falco leads the ruling council.

The Isle of Snowflakes (Iceland)

Icelandic changelings enjoy a representative government, with a "figurehead" monarch who has very specific social and ceremonial duties, and The Parliament of Snow, which contains both commoners and nobles. The ruling monarch is Queen Freydis Gefndottir of House Gwydion. The Speaker of

Snow is the boggan Henning Henningson. Both volcanically and geologically active, Iceland has a natural Glamour that encourages a creative and active lifestyle. Several horse pookas come there to roam with the shaggy and sturdy Icelandic horses.

The Kingdom of Dalarna (Norway and Sweden)

Comprising the countries of Norway and Sweden, the Kingdom of Dalarna boasts majestic scenery, from Norway's dramatic fjords and crystal clear lakes to the towering forests and elegant mountains of Sweden. Currently, King Nils Molander of House Aesin rules from his ice castle freehold just outside Lillehammer in Norway. Here, as well as in The Isle of Snowflakes and the Kingdom of Jutland, Seelie fae refer to themselves as *lios alfar* (faeries of light), while Unseelie fae call themselves *svart alfar* (faeries of darkness).

The Kingdom of Jutland (Denmark)

The Kingdom of Jutland also includes the Faroe Islands and Greenland. The current government, a monarchy, also includes an active parliament. The current King of Jutland, Harald Knudsen, of House Aesin, welcomes commoners and sidhe equally. The head of parliament, an outspoken horse pooka named Sachi Jensen, spends her time outside parliament hiking.

The Hellenic Empire (Greece)

The changelings of Greece have sought to recreate the glory of the ancient Greek Empire as well as the epic nature of Greek mythology. The satyr Demetrios Maragos, an actor and poet, claims the title of Emperor. His freehold, the Garden of Olives, hosts changelings from all over the world. He regularly directs and acts in performances of the classic Greek dramas.

Empire of the Firebird (Russia, the Ukraine, and Siberia)

Before the fall of the Soviet Union, contact with changelings in those lands did not exist except for rumors, few of them good. Since the demise of the Soviet state, those lands have opened up to communication with the west. Recently, a contingent from House Varich has traveled to the homeland of their dreams, determined to reawaken the silenced voices of the *leshi*, *vodyanoi*, *berenginy*, *bannik*, *kikimora*, *domovoi*, *dvorovoi*, *polevik*, and other native spirits, and to restore Glamour to a barren land (or so they see it). The Empire of the Firebird has established itself in Moscow, where Tzar Ivan and Tzarina Ekaterina rule from their Kremlin-style freehold, the Winter Dream. Whether or not they succeed in bringing other Russian changelings into their dream remains undecided.

Empire of the Caucasus (Turkey and Caspian Sea Basin)

This vast area includes Turkey, Georgia, Azerbaijan, Iraq, Iran, Turkmenistan, Uzbekistan, and Kazakhstan. The changelings of this region, in their mortal form, strive to conform to current social mores to avoid calling attention to themselves. When they gather together in their freeholds, often spots visited by European tourists where they do not stand out so much, they interact with the Dreaming in ways familiar to most of the fae. The current Padishah (or emperor), Karim ibn Hassan ap Gwydion, has chosen to model his rule after the romantic trappings of the Arabian Nights. Courtiers wear elaborate clothing in the style of ancient Turks. Nobles rule the commoners, although occasionally a commoner may distinguish herself and join the ranks of the nobility.

Caliphate of Cedars (Eastern Mediterranean)

The Caliphate of Cedars includes the countries once known as the Levant, or "The Land Where the Sun Rises": Lebanon, Syria, Jordan, and Israel. Many changelings have come from Europe, drawn by the mild climate and beautiful scenery. The political turmoil of the region feeds the Glamour of some of the Kithain, notably the redcaps and some of the trolls. Most, however, strive to maintain a graceful lifestyle, with touches of Arabian and Turkish influences in dress and manners. The current caliph, the pooka Mahbub ibn Iqbal ("Beloved Son of Fortune") keeps his court and any visitors entertained with stories equaled only by those of the legendary Scheherazade. The frequent unrest in the region has driven many changelings back to Europe, but some stubborn few have vowed to preserve the dreams of the region's ancient cultures.

Sultanate of Hejaz (Saudi Arabia)

The changelings of Saudi Arabia combine desert chic with the romantic tales of the Bedouin tribes. The current ruler, the Sultana Talitha of House Leanhaun, dwells in her freehold, the Oasis of Lingering Dreams, located in the desert outside the capital of Riyadh. The Kithain of the region include most commoner kiths as well as a few noble houses. All behave with the greatest discretion when interacting with the mortal world.



lands of Ancient Tales (Africa)

Little is known of the changelings of Africa except for those who dwell in the Kingdom of Nubia. Rumors exist of strange beasts and dark dreams that come from the jungles of Africa, and even stranger stories circulate about the changelings of "the Empire of the Sphinx," which most fae believe refers to Egypt and perhaps Northern Africa in general. Few changelings have traveled there to confirm any of the stories. Many eshu claim knowledge of those lands but will say little as a certainty.

The Kithain that may dwell in those hidden places have not yet made their presence known to the outside world. Tales of a revival of the ancient city of Great Zimbabwe tell of fabulous palaces of gold and exotic woods, while other stories hint of new kiths. Some also believe that the Thallain have havens in parts of Africa. Another, sinister rumor, says the conflicts that will bring about the Endless Winter will begin in the Land of Ancient Tales.

Kingdom of Nubia (Sudan and Ethiopia)

King Biniam Desta (Fortunate Son of Joy), an eshu wilder, rules the changelings who dwell in the Sudan and Ethiopia. From his freehold, the Eternal Story, near the outskirts of Addis Ababa, he orchestrates a sizable collection of eshu, satyrs, and pookas. They have minimal contact with the changelings of Europe and America but that may change.

land of the Wandering Dream (Australia and New Zealand)

In many ways, the changelings of Australia and New Zealand share a common experience with those of Concordia. The European Kithain settled a land already occupied by native fae and promptly ignored them, claiming the lands as their own. The return of the sidhe upset the commoner balance of power, and now the sidhe control three of the four major duchies. They answer to no central leadership.

The Duchy of the Blue Mountains (Sydney)

Duke Edward McLaren of House Fiona rules the changelings of Sydney from his freehold New Albion, harking back to the name originally proposed for Sydney. The proliferation of kiths reflect the city's multicultural population. Any conflicts among groups find their settlements on the fields of sports of various kinds. Most of the changelings of New South Wales gravitate toward Sydney, at least for a time.

The Duchy of the Swan (Perth)

The capital city of Western Australia contains the region's largest changeling population, most of them commoners. The current ruler, Duchess Leona Villiard, a boggan grump, spends most of her time in her freehold, Black Swan Landing, where she raises the black swans native to the region. Her subjects appreciate her lighthanded rule and, on the whole, cause little trouble, except for a few instances of sidhe baiting by the local redcap gangs.

The Duchy of the Winding River (Brisbane)

The capital city of Queensland has a justified reputation for beauty, both because of its graceful architecture and because of the Brisbane River, which winds its way through the city. From his freehold, Mountain Dream, located on Mount Coot-tha, Duke Lester Shaunnessy of House Daireann leads an independent-minded group of changelings.

The Duchy of Gold (Melbourne)

Victoria's capital, Melbourne, takes its fae name for the gold rush which brought many settlers to the region in the 1800s. Today, Duchess Sabrina Northrup of House Gwydion rules her realm with an eye to maintaining a high cultural standing in a region known for its arts festival and other cultural activities. Some differences exist between sidhe and commoners, but so far no major disruption has hampered the Victorian dreams.

land of the Rainbow Serpent (The Outback)

The parts of central Australia known as the Outback and left to the original aboriginal peoples have their own connection to the Dreaming. The Land of the Rainbow Serpent keeps its secrets and few western changelings know anything about it other than its name.

Aotearoa (New Zealand)

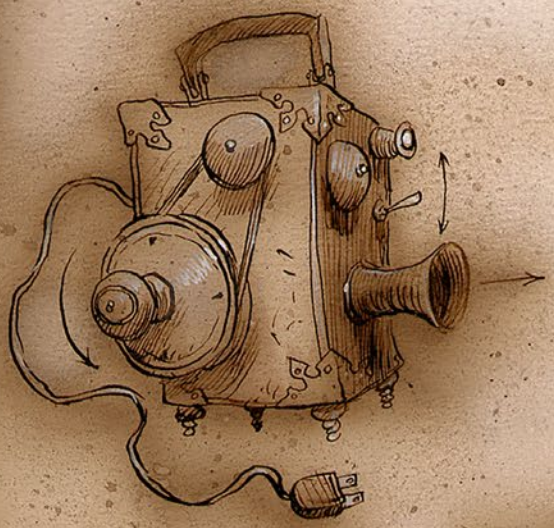
The land of Aotearoa, the Maori word for New Zealand, has few European changelings. Instead, the native Maori fae have dominated the land in a rare case of native supremacy. Part of the submerged continent of Zealandia, New Zealand has many animals and plants unique to it. Likewise, its native changelings maintain their privacy and separateness, awaiting the inevitable approach of the outside world.

land of Eternal Winter (Antarctica)

Although Antarctica has no native human population except for scientific researchers and the occasional explorer, rumors of pooka penguins and selkies continue to circulate among the changeling communities, and provide for endless amusement during storytelling festivals.

fig 10 - Nockers -

Comparison showing a young "wilder" & older "grump" -







Nockers are able to create from the stuff of dreams, bending and twisting it to create simple, non-living chimera such as swords, armour, machinery, etc -

Chapter Two: The Kithain

"It's like everyone tells a story about themselves inside their own head. Always. All the time. That story makes you what you are. We build ourselves out of that story."
— Patrick Rothfuss, *The Name of the Wind*

Humans define themselves by more than just species. They identify with certain races and cultures, separate themselves by generation or ideology, and express individuality while simultaneously looking for ways to connect with others like them. How they look, who they love, where they live, what they believe — these are all building blocks of identity. Changelings, likewise, define themselves and their identities in many ways, layered on top of who they are in their mortal life. Many still embrace the ties of their mortal seemings, but their faerie selves bring with them additional traditions, abilities, and communities.

This chapter explores the building blocks that come together to form a changeling. These aspects of a changeling's identity — her seeming, kith, and house — are not the only important elements in her life, but they provide a vital framework through which to understand her and her place in the world. The descriptions of the mortal and fae seemings, the many kiths that people the realm of the Kithain, and the noble houses to which changeling may swear fealty will give you the information you need to create a dynamic character to play in this game.

Seeming

Though a changeling's body ages at the same rate as her mortal companions, her fae nature isn't held by such things as linear time. It's a changeling's mindset that dictates her seeming — the way she views the world around her, and her connection to Glamour and the Dreaming. A changeling moves between three seemings: childlings embrace the wonder and unlimited possibilities of the world, wilders confront it with reckless abandon, and grumps have settled into roles as teachers and guides for new changelings. With their varied perspectives, the different seemings are likely to react to Banality triggers (p. 269) in markedly unique ways. Childlings attempt to avoid them at all cost, viewing the invitation to such mundane forces an affront to their very nature, wilders are more likely to invite them sparingly, as tools, weapons, or last-ditch defenses, and grumps

tend to see the Autumn nature of these Banal actions as a grim inevitability to be called upon only in the direst circumstances.

Of course, a changeling isn't locked into one frame of mind once she enters it, nor must she progress strictly from childling to wilder to grump. A sudden spark of inspiration or infusion of Glamour can move a grump to a wilder or even a childling again, reopening their eyes to awe and wonder. Similarly, a childling particularly devoted to a certain task or dream may shut out other influences and become a grump for a time, dedicated to one purpose at the expense of other, more extravagant experiences. While a changeling's adjusted attitude is not uncommon, it is always something of note, especially if the shift brings more Glamour into the world. Progressing forward is seen as the natural order of things taking effect, but a wilder or grump moving backward is a rare and celebrated experience.

Childling

It is a brave and rare soul that can fend off the forces of Banality as effectively as a childling. These precious changelings still know wonder and awe. The world around them is a magical playground full of adventure and mystery. With their fantastic dreams and boundless imaginations, childlings are virtual magnets for Glamour, and as such are fiercely protected by other changelings in their community.

Typically, the first seeming of a changeling's life after she emerges from her Chrysalis is the childling. A childling is in awe of the magical world around her. The Dreaming is closest to these changelings, and the influx of Glamour that carries them into their new world keeps Banality at bay. Fairy tales they have heard all their lives are suddenly coming true, and they star in their own story, sometimes discovering that the people around them are also characters. A childling might find that the teacher who encouraged her artistic talents or the eccentric aunt that always told the most magical stories are privy to her new world as well, there to lend a sympathetic ear and a helping hand to the transition. These older changelings are invaluable to blossoming childlings, the rare forces in the world to embrace the magic that is so apparent instead of stamping it out in favor of logic and reason.

In such a mundane world, a childling's claims of having a tiny dragon for a pet, or fairy friends that sing her to sleep every night, are often dismissed. As she grows older, those around her often discourage these claims and insist that such things aren't real. The most mundane authorities in her life may even begin to punish her for these wild notions; in such a Banal atmosphere, most changelings eventually run away, fleeing their homes or schools and hopefully finding a freehold to take them in. This early introduction to Banality is all most childlings need to decide to never grow up, lest they lose the magic in their lives.

However, if a changeling truly does refuse to face maturing, she faces other risks. The naïve mindset that protects her from Banality can also begin to set her apart from the mortal world, preventing her from relating to her mortal friends and family as they leave behind the things of their childhood. Of course, the changeling herself may consider "settling down" and "growing up" the harbingers of Banality, and may very well begin to resist even more. Luckily, in this day and age, with adolescence prolonged and the need to "grow up" put off for a time, it is easier than ever for a changeling to remain safely adrift in the sea of late bloomers before her attitude is truly considered problematic. With their unique points of view, some changelings can even manage to live their entire lives as childlings. To the mortal world, these folk are the eccentric innovators, able to conceive of and create things no one had dared to dream of yet, but are usually a bit… off, by mortal standards.

This desperate aversion to moving on does have its own consequences. Childlings are the most likely of all changelings to succumb to Bedlam (p. 294). Too much time spent in the Dreaming and surrounded by Glamour is just as bad as too little, and a changeling that finds herself meeting this fate lets her mortal self slip away entirely in favor of her fae half. With the inevitable march of time staring them down, few wish to hasten the process of becoming Undone.

Balancing Banality and Bedlam is not the only problem childlings face. Even one that has moved past mortal childhood might not be taken seriously, due to her flighty nature and idyllic outlook. While she may have led countless previous lives and recall her past experiences as time moves on, she is still regarded as immature or unseasoned and can run into difficulty trying to gain respect or credibility. Commoners and nobles alike run into this problem, and even those that have moved back to this mindset find that their peers suddenly consider their ideas lofty and inconsequential, despite being tempered by years of experience and wisdom. Sometimes, this is for good reason. A childling's outlook may bring out the sudden desire to create something enormous and wonderful, without considering any possible consequences. Though the wisdom to temper the idea is sometimes there, the sheer excitement can sweep anyone off their feet quickly enough to disregard it. While these impulses aren't usually much of a problem, it's easy to forget that not every dream is a sweet one — nightmares can come to life, too. Every teddy bear protector is there to fight something, after all.

Courts: Childlings are perhaps the most fluid in their changing allegiance to courts. As the least likely to consider the consequences of their actions, the line between Seelie and Unseelie can be as thin as a prank gone too far or a "harmless" creation put into greater context. In certain contexts, the line is more distinct; a Seelie childling revels in the beauty of the world, and is easily excited by all the wonderful things around them. These things can be distracting at any age, especially for someone working in a dreary office or in a highly repetitive job. Seelie childlings will find as much magic as they can, even in these less-than-ideal circumstance, and strive to remain positive and help those around them.

Unseelie childlings, on the other hand, can be complete nightmares. With little care for consequences or thinking through the details, they don't consider the harm that will come to others, intentionally or unintentionally, in their pursuits. As Glamour is usually easy for childlings to come by, those that are Unseelie seek to obtain as much as they can. While they don't have an inherently negative outlook, they are more likely to put their personal interests over those of others.

Tempers: Childlings receive a +1 to Glamour at character creation.

Triggers: A childling risks Banality when she denies a novel idea. Becoming jaded and unwilling to take risks is the death of childhood. Along those lines, failing to overcome Banality does not trigger them. For childlings, it's better to try and fail than not try at all.

Wilder

Wilders are exactly that — wild. They embody the space between the wide-eyed innocence of childlings and the more grounded view of grumps. The essence of being a wilder is that of being trapped between two worlds; the inexorable pull of Glamour and magic is strong as ever, while the practicality of the mortal world reveals a quiet, inviting reprieve from the whirlwind of fae society. Sliding too far one way or another leaves half a wilder's soul aching, and many changelings walk a wobbly path between their two worlds.

Creatures of passion and spirit, wilders fully embrace every path they pursue, no matter how brief the journey. Too often their flames burn bright and fast; there's a reason there are fewer grumps in the world than wilders, as many would rather go out in a blaze of Glamour than live to forget magic exists at all. Yet, all the same, for wilders their next big adventure is always just around the corner. Something may captivate them for a time, but once all the mystery is gone from it, they'll just as easily drop one pursuit for another that still has questions to answer.

Changelings as a whole are drawn to the arts, and wilders especially often fling themselves headlong to music, film, literature, or any other creative field. With recent developments in technology, some changelings have even gone into more scientific fields, discovering new truths of the universe. While less dictated by muse and whimsy, these realms are no less magical. Wonder lies in the discovery of a new species or an unexplored biome, and beauty in chemical bonds or lines of code. Most frequently changelings are attracted to more hands-on fields of research, or projects that allow their imaginations to run free and look at problems from new angles.

Though they may rise quickly in any of these fields, the risk of settling into a routine is a real one. The Dreaming is a fickle mistress, and many wilders quickly learn that simply doing what worked before is not guaranteed to work again. Repetition can quickly become a rut, and make even the most wondrous work commonplace and mundane. If a changeling finds something she particularly enjoys, she may for a time pursue it past the initial burst of passion, but upon realizing she is on her way to becoming a grump, it's likely she will look for her next inspiration and start from scratch again.

Despite this hopping from one pursuit to another to stave off the mundane, wilders have begun to accept that living entirely surrounded by Glamour is impossible if they want to fit in with mortal society. Even though their aspirations may be impractical and unsustainable, they are grounded in the knowledge that Banality finds its way in eventually, and reaching for



such fantastic goals is their way of keeping it at bay just a bit longer. The longer they are successful, the more their sense of invulnerability sets in. Wilders have fully embraced being the protagonists in their own story, and no one is more untouchable than a hero. As the stories of the underdog and the immortal action hero are told again and again in hundreds of permutations, wilders are drawn more and more into increasingly dangerous situations. They are more prone than any others to take risks, assuming there will be no negative outcome, and the idea that no harm could possibly come to them leaves them most open to premature death or Undoing. But really, what would make a cooler story than taming a manticore with nothing more than wits, a chair, and a chimerical whip?

If they're not off chasing dreams or chimera, wilders are trying to influence the political matters of changelings. As the most populous group, they see themselves as natural leaders; childlings can hardly be expected to understand the complexities of it all, and *someone* has to step up when the grumps in power are gone. With their fleeting attention, the hardest part of holding a noble title for a wilder is ensuring that they can uphold the duties and trappings of their station. Getting too bogged down in serious issues and too busy to chase their fancies means a short path to a grump future. Nonetheless, they approach their stations with the same vigor and enthusiasm as everything else, certain their views are the most important and their ideas are the best. Seelie and Unseelie wilders alike share this mindset, and their rebellious natures sometimes see them pushing back against the rigid, feudal society that has been the way of changelings for so long. Whether they fight to preserve or subvert the ruling class as it stands, they all long to make their mark in one way or another.

Courts: With their tendencies toward adventure, Seelie and Unseelie wilders can easily gravitate toward hero and villain types, but it does the subtlety of many kiths disservice to put it so plainly. Those that fall more under the Seelie Court follow their passions without a second thought, be that adventure, a paramour, or a personal ideal. Nothing gets in the way of a wilder long enough to discourage him — only distract him for a time.

Unseelie wilders are among the best when it comes to "good intentions" turning out just a little bit wrong. The more patient and malicious wilders can be the biggest source of bad luck someone can have, and they seek constantly to challenge most everything around them. Even when caught, they are unlikely apologize for their actions, and instead have a dozen ways to justify them.

Tempers: Wilders receive +1 Glamour or +1 Willpower at character creation (player's choice).

Triggers: A wilder invites Banality when he denies an opportunity for adventure. Given a choice between going on an epic quest — or even a road trip — or going to work the next morning? That's not even a choice. Wilders do not risk Banality for turning down an adventure while already embroiled in one, however. Unlike other changelings, wilders do not risk Banality for chimerically killing changelings and chimera — as long the violence occurs during a quest or an adventure. A military campaign certainly counts, but a random street fight probably doesn't.

Grump

If a changeling has left behind the fanciful notions of dreams never ending and grown tired of chasing such a fleeting mistress as inspiration, he has most likely settled into life as a grump. Grumps as a whole have faced the knowledge that no matter how hard they try, no sensible being can keep Banality at bay forever. Having accepted this, they are comfortable taking roles as leaders and guides for younger changelings, knowing that if the young at heart can keep the Dreaming alive, they will have the chance to come back around and live it all again.

With all their knowledge, grumps see themselves as sources of wisdom and experience. Wilders and changelings, however, see grumps as stubborn and unmoving in their ways. It's this common perception that earned them their name in the first place; grumps prefer the more respectful term *graybeards*, but wilders and childlings had other ideas. The "adults" of changeling society, they have been subjected to the workings of the mortal world enough that it is no longer something from which they can easily extract themselves. This helps them focus on projects and see them through to completion, but most other changelings see their slower pace and practical ideas as an unfortunate tradeoff.

Immersing themselves in the foundation of changeling society is both a way for grumps to find beauty and Glamour in the world and to ensure that it continues to function smoothly. More patient and thorough than their younger-minded companions, grumps see plans through and figure out the details that childlings and wilders overlook. Understandably, a lifetime of picking up the pieces others have left behind, and cleaning up the aftermath of sudden inspiration wears on anyone's patience, and the attitude many grumps develop is precisely what earned them their nicknames.

Glamour is harder for a grump to come by than anyone else, and the way Banality surrounds them can drive other changelings away. This can be difficult for newer changelings taken under a grump's tutelage; grumps follow *rules*, and insist on *logic* and *consequences*. These are the things that keep changeling society together, but while a grump might be able to wax poetic on the relations of the fae houses, they might have a difficult time finding an audience. Sadly, a childling has no great interest in the "normal" side of things, and wilders are sure that they must know more than these out-of-touch elders.

Though they may be dismissed by the younger seemings, it's these duties, trappings, and relations of the nobles, houses, and courts that fascinate grumps. With a diminished connection to Glamour and, by extension, most things chimerical, politics is a place they can begin to come alive again, and maintain their connection with the Dreaming. They have had more time to not only observe the court, but fully develop a set of social skills. All the Art and Glamour in the world can only do so much if someone well and truly hates you, but knowing how to woo and persuade without leaning on magic is an art in and of itself. While wilders are constantly trying to elbow their way into politics and become what is surely the best leader the freehold has ever had, a grump knows that a word in the

right — or wrong — ear can either make a dream come true or leave the person struggling for it forever… or until something else catches their attention.

Grumps, the same as the others, can be swept up and carried by an idea and back into a more active lifestyle. A sudden infusion of Glamour can bring a grump back from the edge of becoming Undone, but if a project or quest catches and consumes them, it's very possible for a grump to move back to a wilder's lifestyle. A sudden revelation that changes the way they see the world can even bring them back to an awestruck childling. It takes more than a simple break from an established routine to change the way a grump sees the world, but breaking that routine is a good first step to bringing Glamour back into a grump's life. Some grumps may initially resist such changes out of the comfort of the familiar; Banality has a habit of breeding itself, and many grumps have stared it in the face without flinching. While some slip quietly into Undoing, others attempt to cling to the scraps of Glamour that connect them to the magical world. Freeholds, especially those with more impressive Balefires, are a haven for those clinging to their fae selves, but isolating themselves from the mortal world they have been a part of for quite some time can be difficult.

Courts: Grumps, being less active than childlings and wilders, can be both more insidious and more inspirational. An Unseelie grump has mastered the subtlety necessary to weave the court's plots, and Seelie grumps know how to inspire the fancies and whims of their successors in the changeling world. Seelie grumps typically do their best to learn about and preserve the courtly ways and help others understand why they're necessary. Some enjoy collecting art and creating galleries to inspire others, or amass vast libraries of literature or music to the same purpose. Unseelie grumps still champion the change they wish to see in the world, but their own hands are nearly invisible in the plot. Stirring up the wilders enough to give those currently in charge a headache is a favorite pastime for some, while others will orchestrate other forms of chaos and sow discord, sitting back to enjoy as the show unfolds.

Tempers: Grumps receive a +1 to Willpower at character creation.

Triggers: Grumps risk Banality for failing to provide what their charges require. Some grumps have roundabout or unorthodox methods of "providing," of course, particularly those of the Unseelie Court. One thing that all grumps, regardless of court, agree upon is that their mature status makes them best suited to endure the unpleasant realities of the Autumn world. A grump may spend as much time around high-Banality people or places as needed without accruing Banality.

Kith

The fae were born from the ancient dreams of mortals, and dreams take many forms. A changeling's kith defines his faerie appearance and the ways in which he connects to the Dreaming. While every changeling is her own individual person, she will still be somewhat defined and constrained by her kith and its unique aspects. Each kith has its own special affinity, birthrights, and frailties, as well as a history, culture, and traditional roles it plays within larger fae society. The following kith descriptions provide an overview of each kith's background, physical appearance, lifestyle, affinity, birthrights and frailties, and their views of other kiths.

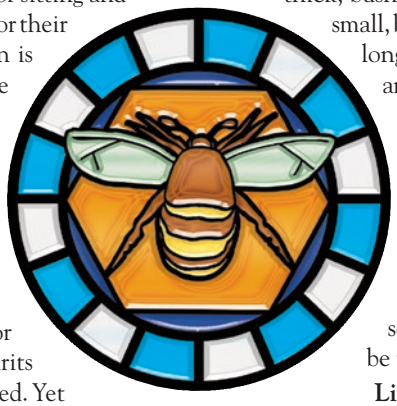
Each of the following kith descriptions is broken into several sections. This is a brief outline of what type of information you will find in each section.

- **Name:** The name of the kith.
- **Quote:** A quote from a member of this kith that typifies the kith's personality or behavior.
- **General Description:** A short history of the kith, the roles the members play in changeling society, and commonly held beliefs and outlooks.
- **Appearance:** A description of the changelings from this kith's most common appearance in their fae miens, including such details as stature, skin and hair color, preferred manner of dress, and any other notable features that stand out. Individual fae of each kith vary in appearance, but this section provides a baseline for what is considered typical of the kith.
- **Lifestyles:** How this kith commonly lives day to day, including the type of homes they prefer, whether or not they are nomadic, and what kind of companionship they often seek.
- **Seemings (Childing, Wilder, Grump):** A description of common outlooks, behaviors, and actions for each of the three fae seemings. While individual fae can certainly have one seeming but share traits with another, these are general guidelines of what others might expect from a member of a kith in a given seeming.
- **Affinity:** Each kith has an Affinity for a particular Realm. When a member of the kith casts a cantrip involving that Realm, the difficulty is lowered by one.
- **Revelry:** The common ways this kith gathers Glamour by playing to its nature.
- **Unleashing:** When a changeling from this kith channels a torrent of Glamour through an Art, those around him experience effects on their senses and emotions. This section describes common sights, smells, sounds, or feelings a witness to this kith's unleashing may encounter.
- **Birthrights and Frailties**: Every kith has inherent strengths and weaknesses. Birthrights are the strengths possessed by the kith, and often tie into the kith's history, role in society, or appearance. Frailties are the kith's weaknesses, challenges or difficulties they must consciously struggle to overcome. This section includes the game mechanics for birthrights and frailties.
- **Stereotypes:** The way a typical member of this kith views the other kiths. Keep in mind that these are just one changeling's opinion, and while they may be shared by other members of her kith, they are prone to bias. A kith's outlook on other kiths may be flattering or quite unkind.

boggans

"I've cleaned up the freehold, fed the menagerie, and mended the Duke's favorite robe. Just a few more things to take care of! I should be ready to leave for the quest by noon!"

Boggans value hard work and hospitality above all things. They also take great delight in simple earthly pleasures such as good food and drink, a warm fire, and a comfortable chair for sitting and reading. They have well-established reputations for their hard work and integrity. It is said that a boggan is as honest as the callouses on his hands. They are also known to be busybodies. If you need to know what's going on at court, ask a boggan; he will almost always be up to date on the current gossip and intrigue.

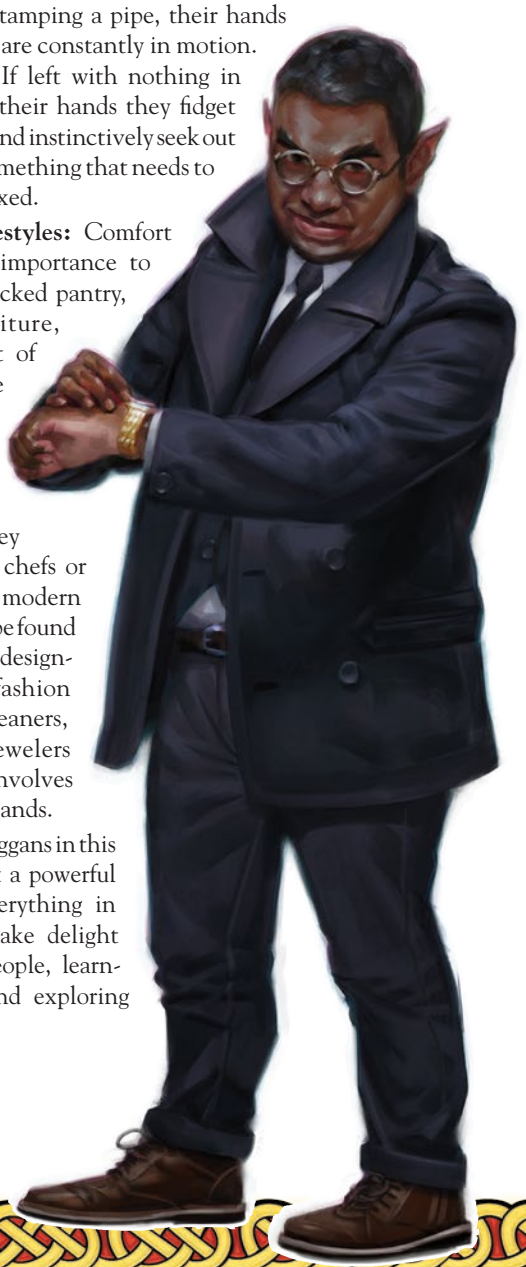


Born of dreams of charity, service, and vengeance, boggans embody all these things. Their tales originate in early stories of earthly angels who worked miracles on behalf of the poor and virtuous. Darker stories feature malicious spirits that exacted outrageous prices for services rendered. Yet others speak of small house faeries who helped families with household chores and tended to farm animals.

Boggans usually fall into one of two camps: those who prefer the comfort and security of their own homes and those who humbly integrate themselves into other households. Those who prefer their own homes are rarely without guests. They keep the larder full, the drink cabinet well stocked, and the guest bedrooms fresh and clean. They are not overly picky about who they invite as guests, and anyone in need of shelter is welcome at a boggan's home. Boggans themselves are the consummate houseguests and boarders, and most Kithain consider themselves fortunate to have a boggan move in with them. Of course, boggans only show up where welcome and would not dream of living where they are not wanted; they work extra hard to make sure their presence is appreciated. They dutifully take care of any cleaning and repairs and do anything possible to make sure their host is happy and well taken care of. Even Unseelie boggans make welcome guests in this regard, though their presence may also come with a price.

Boggans have turned gossip into an art form. They have an innate knack of deciphering relationships and picking up "overheard" tidbits of information. Seelie boggans rarely use this information in any nefarious capacity, and claim they are only curious. The secrets they "happen to overhear" are just rewards for their hard work. Unseelie, on the other hand, hoard their secrets to use for blackmail and even more nefarious purposes.

Appearance: Boggans tend to be short and plump with large noses, and are distinctly earthy in appearance. They often have thick, bushy hair with matching eyebrows that hover over small, bright eyes. They have large, calloused hands with long, nimble fingers. Their skin is usually tanned, and darkens and wrinkles with age. Despite their somewhat stout appearance, they move with a spritely gait. Whether tightening a screw or tamping a pipe, their hands are constantly in motion. If left with nothing in their hands they fidget and instinctively seek out something that needs to be fixed.



Lifestyles: Comfort is of utmost importance to boggans; a well-stocked pantry, comfortable furniture, and an assortment of favorite drinks are essentials to a boggan home. Boggans are famous for their talents in the kitchen and they often find work as chefs or brewers. In these modern times they can also be found working as graphic designers, landscapers, fashion designers, house cleaners, carpenters, and jewelers — anything that involves working with the hands.

Childlings: Boggans in this stage of life exhibit a powerful curiosity about everything in the world. They take delight in meeting new people, learning new things, and exploring

new places. They want to know everything about everything and everyone. They explore the world with wonder in their eyes and will talk to anyone who will sit still long enough to listen and put up with the incessant questions. While most boggans are notorious homebodies, childlings are commonly found out and about in the world, often poking their noses into places they shouldn't.

Wilders: All boggans are perfectionists but wilders take this to the extreme. Every task must be completed to perfection and they must always do more than anyone else, a goal made somewhat easier by their Birthright. However, if two boggans wilders get into a competition they may need someone to step in and tear them apart because they can become fiercely competitive. Normally mild-mannered boggans can even become violent if provoked while in a competitive frenzy.

Grumps: Boggans who have entered the grump stage of life have seen it and heard it all, but they still maintain a desire to know more. They usually lose their competitive edge and prefer to settle in one place, often a freehold or other place where they believe they can be of the most service. Gathering and compiling information is of the utmost importance to them and they often keep a great store of knowledge about the local Kithain. They usually maintain vast libraries of stories and journals they have collected during their lives, all neatly organized and carefully indexed.

Affinity: Actor

Revelry: Helping people with tedious and odious tasks is the boggans trademark, especially if they can do it without the person knowing. The chore can be just about anything: cleaning the house, repairing a broken faucet, mending clothing, or weeding a garden, but it should be something that requires at least a little bit of time and elbow grease (of course it takes the boggan a lot less time than it would take anyone else). The boggan cannot accept payment or thanks for work and preferably the person helped shouldn't even be aware that the boggan was there.

Unleashing: Cantrips cast by boggans are often accompanied by pleasant scents of hearth and home and the field: baked bread, mulled cider, fresh-mowed grass, tobacco, and wood smoke.

Birthrights

Craftwork — Boggans enjoy nothing more than good, honest work. Their reputation for being consummate craftspeople is well earned. While unobserved, boggans can accomplish any task involving physical labor or craftsmanship in one third of the time. Other boggans can be present, but they cannot be observed by anyone else.

Boggans can never botch a Craft roll.

Social Dynamics — Boggans are keen observers of social interactions, and their inherently unobtrusive nature allows them to witness things that might otherwise remain hidden. A successful Perception + Empathy (or Subterfuge) roll allows a boggan to puzzle out a group's social dynamics. The difficulty can range from 5 (for a small dinner party) to 9 (for a ducal freehold). This might result in lower difficulties on future Social rolls or additional pieces of information that the player would find useful.

Frailty

Call of the Needy — Boggans are inherently helpful, and cannot resist offering aid when it is needed. When they encounter someone who is legitimately in need of help, the player must make a Willpower roll (difficulty 8) to resist helping them in some way. This does not apply to a sworn enemy.

Stereotypes

Brandon Goldworth, a boggan chamberlain, ruminates:

On Clurichaun — Rowdy fools, the lot of them. Still, they can be quite entertaining… so long as you keep them from breaking the china.

On Eshu — They make wonderful guests and tell the most delightful tales, but they never stay for long. Pay heed to their stories and you may learn something.

On Nockers — They are consummate craftsmen, but they tend to get caught up too much in the details. Their obsessions tend to make them boring conversationalists.

On Piskies — Never leave them alone in a room if you want to be able to find anything afterward.

On Pooka — They are quite entertaining at parties, but never stick around to help clean up.

On Redcaps — Foul mouthed and rude beasties, they are. And they have atrocious table manners. And tend to eat the flatware.

On Satyrs — Be careful how much wine you offer them. They can become quite… err… enthusiastic. Not that that's always *bad*. Ahem.

On Selkies —No place on land, no friendship, and not even love can hold them. A selkie's heart belongs to the sea and to the sea they will always return.

On Arcadian Sidhe — They still understand the old ways but they do not always understand our ways. Things have changed and they are going to need to learn to adapt.

On Autumn Sidhe — They, perhaps more than any other, appreciate our service, and they have been here throughout the Interregnum. I respect them for that.

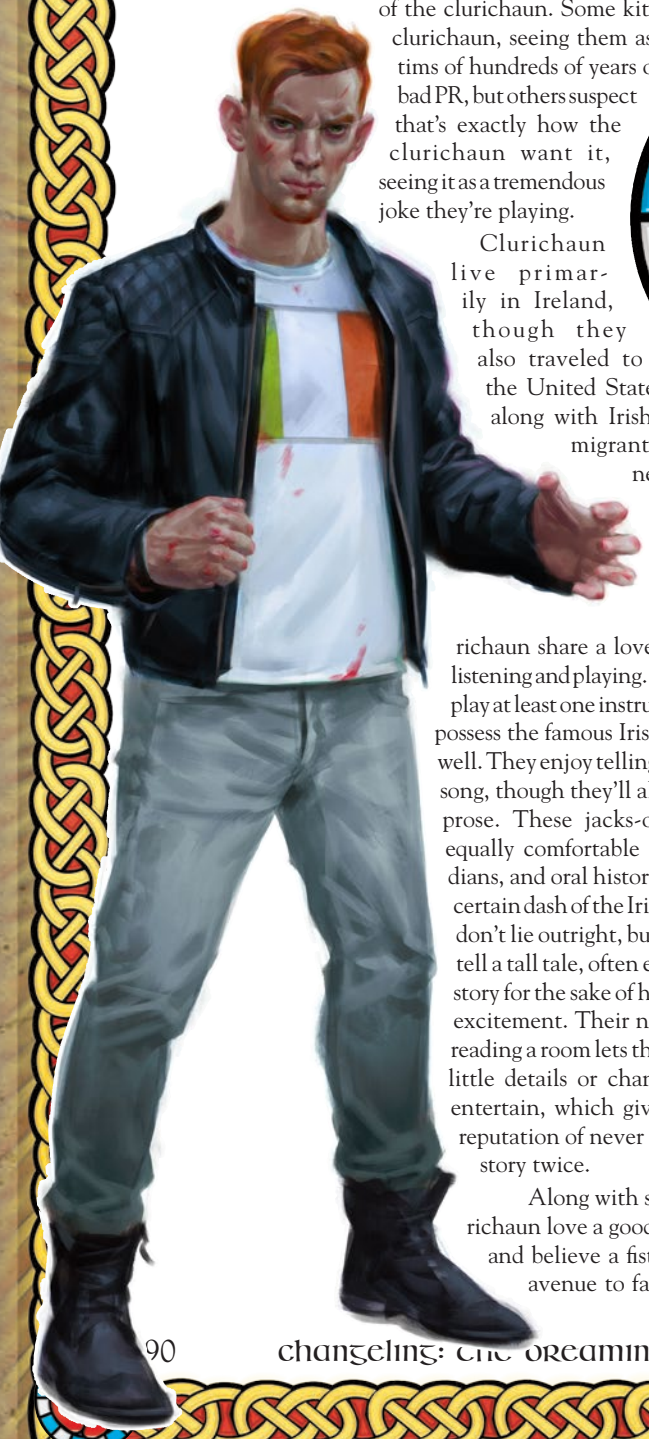
On Sluagh — Much can be learned by listening to the whispers of the sluagh. Many loathe them, but they are always polite, if a little moldy.

On Trolls — It seems that they value little other than honor and duty. They are strong, yes, but they are more than simple brutes. They are perhaps second only to the sidhe in understanding the intricacies of the courts.

clurichaun

"And there we were, me with a steak on my eye and Lady Marisol with an ice pack on her lip, and the pack of redcaps at the back of the room were — oh, you've heard this before? Well, I'll tell it again for the folks in the back, as there's a lesson in this one."

The story of the leprechauns — little green-clad fairy folk hoarding gold at the end of the rainbow — comes from mortals' distorted tales of the clurichaun. Some kiths pity the clurichaun, seeing them as victims of hundreds of years of bad PR, but others suspect that's exactly how the clurichaun want it, seeing it as a tremendous joke they're playing.



Clurichaun live primarily in Ireland, though they also traveled to the United States along with Irish immigrants, making new homes in cities like Boston and New York City. Whether in Ireland or abroad, clurichaun share a love of music, both listening and playing. Most clurichaun play at least one instrument, and many possess the famous Irish tenor voice as well. They enjoy telling stories through song, though they'll also spin a tale in prose. These jacks-of-all-trades are equally comfortable as bards, comedians, and oral historians, and have a certain dash of the Irish blarney. They don't lie outright, but they do love to tell a tall tale, often embellishing the story for the sake of humor or to build excitement. Their natural knack for reading a room lets them know which little details or changes would best entertain, which gives clurichaun a reputation of never telling the same story twice.

Along with storytelling, clurichaun love a good-natured brawl, and believe a fistfight can be an avenue to fast friendship. A good donnybrook clears the air, breaks the tension, and reveals hidden passions and personality traits. Trust a clurichaun to know exactly what to say to get the most reserved sluagh or dignified sidhe to throw a punch, but also trust that when the dust clears, the clurichaun will be there with a hearty pat on the back, a stiff drink, and a clever joke to lift the spirits of those she's just incited to fisticuffs. Should a friendly fracas escalate to real violence, clurichaun have a knack for disappearing before they have to answer for any property damage or missing teeth.

More than anything, even music, stories, and fighting, clurichaun love their collections. Each clurichaun has at least one item he hoards and cherishes above everything else, the basis of the mythical pot of gold. Some clurichaun collect vinyl albums or porcelain statuettes, while others might have more expensive tastes, pursuing all the works of a particular artist or searching for rare stamps or coins. Clurichaun go to great lengths, even great personal risk in some cases, to add another item to their collection. They remember every detail of how they acquired each of their treasures, too, and gladly tell those stories to revisit the fond memories of prior adventures.

Appearance: While certainly taller than the tiny leprechauns of Irish folktales, clurichaun tend towards shorter stature, rarely topping 5' 5". Clurichaun are stocky and compact, with a solid build hinting at their strength and reliability. Their delicately-pointed ears are less noticeable than those of the sidhe. Clurichaun typically have red or russet hair, regardless of their skin tone, and bright, twinkling eyes with upturned corners, typically blue, green, or light hazel in color. Clurichaun walk with a spring in their step, and often wear conspiratorial smiles that make others feel like they're all sharing a joke. They frequently sport a black eye, busted knuckles, or other evidence of one of their friendly little scuffles.

The little green coats and buckled shoes of cartoon leprechauns don't usually crop up in their wardrobes, but clurichaun do trend toward shades of green in their clothing choices, as well as grays and browns that allow them to blend in with natural surroundings. Clurichaun demonstrate practicality in their dress, with a preference towards the functional and durable. They prefer clothing that lets them move freely and comfortably, with nothing encumbering to slow them down. Crafting aprons, work coveralls, jeans, and sturdy shoes all find their place in the clurichaun wardrobe, and they usually carry a small first aid kit, or at least a few plastic bandages and a tube of ointment.

Lifestyles: Some clurichaun prefer a nomadic life, traveling with other musicians or craftsmen to various fairs and music festivals. Other prefer a more stable home, as long as they're within walking distance of a pub or bar, preferably one with live music. Whether they live in

a caravan trailer or a little cottage, clurichaun's homes are simultaneously cluttered and tidy. Their collections become the focal point of their living space, displayed where the clurichaun can see them all and take joy in their presence. Because these collections are so cherished, clurichaun rarely bring others into their homes, preferring to do their entertaining in a more public venue, where a raucous celebration or fisticuffs won't inadvertently damage one of their treasures. Those invited home by a clurichaun should feel lucky indeed, because this is a sign of the clurichaun's deep affection and trust.

Childlings: Clurichaun childlings brim with humor and passion for life, not yet bridled by social constraints or tempered by experience. Their jokes are cruder, their stories less nuanced and lacking embellishment, and they're far better as starting fights than they are at resolving them. In this seeming, clurichaun worry less about mastering any one craft and focus more on trying a little bit of everything. Childlings dabble at collecting, but their hoards haven't developed into the full-blown obsession of wilders and grumps.

Wilders: Natural musical inclination gives way to genuine skill in clurichaun wilders, who now have the patience to hone their abilities. Many master at least one instrument, sometimes several, and the stories they tell have greater depth as well. A clurichaun wilder's twinkling eyes and charming personality draws the attention of others, who easily get caught up in his clever, often bawdy tales. Clurichaun wilders are often described as the life of the party, and are prone to party a little *too* hard, often picking fights for the sheer joy of it. They've begun to collect the treasures they will accumulate throughout their lives.

Grumps: Clurichaun grumps value comfort and camaraderie. A socially deft clurichaun grump seldom starts a fight he knows won't end with a closer connection and a good laugh, and he's a master at putting people at ease, weaving engaging tales that last for hours, or singings songs that hit just the right tone for the occasion. Their comfortable, if cluttered, homes are lined with shelves and cases displaying their treasured collections, and they're loath to leave their precious hoards behind for any length of time.

Affinity: Actor

Revelry: Clurichaun usually gather their Glamour from their fellow collectors. They revel in the accomplishment a curator feels in assembling a collection of beautiful glass statues, the satisfaction a bibliophile experiences when finally finding a long-desired rare volume, or the joy of a child unwrapping the one card he was missing for his collectible game deck. They can also gain Glamour from a good brawl, of course.

Unleashing: Cantrips cast by clurichaun bring with them the sweet scent of grass and the bite of whiskey. The air itself takes on a bright green tinge, and tiny shamrocks have been known to spring up from the clurichaun's footprints. Those present may experience a rush of exhilaration or the sensation of having just heard a hilarious joke, and may even find themselves laughing without knowing why.

Birthrights

Twinkling of an Eye — Now you see them, now you don't. Look away for only a moment, and a clurichaun can disappear into her surroundings, completely undetectable. Unless the clurichaun is bound with iron, she can vanish in a blink, even from someone's physical grasp, reappearing within the same area but out of her observer/captor's line of sight. If someone is physically touching the clurichaun, or she is tied up or otherwise restrained, disappearing costs one point of Glamour.

Fighting Words — After only a few moments, a clurichaun can get a read on a person or group, knowing exactly what to say to provoke a fight. Clurichaun view fighting as an ice breaker and a form of rough-and-tumble bonding. The clurichaun can prod anyone into throwing the first punch, which the target can resist through a Willpower roll (difficulty 8). This birthright can be used to incite a fight between the clurichaun and the target, or between the target and another person.

Frailty

Hoard — For clurichaun, collecting isn't a mere hobby, but a consuming obsession. They must spend time with their collection frequently to satisfy this aspect of their nature, an easier task for a clurichaun with a smaller, more portable collection than for one whose hoard is large or unwieldy. Spending more than a week away from her collection triggers Banality.

Stereotypes

Micah "Goldknuckle" O'Malley, a clurichaun bartender, shares:

On Boggans — Great appreciators of fine craftwork and good company, though they can be a little uptight. Nothing wrong with cutting loose a bit now and then!

On Eshu — The only storytellers better than us, though they're not exactly what you'd call reliable. Better get that tale from them while you can, because tomorrow they'll be gone.

On Nockers — Feed a lemon to a badger and then set it loose inside a tool box, and that gives you a good idea of what to expect from these cranky crafters.

On Piskies — Every story needs an ear to hear it, and piskies are great listeners. Don't leave them alone with your prize possessions; you'll never know what'll come up missing.

On Pooka — Never boring, that's for sure, and possessing a good sense of humor, but they tend to take their pranks to uncomfortable extremes. They don't understand limits — their own or anyone else's.

On Redcaps — I've yet to meet a redcap who understands the difference between a friendly fight and full-on violence. What a bunch of bullies!

On Satyrs — Don't underestimate them. No other kith could match us drink for drink and punch for punch and still quote the erotic poems of Ovid after.

On Selkies — Graceful, beautiful, mysterious, and always just beyond reach.

On Arcadian Sidhe — Fine lords and ladies with their fancy ways and courtly rules. They do think highly of themselves, not that they don't have a reason for it.

On Autumn Sidhe — They stayed by us and fought. That's worth something.

On Sluagh — Hard to get to know, but worth it for the stories alone. Little too timid for their own good.

On Trolls — Maybe not the most fun, but always steady as a rock. Earn their trust and you'll have a loyal friend for life.

Eshu

"What we do today will live long after us, carried in the stories told by our children and our children's children. As my grandmother used to tell me…"

Eshu take their name from the Yoruba trickster spirit, which also served as a messenger. They first sprang into being from the dreams of the nomadic people of Chaldea, spreading across the African continent, through Mesopotamia, and into India. Eshu are the true wanderers, unable to resist the call of the open road. Their wanderlust carried them across the globe, where the naturally-adaptive eshu adopted elements from the many cultures they encountered. Intelligent and intuitive, eshu remember every story they hear, weaving it into a tapestry of complex oral history and a record of myths and legends from countless civilizations still living or long dead.



Though curious about other cultures and their practices, eshu guard their own secrets closely, veiling their personal lives and rituals from any outside their kith. People often believe themselves closer to an eshu than the eshu actually feels toward them, and are surprised to discover how little they truly know this enigmatic kith. Conversely, even the wariest troll and most taciturn sluagh may realize — only after the fact of course — that they have inadvertently confessed their dearest secrets, only to later find them spun into tales the eshu shares over the fire.

Eshu are born wanderers, nomadic at the core, and seldom stay in one place for long. Eshu grumps may limit themselves to a few favorite spots, but continue to travel long into their later years. For an eshu, dropping anchor is tantamount to losing herself entirely, so those looking to befriend or romance an eshu should prepare to either uproot themselves as well or to make the most of an eshu's company for however briefly she stays put. Eshu parents often homeschool (or "unschool") their children so they can continue to travel. Eshu children enrolled in schools typically seek out the new kid to learn all about him, though they often lose interest and move on to a newer friend once they've exhausted their old friend's stories.

Gifted storytellers, singers, and performers, eshu are well suited for lives as traveling entertainers. Because they have seen mortal history unfolding for thousands of years, many eshu develop a fondness for tugging on a single thread of a story and following it from its beginning to the role it plays in current events. Eshu wilders often find themselves swept up in movements dedicated to social and political justice, though they don't always stay long enough to see those movements to fruition. An eshu can make posters in the morning, march in a protest in the afternoon, then be two cities over by dinner, sharing the story with yet another audience. In this way, eshu actually help to spread awareness of important social issues and the techniques used to pursue justice.



Appearance: Eshu's millennia of travel means they can possess nearly any racial or ethnic heritage, but their strongest mortal ties lie within the black, Arab, Persian, and Indian communities. They tend to have dark skin, with black or dark brunette hair, worn loose and natural or braided, twisted, or locked into intricate styles. They are typically tall, with long, graceful limbs, and have dark eyes that hint at the wisdom within. Eshu change their dress as they travel, either to blend in or make a statement, but are always carefully clothed in flattering, well-maintained styles.

Lifestyles: This wandering kith seldom stays in one place for long, but their method of travel and their living quarters vary based on the individual and the path they are currently traversing. An eshu may live in an RV for several weeks as he travels with a band across the Pacific Northwest, only to continue on foot, staying in cheap motels along the California coastline, then boarding a Greyhound to Las Vegas to stay in the penthouse of one of the finest casinos. The one constant is that all eshu are subject

to their wanderlust and that wherever they go, they collect and share stories.

Childling: Eshu childlings have just started building the volume of tales that they will carry for their lifetime, often beginning at home by collecting the stories of elders or important community members. For the young eshu childling, or for the eshu who awakened to his fae nature much later in life, the stability of family or community tempers the need to travel far and wide. They feel the call of the road, but haven't disconnected themselves from all their mortal ties, as eshu wilders often do. They still value the feeling of having a "home base" to return to after each journey.

Wilder: An eshu's wanderlust reaches its peak in her wilder seeming. No longer satisfied with hearing stories, she begins to seek out new sources and adventures, beginning a lifetime of travel. Eshu wilders seldom stay in one place for long, though they make their most of the time spent in any location, building as many connections as possible and learning all they can about local people and culture. Eshu wilders join social justice movements and sometimes even start them, using their innate storytelling ability to write speeches and protest songs that inspire others to join the cause.

Grump: Eshu may move more slowly and deliberately, but they never really stop. An eshu grump places more value on the connections he forms, understanding that truly knowing someone's story takes time. While grumps share the wilders' social flexibility, they are less likely to incite a movement and more likely to support and encourage those already involved. No one's stories match those of an eshu grump who has lived a long, rich life, and the wisdom in songs can move even the hardest heart to tears or jubilation.

Affinity: Scene

Revelry: Eshu gather their Glamour from the storytellers and performers they encounter, finding intense joy in each new tale or song. Public performances like flash mobs or staged protests —particularly when the eshu has been pivotal in the planning process — provide a veritable feast.

Unleashing: Cantrips cast by eshu bring with them the chiming of bells and the echo of chanting or singing, as well as the faintest hint of spice in the air. Gleaming threads of golden light may briefly connect the eshu to the target of the cantrip, reflecting the eshu's place in the great tapestry of history.

Birthrights

Serendipity — Eshu somehow always end up in the right place at the right time. The path she follows to arrive at this destination is equally fortuitous, winding her way through adventures and important meetings. When faced with a crossroad, she always knows which way to go. Her internal compass guides her where she needs to be, never bringing her to a terminus until the time is right. Eshu can never become lost under normal circumstances. If the eshu becomes lost through magical means, the player can spend a point of Glamour to reorient the eshu on her physical (and often figurative) path.

Talecraft — Stories are the heart of the eshu, and as such, they gain something tangible when they learn a fantastical new tale or perform their own feats worthy of legend. Eshu gain an additional experience point from each adventure that yields such a tale, such as finding their way through a winding and dangerous labyrinth or coaxing a secret from a secretive countess.Eshu never botch rolls involving Empathy or Performance.

Frailty

Recklessness — Eshu can't resist a gamble or a dare, not if the payout is a new story for their repertoire. Their curiosity and confidence in their ability sometimes leads them to take risks that a less adventurous kith might not take. Turning down a bet, dare, or call to adventure triggers Banality in eshu.

Stereotypes

Dice, an eshu storyteller in search of heroes, says:

On Boggans — Dull and inflexible, they'd never leave home if they could avoid it, but their hospitality can provide needed, if brief, respite.

On Clurichaun — Always a source for stories, though often hard-won through an exchange of good-natured blows!

On Nockers — Lost in their tinkering, they fail to see how the world is changing around them.

On Piskies — Our little friends are always welcome on our travels, though watch your tongue and your treasures when you cross paths with them.

On Pooka — They don't take life too seriously, and many a story in my repertoire begins with the twinkle of a pooka's eye.

On Redcaps — Nothing new to learn here. Anger and foul language doesn't make for a very good tale.

On Satyrs — There's joy to be found in their revels, but take care! Even the wisest eshu can be swept off their path by the lure of a satyr's party.

On Selkies — A lifetime spent trying to understand them would be a life well spent, but we'd have to start by being able to follow them.

On Arcadian Sidhe — They think themselves the kings and queens of this world, but they've never walked its many paths. How can they rule what they don't understand and have never really valued?

On Autumn Sidhe — I've heard it said that the real hero is the one who stays. The Arcadian sidhe could learn a little something about heroism from their Autumn brethren.

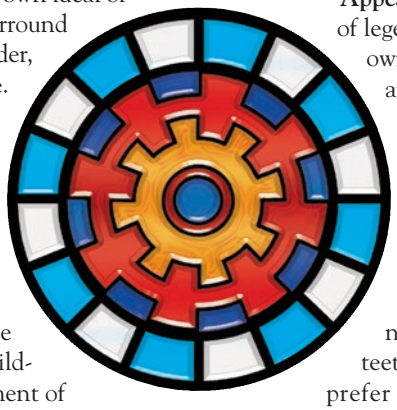
On Sluagh — If you can coax a secret from them, you'll cherish every whispered word.

On Trolls — A rock in your path can make you stumble or give you a better vantage point, so tread lightly and give them no reason to see you as a foe.

Nockers

"I know I know… I've worked on the damned thing all week and it's still not right. Maybe if you stop breathing down my neck, or better yet, just leave me the fuck alone and I'll get it done."

Nockers are as well known for their cynicism and bitterness as they are for being master crafters. They are also fiercely individualistic and belittle anything that does not match their own ideal of artistic perfection. They prefer to create and surround themselves with treasures of mechanical wonder, rather than interact with "imperfect" people. When they are forced to have social contact they are eminently sarcastic with everyone around them, and blazingly critical of anyone in charge.



The bone-trembling nervousness of beginning a new project, the unbridled joy of completing the work of art, and the heart-wrenching angst of suffering through criticism — of all these things are intrinsic to the nockers. Artists, builders, crafters, and even writers all know the torment of "knowing" that their work is not good enough, that it will never be understood. And yet, they toil on, day after day, seeking perfection that they will never find. Early legends speak of goblins and kobolds who endlessly toiled deep beneath the earth, mining, smelting and crafting, and of other diminutive beings who made toys to leave for children who were good and kind. It is from these legends that nockers were born.

Nockers are innovators to the extreme, always seeking out the newest and edgiest feats of engineering and craftsmanship. A younger nocker may explore many different styles and techniques before settling down and finding her niche, at which point she becomes known as an eccentric genius in her field. Sometimes other Kithain seek out such a master, hoping to learn from her artistry, but they must be strong of will to withstand the maestro's insults and withering criticism. Nockers have developed a complex ritual of insults and disparagements that constitute greetings and familiarity. Between nockers this is as natural as two businessmen shaking hands.

For nockers, people are a mystery. People are mercurial, have feelings that can be easily hurt, and once broken they cannot be repaired in the same way as a tool or device. Truth be told, the soul of a nocker is as poetic as any of the Kithain. Perhaps their deepest secret is that they are, at heart, romantics. They deeply long to escape their flawed and obsessive lives and are drawn to music, art, and even courtly love, though of course they will never admit it. Unfortunately, nockers cannot help but treat romantic relationships like everything else and will poke and tinker until they are broken.

Appearance: Though not as hideous as the goblins of legend, nockers are nonetheless grotesque in their own right. They tend to have thick, reddish skin and elongated arms and legs. Their long, spindly fingers have thick, knotty knuckles and sharp black talons. They have hatchet faces that appear mask-like and are pasty white with red noses and cheeks. They often paint swirls or patterns around or under the eyes or on their cheeks. They usually have stark white hair with large busy eyebrows above their rat-like eyes. A nocker's rare smile reveals a row of sharp pointed teeth. In the workshop they prefer heavy overalls, often adorned with large brass buckles and buttons. At court, they are second only to the sidhe in fashion and complexity, favoring spiral and swirling patterns. Even when at court a nocker wouldn't be caught dead without a few favorite tools on his person.



Lifestyles: Nockers often find other people to be enigmas, with complex, fragile feelings that are easily offended by nocker sensibilities. This does not mean that they avoid people, but rather approach them as puzzles to be solved. However, they do prefer homes and workplaces where they can practice their craft in solitude. Machine shops, engineering, body shops, and programming are all ideal occupations for nockers.

Childling: Nockers in this stage are curious about the inner workings of everything. They would rather take things apart than put them together. The need to understand how things work can become an obsession and, left to their own devices, their tinkering may lead to trouble when they take apart the dukes chimerical, stream-powered vehicle. Understanding people is also a pastime for childlings — they pick and poke, trying to decipher what makes people tick.

Wilder: Nocker wilders are wildly creative innovators. They spend hours and days on end in the workshop honing their craftsmanship, to the exclusion of everything else, often even forgetting to eat. The latest tech, the newest design — these are the things that interest them. They are willing to take chances in order to come up with the newest and most fantastic design, often resulting in catastrophic (and sometimes humorous) failures. But sometimes they have incredible successes as well.

Grump: Absolute perfection of their skills are of the utmost important to nocker grumps. These nockers are often master craftspeople who have a great store of knowledge. Rather than seeking the newest and most innovative designs, they have a deep desire for perfection — which, much to their chagrin, they can never attain. This often leads to bouts of deep despair. They often take on apprentices and pass on their knowledge, while making the life of the poor apprentice miserable.

Revelry: Tinkering and mending things is what gives a nocker joy. To achieve Revelry, a nocker might spend some time in her shop repairing or creating a non-chimerical device that does not belong to her, or might work with other engineers or inventors to brainstorm a new device.

Unleashing: Cantrips cast by nockers often leave a traces of the byproducts of their craft: grease stains and the smell of burning sulfur or other unpleasant chemical smells are often common, as well as wisps of foul-smelling smoke. A rapping or knocking sound is often heard; the greater the power of the cantrip, the louder the sound.

Affinity: Prop

Birthrights

Make It Work — Nockers are masters of whipping up items on demand with little more than random materials, some Glamour, and a highly cinematic and honestly self-serving appreciation of "science." A nocker can improvise all manner of temporary, but useful, chimerical items from apparently improbable materials, such as creating a crude firearm with little more than a light bulb, a water pistol, and a handful of nails. Such items require an Intelligence + Crafts roll, with a variable difficulty, and cost between one and three points of Glamour depending on the materials available as well as the complexity of the item.

A nocker must have some degree of privacy when working on chimerical items. Kithain can be present, as long they do not disturb the nocker, but chimerical materials cannot be worked in the presence of mortals.

Fix-It — Nockers can fix just about anything, chimerical or mundane. Sometimes all it takes is a kick and a few harsh words to scare a machine into working again. To fix a device the nocker's player must make a successful Intelligence + Crafts or Manipulation + Intimidation roll. The difficulty can range from 5 (for a simple problem in a simple device) to 9 (for a difficult problem in a complex machine).

Frailty

Perfect is the Enemy of Done— Nockers strive for perfection in everything they make, and yet they can never succeed. No matter how many successes a nocker rolls when creating something, it always has a minor (but irreparable) flaw.

Whenever a nocker-made device is used in a stressful situation the Storyteller can ask the player to roll one die. If the die shows "1," the device fails or breaks in a particularly spectacular fashion.

Stereotypes

Gretchen Steelworth, a nocker bike mechanic, grumbles:

On Boggans — They're fast, so they're either cheap or good, too. You don't get all three.

On Clurichaun — Drunks and power tools don't mix. Sorry, was that insensitive? Bite me.

On Eshu —They just don't know when to shut up. They go on, and on, and on.... Sometimes they have something important to say, but you have to sift through the meandering drivel to find anything useful.

On Piskies — Unruly and reckless children. Don't ever let one into your workshop or you're likely to find your best tools glued together.

On Pooka — Useless furballs! They waste their lives playing tricks and pranks.

On Redcaps — Dangerous folk, but sometimes useful, especially if you want to dispose of some unwanted evide…err…garbage. Just don't piss them off.

On Satyrs — Let's party all night and on into the day, never mind that world is slipping into Winter. Hedonistic freaks, the lot of 'em.

On Selkies — Don't fall in love with one. Ahem. Damn dusty in here.

On Arcadian Sidhe — They think they're hot stuff, but they don't understand this world and its workings as we do.

On Autumn Sidhe — They want to rule, and who are we to say no. They pay well and I'll happily take their commissions.

On Sluagh — Buncha creepy a-holes, if you ask me. Skulking around, up to no good, I'm sure of it.

On Trolls — They are the strongest and toughest of us all, but their hearts can be surprisingly tender.

PISKIES

"Oops! Is this your thimble? I don't know how it found its way into my pocket. Of course you can have it back… unless you don't need it right now. I'd be happy to hang onto it for you until you do."

Nimble, quick, and able to blend in with any group, piskies have a reputation among the other kiths as being friendly and attentive, but difficult to get to know well. Piskies serve as the couriers of the Dreaming, carrying missives, packages, and secrets back and forth between noble courts and commoners alike. They provide transportation and delivery services for hire, and occasionally operate as spies for those to whom they swear fealty. Other fae say that once a piskey has tucked something in its pocket, be it a treasure or a secret, no one but the piskey can ever remove it again.

Piskies are a nomadic and solitary kith, usually preferring the company of mortals or other changelings to their own kind. They can integrate themselves into any migrant population, from a traveling theatre troupe to seasonal farm workers. They pick up new languages easily and enjoy exploring new cultures and traditions, fitting in quickly and effortlessly. They aren't afraid to work hard to earn their keep, for even physical labor can be an exhilarating new experience, though few activities can hold their attention beyond a month or two. Piskies are always ready to move on to the next town, the next job, and the next face.

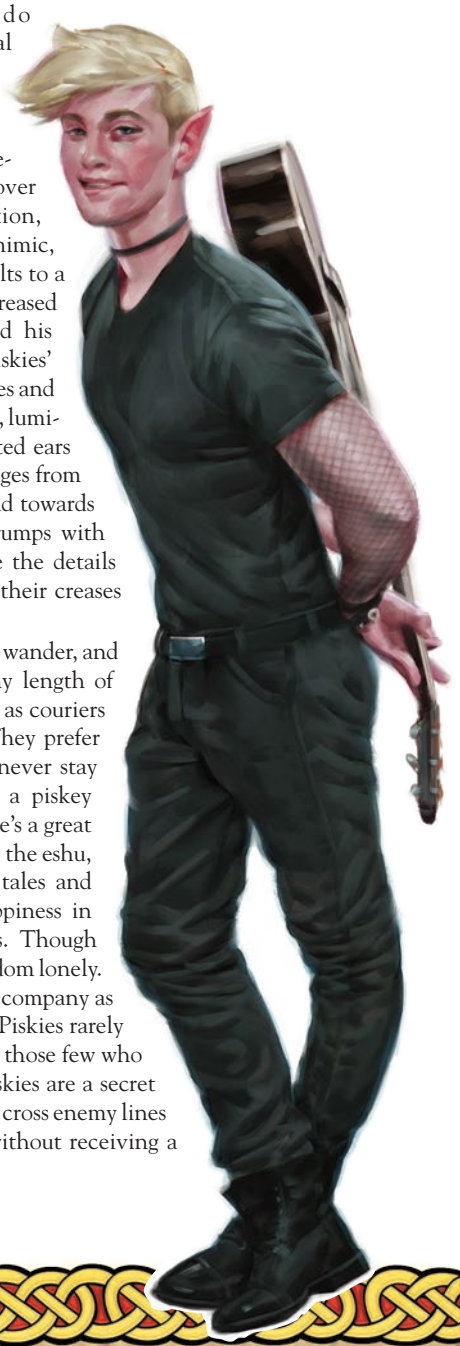
While most kiths share a strong sense of identity that binds them together, piskies are seldom tied to one identity for very long. Piskies do have a natural appearance they revert to when not in the company of a group, but few people ever witness it, as the piskey's features subconsciously shift to those most comfortable and familiar to the viewer. The traits they do share include kindness, compassion, a willingness to listen to any story, and an uncanny knack for locating and pocketing items of value, even those which outwardly appear innocuous or worthless. Once this item makes its way into the piskey's pocket, she's gone, blending into the crowd and impossible to find.

Piskies love children, and go without food or warmth themselves to tend to the needs of a child. They become quite protective of their young friends, and woe to those who hurt a child who calls a piskey their friend. Piskies always look for the best in those around them, though the Unseelie piskey whose trust is betrayed can quickly turn bitter. Seelie piskies, however, are more forgiving of life's small disappointments, always hopeful that the next adventure will bring excitement and opportunities to learn and change. Those lucky enough to have a piskey traipse through their lives always remember the wonder shining in the piskey's eyes and the sense that something new and amazing waited just around the corner, even if they have difficulty remembering his face.

Appearance: A piskey's most notable feature is their lack of notable features. A piskey's face never stands out in a crowd, because he always looks like he belongs to the group he's traveling with. Their skin tone, facial features, and build change with their travels. Certain characteristics remain familiar, and someone who comes to know a specific piskey well can usually identify her, but those who view the piskey for only a moment are unlikely to recognize her if they encounter her again. They are, in this respect, the perfect spies or couriers for sensitive materials.



Piskies do have a natural appearance, though few ever see it, and it even begins to fade over time. In isolation, with no group to mimic, a piskey's skin defaults to a warm olive that grows creased and weathered with age, and his hair to a soft silver. Even younger piskies' faces carry lines from frequent smiles and crinkles at the corners of their large, luminous eyes. Piskies have long pointed ears and a solid build. Their height ranges from only four to five feet, and they tend towards sturdy, muscular builds. Piskey grumps with a long lifetime of travel may lose the details of their facial features entirely to their creases and wrinkles.



Lifestyles: Piskies are born to wander, and seldom settle in one place for any length of time as they discharge their duties as couriers and sate their endless curiosity. They prefer companionship on the road, but never stay with one group for long. While a piskey may not want to be center stage, he's a great friend to have in the wings. Unlike the eshu, who are constantly seeking new tales and adventures, piskies find their happiness in new friends and simple pleasures. Though piskies are often alone, they are seldom lonely. They view any time spent without company as a brief pause between friendships. Piskies rarely swear oaths of fealty, which makes those few who do such a precious commodity. Piskies are a secret weapon in a noble's arsenal, able to cross enemy lines or move through hostile groups without receiving a second glance.

Childling: Piskey childlings have the strongest sense of individual identity of their kith. They have limited experience in the world and have worn another face only a scant few times. Childlings tend to be more trusting, forming friendships easily and discarding them less lightly. Piskey childlings can be slightly flighty and unreliable, which makes them less desirable couriers. Their light fingers are also less discerning, and the items they pilfer and hide are often less valuable and more purely interesting.

Wilder: While the wilder years make some kiths cynical and wild, most piskey wilders retain much of the sweetness of their childling years, coupled with a newfound desire to discard their old identities and try on something knew. Like the seeds of a dandelion, piskey wilders take to the wind, leaving their birthplace behind them as they search for new experiences and fresh faces. Piskey seekers make friends wherever they go, particularly among the young and the indigent, whom the piskey embraces without judgment or criticism. Only in the Unseelie piskey does the slight bite of sarcasm begin to inject itself into their humor. If this early hint of bitterness can be met with affection or ingenuity, however, the piskey's buoyant nature reasserts itself. Piskey wilders are sought after at court by those who wish to pass secret missives or gifts. While a piskey would never steal an item she has agreed to deliver, piskey wilders have fully developed their compulsive and intuitive thievery.

Grump: Thought most would not admit it, piskey grumps make people uncomfortable. A lifetime of changing faces as easily as they change clothes gives piskies a disconcerting anonymity. Even those who think they know the piskey well would, when pressed, have a difficult time describing him. He always fits in, but he never really belongs. His friendships are peripheral and fleeting. Other kiths might find this sad, but piskies see it as freeing. They have their own legends about piskey grumps whose mortal forms disappeared entirely, their essence dispersing and merging with that of everyone around them.

Affinity: Actor

Revelry: Piskies find their inspiration in complete immersion within a group. In the euphoria of new sights and sounds, of total acceptance into a group, piskies find their delight. As the group experiences joy, so does the piskey, and as they experience loss and sorrow, the piskey drinks in this new sensation as well. Piskies witnessing births, deaths, and other rites of passage within their current group experience the purest Revelry.

Unleashing: Just as piskies are constantly changing and blending in, their unleashing is always evolving and changing. When a piskey travels across California with a group of migrant workers, their unleashing may bring with it a blast of heat and the smell of earth and spices. Piskies traveling with a carnival may unleash with a burst of confetti, the scent of grease paint and fried dough, and the distant sound of a carousel. Should someone ever witness a piskey unleashing in her natural form, they will never be able to describe what they felt, or what it sounded or smelled like, but they'll feel fresh and new afterwards.

Birthrights

Nimble — The slender, agile bodies of piskies were meant to twist and turn their way out of trouble. Unsurprising that this kith often finds itself in a traveling cirque or as part of some avant-garde group of street performers. Piskies add 1 dot to Dexterity, even if this brings that Trait above 5.

Blending In — No matter where they go, piskies always look like they belong. Their skin color, hair and eye color, facial features, and clothing all appear to belong to the group with which they're traveling. Any changeling or supernatural entity's player can roll Perception + Kenning (difficulty 8) to see through the illusion.

Frailty

Light-Fingers — Piskies aren't exactly *thieves*, but somehow items of great value somehow always end up in their pockets. When a piskey sees something she desires, she can't help but swipe it, often without consciously making the decision to do so. To resist this compulsion, the player must make a successful Willpower roll (difficulty 8). Piskies are not necessarily subtle in their pilfering, and may very well be seen stealing, though their Nimble Birthright makes discovery somewhat less likely.

Stereotypes

Tisket Featherfair, a piskey spy to Her Majesty Queen Aeron of the Kingdom of Pacifica, confesses:

On Boggans — I can't imagine being tied down like that. Always in one place and one face for always and forever? Goodness me!

On Clurichaun — Oh, they're fun enough, but once I made the mistake of ever-so-accidentally relocating a certain snow globe into my pocket, and let's just say that my nose will never be the same.

On Eshu — They're like older, slightly more enigmatic siblings. We'll wander many paths together, but in the end, they are who they are, and we never really are anything quite that specific.

On Nockers — Hmph. Who put the pin in their cushion? Still, follow the child who discovers the nocker's work, for what they find they is nearly always a new experience.

On Pooka — Childlike wonder? Yes, certainly, until the pranks start.

On Redcaps — Avoid at all costs! If kindness ever existed in this kith, they probably chewed it up and swallowed it long ago.

On Satyrs — When they break out a flute or clear their throats to sing, gather close, for those that hear their song usually experience something truly unique. Just take care to bow out before the party gets too wild, because satyrs never quite know when to quit!

On Selkies — What I wouldn't give to spend a few weeks among them! Sadly, no matter how I try and try, I never seem to be able to look like I belong with these lovely cousins of ours.

On Arcadian Sidhe — Beautiful, but somewhat sad, tied to their duchies and baronies and identities. Don't they know that a great, wide world awaits them beyond their castle's walls?

On Autumn Sidhe — We should all be so committed to joining a people as these sidhe were.

On Sluagh — They have such glum exteriors, the poor dears. Not the warmest friends, but one day you'll be grateful for them, I should think.

On Trolls — I've traversed many a road, but the friendship and loyalty found here can't be surpassed. Make yourself worthy of a troll's devotion, and you are a worthy soul indeed.

pooka

"What is truth, but something we all agree upon? So, if we all agree upon a lie, isn't it then truth?"



Jester, rapscallion, fool, annoying brat, ne'er-do-well, and even philosopher have all been terms used to describe pooka. They can also be among the most charming and congenial of the Kithain and, ironically, the most truthful. They wear their hearts on their sleeves; with a pooka what you see is what you get. They love pranks and play, and they hate hard work and meanness. They play the part of the court jester, poking fun at authority figures and tearing down the walls and facades we all build to separate ourselves from one another. Every pooka has a close bond with a particular animal, and this kinship expresses itself both physically and through the pooka's personality.

In early tales, the pooka was a carefree spirit who enjoyed playing minor pranks and teasing mortals. Christian dogma later changed the pooka into a servant of the Devil — a lazy ne'er-do-well, full of lies and treachery, sometimes leading the unobservant and slow-witted to their deaths. Humans have always dreamed of a better, more carefree life. They envied the animals who could spend the day in seeming leisure, sleeping in the sun, grazing when they wished, and prancing and romping through the fields and trees, with nary a care in the world.

The pooka do their best to bring wonder and joy to the hearts of mortals and changelings alike. They do whatever they can to dispel sadness wherever they find it, usually through jokes and tomfoolery. On the surface, it may seem that a pooka's life is nothing more than a blur of happy chaos. The truth is often something very different. Despite their hijinks, they often see the world more clearly than others and they can harbor a deep melancholy they find hard to shake. Pooka fear Banality and the mundane even more than other changelings. They are acutely aware of the pain and suffering that surrounds them and want nothing more than to make it all go away. Their pranks and eccentricity are their ways of dealing with this, so for them, no joke is too low, no gag too crude, as long as it gets a laugh. Wherever they go, they bring laughter and confusion.

Truth is a curious thing to pooka. Anything they say is likely to be peppered with lies, half-truths, and misinformation. Their inability to speak the truth is well known to all Kithain. It is the primary weapon they use to combat Banality. Truth, after all, is often not very exciting or happy, therefore pooka lie. They mean no harm by it. They simply can't help themselves. Every word a pooka speaks is not always entirely false, and they often bury deeper truths within their deceptions. Most pooka do not use the same method of telling falsehoods, but rather mix it up, making deciphering pooka-ese all the more difficult. A pooka may speak in opposites, or exaggerate, or mix in outright falsehoods to anything he says.

Appearance: Nearly all pooka have physical traits relevant to the animal they share kinship with: tails, ears, beaks, whiskers, or feathers, and many have a fine layer of fur or feathers on their hands, faces, and body. Pooka care little for social conventions, except perhaps to break them. Style for a pooka can almost always be said to be… unique. They are just as likely to show up at court wearing pajamas as they are courtly garb. And even their courtly wear is often exaggerated, loud, and ostentatious.

Lifestyles: Living a life of freedom and choice, most pooka manage to eke out a living doing whatever it is that they most enjoy. They can often be found as entertainers: actors, street performers, magicians, jugglers, fire-spinners, and so on. They prefer to live in funky, bohemian neighborhoods where their eccentricities are not condemned. Artistic communities and "up-and-coming" neighborhoods are common. Though some perverse pooka prefer to dwell in uptight and even banal places, where their presence breaks up

the social norm and causes a disturbance on an almost daily basis. These pookas prefer gated communities in the suburbs or wealthy high-rise apartments. Of course, they usually don't last very long.

Childling: These pooka know no bounds, no limits. They are, in a sense, truly wild, almost feral. They are constantly frolicking, playing pranks and telling jokes. Their falsehoods are often flagrant and they are often completely self-absorbed. They have a difficult time taking anything seriously. On the other hand, pooka in this state often have a "best friend," someone who is the center of their universe. A childling pooka will do anything for this person, and they can sometimes ground the childling and convince him to take something seriously for a moment — but probably only a moment.

Wilder: The world is a wide and wonderful place and wilder pooka want to experience it all. They seek to understand the nature of "humanity." What is it that makes someone tick? They are notorious for playing drawn out pranks that expose a person's character flaws or weaknesses. Wilders can become reckless in their thrill seeking, sometimes pushing a little too hard or taking extreme risks. Some of them even become addicted to the rush and need to be pulled back before someone gets hurt.

Grump: Subtle forms of humor and pranking are the hallmarks of grumps. They know exactly which buttons to push, but rather than playful pranks just for the sake of whimsy, grumps often use their playful sense of humor to great effect. They play the role of the fool at court, pointing out the lord's or lady's character flaws in ways that only a pooka can get away with. They also use their playfulness to defuse tense situations, or to bring a little light to a dark situation. There is no situation so dire that a pooka can't brighten the room, at least a little.

Affinity: Nature

Revelry: Pooka absolutely adore pranks, and pulling jokes on others — especially if it takes someone self-important down a peg — is a classic way they experience revelry. Pooka might also regain Glamour by spending time in an open and wild place, relaxing and being free from care.

Unleashing: Animal sounds and bright flashing colors are the hallmarks of pooka cantrips. They also often have unintended side effects, which leave egg on the face (sometimes literally) of the target or even the pooka.

Birthrights

Shapechanging — All pooka have an affinity with a particular animal. This is always a natural animal, never a mythological one. This animal affects her appearance and personality, and she is able to shapeshift into the animal at will. If completely alone, a pooka can shapechange for free, but if another changeling or enchanted mortal is present the change costs one Glamour. A pooka can never shift into an animal when being observed by a mundane mortal. Shifting back from animal form is always free and can be done at any time (again, as long as the pooka is unobserved by mortal eyes).

Confidante — Even complete strangers often spill their guts to a pooka. This ability of getting people to open up and talk, even about their darkest secrets, is an innate talent common to all pooka. Each has his own way of going about it, but the end result is the same. Some put people off balance with mixed insults and compliments, others rapid fire questions so fast that the target loses track of what is being said, and some are just so darned cute that no one can resist them.

Once, during a conversation, a pooka's player may make an opposed Perception + Empathy (or Subterfuge, player's choice) roll resisted by the target's Willpower, to get the answer to a question. The number of successes determines how many questions the pooka can have answered. The target can also spend Willpower to resist this effect; each point of Willpower cancels one of the pooka's successes.

Frailty

Untruths: Perhaps the greatest con the pooka have pulled is making everyone believe that they *never* tell the truth. Under most circumstances a pooka can speak the truth as long as its mixed with lies, half-truths, and exaggerations. The trouble comes when a pooka is asked a direct question. A pooka who is asked a direct question must answer with a falsehood. If he wishes to answer truthfully the player must make a Willpower roll (difficulty 8).

Stereotypes

Ryan Darktail, a weasel pooka, chatters:

On Boggans — Lazy and reckless. And they keep all of the cake to themselves!

On Clurichaun — Drunken reprobates, every last one of them.

On Eshu — Surely the most boring traveling companion you can ask for.

On Nockers — Such caring and polite folk. If you want praise and subjective criticism, they are the ones to go to.

On Piskies — And you thought we were the pranksters? *They're* the ones never to be trusted.

On Redcaps — Not exactly the most even tempered folks. Playing pranks on them can be a lot of fun though.

On Satyrs — Never give a satyr your heart — he'll most likely eat it.

On Selkies — Their hearts belong to the sea. Just be sure to ask them about their coats.

On Arcadian Sidhe — One has to wonder why they chose to return? I'm sure nothing bad has happened in Arcadia.

On Autumn Sidhe — Being so noble and regal comes so easily for them. It must be wonderful to always be at the center of every political intrigue.

On Sluagh — They have the sense of humor of a... well... umm... a dead fish?

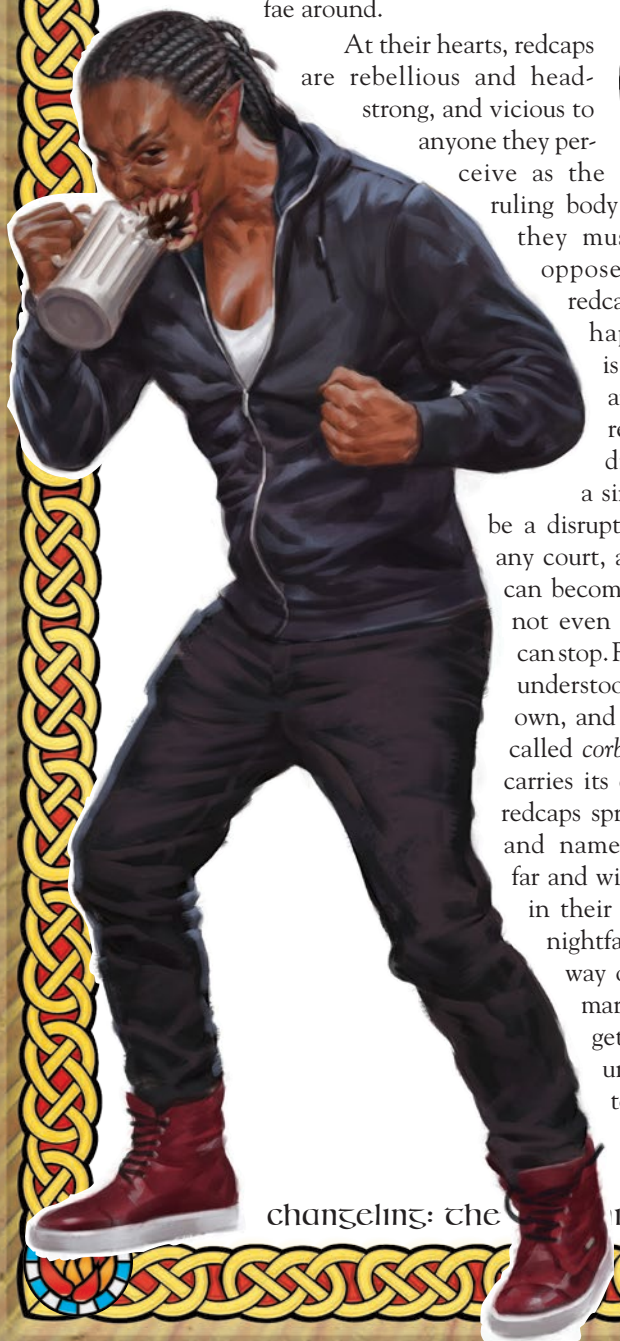
On Trolls — Boooring! Who needs a brick wall that can pound your enemies to dust?

REDCAPS

"What size are those boots, hmm? Go on, tell me. Or I can snap your foot off at the ankle and find out."

The Dreaming is full of nightmares, but redcaps are what fae children fear. Named for the bright red caps they used to dip in the blood of their enemies, redcaps long ago gave up such quaint beginnings. Instead, they embrace their heritage as the kith born out of nightmare itself to become the most terrifying, disgusting, fiercest fae around.





At their hearts, redcaps are rebellious and headstrong, and vicious to anyone they perceive as the ruling body they must oppose. A redcap is only happy when she is making mortal and Kithain alike recoil in terror or digust, and while a single redcap can be a disruptive presence in any court, a group of them can become a violent tide not even the wisest ruler can stop. Redcaps only feel understood among their own, and gather in gangs called *corbies*. Each corby carries its own name, and redcaps spread the symbol and name of their gang far and wide to strike fear in their enemies. Come nightfall, anyone in the way of such a nightmarish host ought to get out of the way, unless they'd like to find out what being digested feels like.

Considering their reputations and natures, it's a wonder redcaps haven't overstayed their welcome in changeling society. Yet despite their brutal nature, redcaps are as much a part of fae life as any other kith. They serve as terrific fighters with a dedication to freedom and independence that makes them ferocious allies against common enemies. Those who can stand to get to know redcaps often find that beneath that grotesque exterior beats the heart of an oft-misunderstood redcap, simply seeking a place to belong among others like them. Still, getting beneath their exterior is difficult, and many redcaps embrace their darker natures, becoming the shadow counterpoint to the Seelie Court's noble warriors.

Their vicious and upstart nature keeps redcaps out of the politics of court life, but they're widely known for sowing dissent and unrest in the name of standing up for themselves and their kith. Only the most patient redcaps work within the system, and often end up destabilizing things from within, just on principle. Only the strongest of fae can keep a redcap down, and never for very long. Eventually, a bound redcap shakes itself free, and then the true mayhem begins.

Appearance: Redcaps come in all shapes and sizes, but all share the same gray, rubbery skin, blood-shot eyes and yellowing, uneven teeth. Their bodies are often thick, with stocky shoulders and legs. And who can forget their signature mouth, full of blood-red gums and razor-sharp teeth, ready to rip apart flesh and grind bone? Redcaps dress in rough and ready clothing, and always sport a splash of that terrifying red in their wardrobe.

Lifestyles: Anything tough and dangerous is a good job for a redcap. Many live and work in the worst parts of cities, and stick with their corbies for maximum terror in one place. Redcaps look for work anywhere they can throw a couple of elbows and create mayhem, as bouncers, private security, gang members, and hired muscle. The Unseelie pay well for leg breakers and, though it's not an exclusive arrangement, many redcaps survive thanks to busting heads for the Unseelie.

Childling: Redcap childlings are the horrible tiny terrors, the young misanthropes that try and gross out the other kids by eating something they shouldn't. While a childling, a redcap learns just how far she can push her luck before both mortals and

fae alike get angry. She also learns the most important lesson: nobody trusts a redcap, and so she can trust no one in return. These childlings often delight in picking on other Kithain to test them, seeing how much they can take before being utterly disgusted or terrified.

Wilder: Once the relative innocence of the childling period wears off, a redcap who has come into her wilder years is a nightmare in the making. Redcap wilders come together to build up their gangs and start to raise hell. These redcaps graduate from antics that push the borders of good behavior right into horrifying acts of violence and distaste. Whatever place the redcap has carved out for herself in fae society will be tested here, and she rebels, attacks, and destroys unless contained, curtailed, or defeated.

Grump: A veteran redcap who survives long enough to become a grump is either a respected member of the community or a nightmare given form. A grump's den is littered with whatever she couldn't be bothered to consume, and anyone seeking her advice or aid might come away a limb, or a life, short.

Affinity: Nature

Revelry: Nothing gets a redcap going faster than a new taste experienced for the first time, or the sweet horror on someone's face when they're scared, disgusted, or unnerved by surprise. They feast on the discomfort of the just-over-the-line horror film, the bar room brawl gone too far, or a brutal hunt celebrated in bloody, delicious flesh.

Unleashing: A redcap letting loose and Unleashing is accompanied by the stench of all the things they've eaten, rotted together inside them, and the metallic tang of the blood that once stained their headgear red. Anyone present might feel the urge to be sick, or else just find something to hide under and quake.

Birthrights

Dark Appetite — Redcaps can eat anything. Full stop. Their horrific jagged teeth are hard as metal and their digestive systems are best left up to the imagination. A cross between a shark and a Kithain garbage disposal, redcaps can eat anything they can put their mouth around, and chew larger objects down into smaller pieces to ingest. Tough or toxic materials (waste products, jagged metal, wood, etc.) take a point of Glamour to keep down. Redcaps prefer meat, animal or human, but once the hunger gets going, they will eat anything. Do not ever place anything in front of a redcap's mouth you wouldn't mind losing.

Should a redcap attempt to use his Birthright in combat, the player must spend a point of Glamour. The base damage for the bite is Strength + 2 (difficulty 5). A redcap may also try to sever a limb in a fight, which requires five successes on a Dexterity + Brawl roll (difficulty 8), or three successes if the victim has already been grappled. If successful, the attack inflicts a minimum of three health levels of damage in addition to any damage rolled, and the redcap comes away with a mid-fight snack.

Bully Browbeat — Redcaps are so frightening they can Intimidate anything, from mortals and unenchanted supernatural beings to imaginary or chimerical creatures. The difficulty of all Intimidation rolls is reduced by two, and they can never botch Intimidation rolls.

Frailty

Bad Attitude — Nobody likes a redcap, just on general principle. Whether it's their eating habits, their issues with authority, or just their tendency for destruction, redcaps are often targeted by nobles for exclusion from freeholds. If something goes wrong, the redcap is the first suspect. This stigma comes with a +2 difficulty (or greater) penalty on any roll involving social situations other than Intimidation.

Stereotypes

Myra Davis, redcap bartender and glass eater, chats:

On Boggans — Want to make a boggan blush? Tell 'em what you ate for lunch. Want to see 'em faint? Tell 'em it was still moving when you ate it.

On Clurichaun — They start the shit that we have to finish.

On Eshu — For when you just need to get there to kick some ass in 20 minutes or less. Just don't get them started on how they're royalty or some crap.

On Nockers — Whine whine, moan moan. One of these days, I might take it personal-like.

On Pooka — Little bunny foo-foo, hopping through the forest, stepped in a spike-trap, now everybody's mad.

On Piskies — A what? I'm sorry, you want me to take *that* seriously?

On Satyrs — You want to pound back a drink or wild out on the town, they're the place to be.

On Selkies — Mmm, seafood.

On Arcadian Sidhe — You'd think such pretty folks would be easy to intimidate, but make that mistake and you'll bite off more than even *you* can chew.

On Autumn Sidhe — Yeah, yeah, they stayed here in the shit instead of scampering home to fairyland. What have you done for us *today*, "sir?"

On Sluagh — I've coughed up nicer-looking things than a sluagh.

On Trolls — Dumb as a bag of hair, but all about that honor. Surround it on all sides and see how the mighty can fall.

SATYRS

"Eat, drink, and be merry, because tomorrow we also eat, drink, and be merry."

Some fae live by the sword, some search for stories, and some spend their lives building and creating. For satyrs, however, the truest passion in life *is* passion, and they devote themselves to the pursuit of pleasure. Whether they lust for food or drink, dancing and revelry, or something more carnal in nature, satyrs pursue their desires with wild abandon. Satyrs' appetites are tremendous, and they have the stamina to match, able to make parties, raves, or sexual encounters stretch across multiple days. They lack restraint in all things, indulge in blunt or bawdy humor at every turn, and never lack for lovers.





Satyrs charge into battle with the same fully-committed passion that they devote to their revels. They throw themselves into the study of poetry, philosophy, and other academic pursuits with fervor, are both patrons and practitioners of music and art, and form extremely close bonds with their extended family bands (called *tragos*). The loyalty within a tragos is nigh absolute, and only the most heinous and extreme of circumstance could separate a satyr from this family.

Indulging in life's finer pleasures doesn't mean satyrs are materialistic. They give gifts freely, happily sharing their possessions with others. Satyrs seldom experience romantic jealousy, believing love should also be shared. Romantic or sexual partners looking for commitment should look elsewhere; satyrs quickly bore of relationships and want to move on to the next companion (or companions) and a new set of experiences. While Seelie satyrs at least try to let their former partners down gently, they can't quite understand why ending a relationship could cause so much pain. Unseelie satyrs anticipate the inevitable end of their relationships and may exploit their partners as much as possible while they're together, Ravaging them for their Glamour while sharing passion.

Appearance: Satyrs may be among the most distinctive kiths in appearance. Their most notable features include fur-covered legs with cloven hooves and horns growing from their foreheads. These horns grow throughout their lives. Male satyrs' horns are slightly larger than those of the females. Their horns are a huge source of pride and vanity, as well as the subject for many bawdy jokes. Satyrs trend towards lean, though a life of overindulgence can lead to a heavier build, especially in later years. Most satyrs prefer not to shave, and both males and females wear their hair long and wild. They dress sparsely, favoring light, gauzy articles that can be quickly shed.

Lifestyles: A tragos of satyrs typically shares a living space, preferably one with plenty of room for dancing and partying, but also filled with private nooks for more intimate entertaining. A satyr's home is always filled with music and has well-stocked larders and wine cellars. Though much of a satyr's life is devoted to physical passions, she also has regular periods of quiet introspection, with her primary focus her intellectual pursuits. Satyrs produce volumes of poetry, write philosophical treatises on a wide array of topics, and compose music for instruments like the panpipe and the lute. Unlike the wandering kiths, satyrs enjoy staying in one place and having the excitement come to them.

Childling: Satyr childlings find their enjoyment in music, singing, and physical competition like races and wrestling matches. Their precocious humor entertains and delights their peers and elders. Childlings depend on their tragos for instruction and encouragement as they explore the world around them and the many delights it holds for them. They often form close friendships

with one or two other satyrs of a similar age, relationships that will become central as they form their own tragos branching off from the larger family group.

Wilder: As wilders, satyr fully explore the many pleasures of the flesh and mind. A satyr wilder spends his days in constant motion, bounding between sexual partners and wild raves, sometimes partying for days without sleep. Even a wilder's quieter leisure activities lean towards the extreme – she reads an entire series of novels in two days, writes hundreds of pages on the history of classical sculpture without a break, or bakes an entire banquet of exotic, rich foods. Satyr wilders are thrill seekers, drawn to extreme sports, dangerous love affairs, and anything considered taboo. Wilders within a tragos exist in a state of perpetual one-upmanship, pushing each other to more extreme behavior. They often act brashly, placing themselves and their companions in compromising situations, but typically can sweet-talk their way out of trouble.

Grump: Satyrs are sometimes said to be among the kiths most vulnerable to the passing of time, struggling to maintain their hedonistic joy as Banality slowly creeps in. Their passions often shift more towards intellectual studies, but leaving behind their years of wild partying, sex, and drinking takes its toll. After decades of chasing thrills, satyr grumps often become jaded. Satyrs do not go gently into that good night, however, and many spend their last days in a final great hurrah of celebratory passion. A grump's tragos is his lifeline, and as he mentors younger satyrs, he may find himself rejuvenated, once again able to see the world as new and exciting.

Affinity: Fae

Revelry: Satyrs find their Glamour in shared passion. This could be a sexual encounter, an exquisite bottle of wine paired with a rich meal, an impassioned poetry reading, or wild dancing in a night club, as long as their partners experience pleasure and intense emotion.

Unleashing: Satyrs imbue their cantrips with the same carnal intensity as they do the rest of their lives. Cantrips cast by satyrs fill the air with the heady scents of musk and wine. Those nearby may experience a brief frisson of pure lust.

Birthrights

Gift of Pan — When a satyr thoroughly indulges herself in one of her passions — often sexual, but also artistic and creative — those around her are also caught up in the frenzy. Fae and mortal alike join her in her dancing and debauchery. The Gift of Pan doesn't force anyone to partake in sex or any other activity, but removes inhibitions that might normally keep someone from indulging. Rather than creating a new passion, the Gift of Pan removes the barriers of social convention that might otherwise prevent someone from being able to completely surrender to an action of passion or revelry. Those failing a Banality or Willpower roll (difficulty 8) find themselves helpless to resist indulging their secret desires.

Physical Prowess — Satyrs add one dot to their Stamina, even if this raises it above 5. Satyrs can use their powerful goat legs to move with great speed and agility, and thus can never botch an Athletics roll.

Frailty

Passion's Curse — A satyr's intense passion also has a darker side. Prone to mood swings and wild fits of temper, especially while intoxicated, satyrs may exhibit violent emotional outbursts, fall into uncontrolled weeping, or be otherwise unable to rein in their temper. Near-perpetual indulgence also means that satyrs struggle on the rare occasion they must resist temptation, triggering Banality.

Stereotypes

Willow Agapetos, a satyr poet and spoken-word performer, shares:

On Boggans — How can such a simple life be a truly satisfying one?

On Clurichaun — They know how to party, but they need help directing their passions. A fight's only as good as the kissing and making up after.

On Eshu — Their keen minds and quick wit make them lively companions. Talking with them for hours can be as pleasurable as a fine meal.

On Nockers — Such dedication to their work is admirable, but all work and no play makes nockers dull company.

On Piskies — So sweet and innocent. Cover their eyes before they see something naughty.

On Pooka — They have their uses, but their pranks are crude and they always seem torn between their fae and animal natures.

On Redcaps — Their passions are too dark and frightening.

On Selkies — Melancholy and untouchable, but so beautiful. If only they would stay and play so I could learn more.

On Arcadian Sidhe — The world of the nobles revolves around intrigue and political gain. They need to find a way to enjoy the world around them. Someone so beautiful should never want for passion.

On Autumn Sidhe — They embody some of the best aspects of this stately kith, but they still need to loosen up a bit more.

On Sluagh — They wear sadness like a veil, always separated from the carnal joys the world can offer them.

On Trolls — Loyalty beyond measure, honor above all else, but even these stalwart fae give themselves permission to indulge in food or drink every once in a while.

Selkies

"The sea is calling to me my love, and I must heed its call. I will return… one day… I promise."

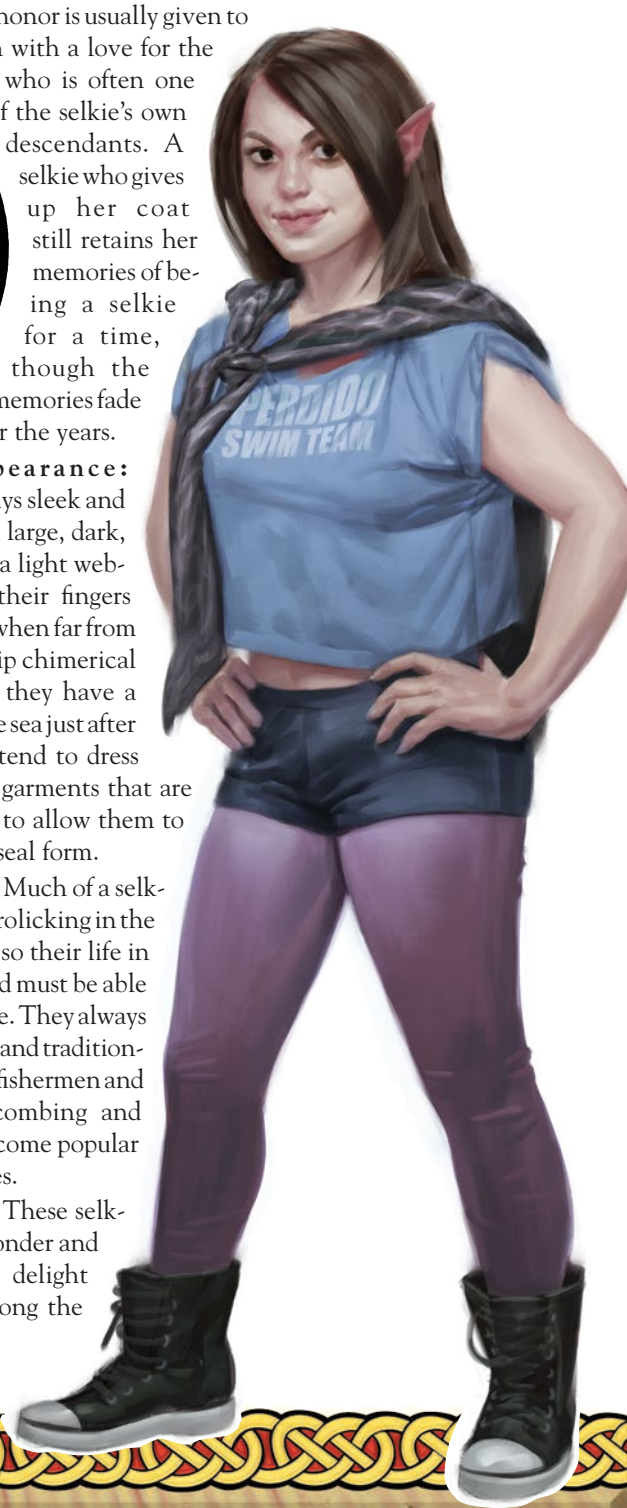
Selkies are both seal and human, and are creatures of contradiction, at once playful and practical, shy and outspoken, loving and distant. They fall deeply in love, spending nearly every waking minute with their beloved and then disappearing to spend long months frolicking in the sea. They may be the life of the party, talking and dancing with everyone, but they can just as quickly become secretive and reclusive. Perhaps it is their intimate connection with their seal coat, and the need to keep it safe at all costs, that causes them to keep a certain amount of distance and prevents them from ever truly trusting another.



Sailors, dreams of lost loves and broken hearts, and all of those who have lost a loved one to the sea gave birth to the selkie. The sea gives and the sea takes away. Anyone who has lived along the coast can attest to the wonders the sea gives to us: delicious seafood, beautiful shells, and the delights of swimming and sailing. But the sea is fickle, and where one day it gives us pleasure, the next it drowns a loved one or sends terrible waves that destroy homes and property. Those who truly love the sea describe an inexorable pull that pulls them back just as surely as the undertow pulls under the unwary swimmer.

A selkie's skin contains her faerie essence and her Glamour — it is what makes her fae. Selkies are skinchangers, so unlike pooka or other shapeshifters such as werewolves, a selkie must physically wear her skin in order to change form. In order to take human form again she removes her skin. If a selkie's skin is lost or stolen, she cannot use her faerie magic until she regains it. If the skin is destroyed, the selkie's faerie self dies along with it (see below), though fortunately a selkie's skin is quite difficult to destroy. The mortal seeming of a selkie's skin can take many forms. Some appear to be traditional seal skins, though they can also appear to be wet suits, long coats, or any other item of apparel. When a selkie is not wearing or touching her coat she does not have access to any of her faerie abilities. This includes her Birthrights as well as the ability to cast cantrips. She does, however, retain all of her faerie memories; she is still a changeling, just a greatly weakened one.

Selkies do not undergo Chysalis in the manner of other changelings. When a selkie dies, or is near death, her skin is passed on to another human with selkie blood running through her veins. This honor is usually given to a Kinain with a love for the sea, who is often one of the selkie's own descendants. A selkie who gives up her coat still retains her memories of being a selkie for a time, though the memories fade over the years.



Appearance: Selkies are always sleek and attractive, with large, dark, liquid eyes and a light webbing between their fingers and toes. Even when far from the sea, they drip chimerical salt water, and they have a faint scent of the sea just after a storm. They tend to dress in loose-fitting garments that are easily removed to allow them to return to their seal form.

Lifestyles: Much of a selkie's life is spent frolicking in the waves as a seal, so their life in the mortal world must be able to accommodate. They always live near the sea and traditionally take jobs as fishermen and sailors. Beachcombing and surfing have become popular in modern times.

Childling: These selkies are full of wonder and joy. They take delight in frolicking along the

beaches and shorelines, sometimes taunting mortals. They care little for the doldrums of day-to-day life and view every day as an adventure. Childling selkies have less of the deep-seated sadness that more mature members of the kith display, but they are prone to poetical and whimsical displays of passion.

Wilder: Selkies in their wilder stage travel the coastlines in search of new friends and new experiences. The often have romantic relations with those they encounter, though unlike satyrs these tend not to be one-night stands, but rather deep relationships — at least until the selkie hears the call of the waves and must move on.

Grump: Rare among selkies, they enter this stage when they feel the encroachment of Banality. They use this time to tidy up affairs and ready themselves to pass on the seal skin to another. Grumps can be found spending their days sunning on the rocks, enjoying the sound of the pounding waves. They often undertake one last adventure before succumbing to Banality.

Affinity: Nature

Revelry: The ocean is the center of a selkie's existence, and everything to do with the sea gives them joy. Selkies often experience Revelry by swimming in the ocean, though they can also do so by spending time with lovers and indulging in deep, sad, and tempestuous passions.

Unleashing: Mists, the scent of the sea, and the sound of crashing waves often accompany selkie cantrips. Sometimes pools of saltwater are left in their wake.

Birthrights

Seal Form: Selkies can take the form of a sea or sea lion at will. They must be wrapped in their seal coat and touching (though not necessarily immersed) in sea water for this to occur.

Ocean's Grace: Selkies reduce the difficulty for all rolls involving Dexterity by two while in the water. This applies either in human or seal form. Also, they can never botch a Swimming roll. Finally, selkies can hold their breath for hours, whether in water or out of it.

Frailty

Seal Coat: A selkie's coat is his greatest weakness. If it is destroyed, his fae self is destroyed forever. Fortunately, seal coats are difficult to destroy. They are resistant to fire and require a successful Strength roll (difficulty 9) to damage, and at least three successes are needed to tear it in half. Casual contact with flame does not damage it and small rips and punctures heal over time. The coat is only considered to be destroyed if it is completely burned, or shredded with cold iron.

Stereotypes

Genesis Bell, a selkie painter, expresses her feelings:

On Boggans — Friendly enough folk, and skilled crafters, but they gossip more than fishmongers. A person's secrets should be their own.

On Clurichaun — Our landlocked cousins share some of our tastes for earthly delights, though in different ways.

On Eshu — Wonderful storytellers and they have seen much of the world. But very few of them have witnessed the wonders of the sea kingdoms!

On Nockers — They can fix just about anything, but it's not worth putting up with their bad attitudes.

On Piskies — They have the insight of children, but also the temperament.

On Pooka — They're shapeshifters. We're skin changers. There's a difference.

On Redcaps — Sharks that walk on two legs. Trust them at your own peril.

On Satyrs — For all their passion, they know nothing of true love or romance.

On Arcadian Sidhe — They can have their fiefs and kingdoms. We have the sea.

On Autumn Sidhe — They too are gifted with great beauty, but they wield their allure like a weapon.

On Sluagh — I swear I saw one of them scuttling along the sea bed like a crab. That can't be right.

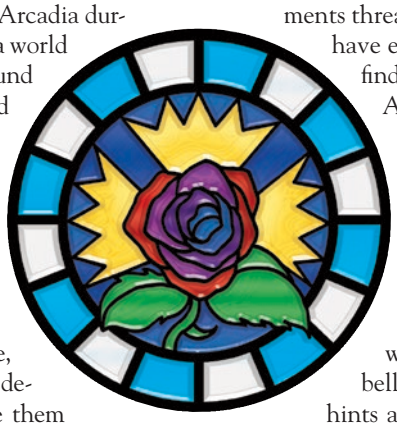
On Trolls — They have a strong sense of honor. Too bad most of them are under the yoke of the sidhe.

SIDHE

(Arcadian)

"You think nobility a privilege, and you envy and resent us for it, but you cannot see that it is also a burden few would truly wish to bear."

The commoner kiths were long ago trapped in the mortal world, left behind in Concordia while the nobles fled to Arcadia during the Shattering. When the sidhe emerged from Arcadia during the Resurgence, they expected to return to a world similar to the one they left behind. What they found was drastically different. The commoners had actually thrived without them, developing their own leadership or eschewing it all together.



This first generation of returned Arcadian sidhe struggled to once again become a part of Concordia. They were a fragile race compared to the commoner kiths, more prone to the ravages of Banality and too reliant upon old customs. Arcadian sidhe were capricious and often volatile, with wildly fluctuating moods and fits of deep depression, which only served to further alienate them from the commoners. Some sidhe attempted to overcome this by retreating deep into the Legacies. The hopeful idealism of the Seelie sidhe became almost manic, while the darker Unseelie sidhe sank into the depths of depravity and corruption. Their loss of dominance left them desperate and frightened, and as they saw themselves becoming more obsolete, they also become more ruthless.

When the Evanescence brought a new wave of Arcadian sidhe to Concordia, more turmoil followed. Some of these houses adjusted quickly to their new lives, but others held more extreme views about their role in relation to commoners and humans, which caused further divisiveness. The Arcadian sidhe's grabs for power gave way to betrayal, bloodshed, and finally war. Instead of using their time to find new ways to adapt to life in Concordia, the sidhe have doggedly held on to the fantasy that they could restore the great fae society they continue to believe they rightfully rule.

The houses returning in the Resurgence have had almost half a century to reestablish dominance and adjust to the new technologies and politics of the mortal world, while those who returned in the Evanescence have still had more than a decade. On the whole, Arcadian sidhe have begun to adjust. Sidhe continue to return to Concordia, slowly trickling in through trods temporarily opened by Glimmers. They have some advantages over the first two waves of Arcadian sidhe to return, as many of the old traditions and courts have already been restored, and a new balance of power has been established with the commoners. These latecomers haven't suffered the same culture shock as their predecessors.

In the wake of the Evanescence, many Arcadian sidhe closed ranks, consolidating power in their freeholds again in a way they hadn't since the Resurgence. Class tensions, which had eased somewhat in the 1990s, intensified. New social and political movements threaten the power and security the Arcadian sidhe have established in Concordia, and they increasingly find themselves being unfavorably compared to the Autumn sidhe.

Appearance: Sidhe resemble humans, but are more beautiful and flawless than any human could be. Their features are even and balanced, from their large eyes of striking colors like silver and amethyst to the tapered points of their ears. They stand tall and slender, their hair shining and silken, often brightly colored. They walk with grace and a noble bearing, and the golden bells of their laughter carry a hidden sadness that hints at the constant pain of being severed from the Dreaming. They dress, almost without exception, in the finest materials, or in chimerical gowns that defy the laws of physics.

Lifestyles: The sidhe typically hold positions of power in both the fae and mortal worlds. Used to reigning over their vassals and commanding fiefdoms, sidhe apply these skills with precision in the mortal realms of business and politics. They shine on film and stage when they turn their interest to these pursuits. In the rare case where money and luxury do not come easily to the sidhe, their bitterness often drives them towards the Unseelie Court.

Childling: Beautiful and ethereal, sidhe childlings are inheritors of great privilege. Like mortal children whose every desire is met, they can easily become spoilt. They learn courtly ways early, which often helps to channel their entitlement into grace and dignity, but some childlings still experience an insatiable hunger for more, throwing magnificent tantrums when they cannot have their way.

Wilder: Sidhe wilders play a more significant role in governance. They are carefully schooled in chivalry, courtly behavior, and in the obligations a noble has to her vassals and the lands over which she reigns. At best, sidhe wilders exhibit overconfidence and a slightly inflated sense of grandeur; at worst, they become enmeshed in the deception and intrigue of politics, learning to manipulate others to their advantage. Arcadian sidhe sometimes struggle with humility in their wilder seeming. They must learn that respect must first be given in order to be received.

Grump: Sidhe grumps are dignity and nobility embodied. They fully embrace their obligations and expect obeisance and loyalty in return. A wise grump runs her fiefdom with grace and dignity,

giving the commoners a voice and helping maintain the balance between Bedlam and Banality. A grump who has been seduced by his own power can lead his people to ruin, inviting chaos into his court. In their later years, the weight of memories of the exile presses down upon the sidhe, sending them deeper into their Legacies and causing them to lose touch with the mortal world.

Affinity: Time

Revelry: Arcadian sidhe see themselves as the purest embodiment of the Dreaming. As such, they gather Glamour through inspiring adoration and admiration in others. Attending a party and simply being visible, performing in public (whether or not the performance is actually *good*), and acting in some leadership capacity are all possibilities.

Unleashing: Seelie cantrips are accompanied by a shimmering aura of light (or darkness, for the Unseelie) too beautiful and painful to look at directly. The sidhe appears bedecked in full courtly regalia, and those who witness her unleashing may briefly feel as though they are standing in the halls of a great palace they almost remember, before it finally dissipates into a lingering sense of bittersweet nostalgia.



Birthrights

Unearthly Beauty — Sidhe stand out in a crowd due to their beauty and regal bearing. Sidhe receive two additional dots of Appearance, even if this brings that rating above 5. When they invoke the Wyrd (p. 259), this beauty becomes overpowering. If a sidhe invokes the Wyrd in the presence of a character, the player must roll Willpower (difficulty 8). If that roll fails, the character can only stare in awestruck wonder at the sidhe for one turn for each dot of the sidhe's Appearance.

Noble Bearing — Sidhe carry a quiet dignity at all times. Cantrips designed to humiliate them or make them look foolish automatically fail (that does not prevent cantrips from harming them, of course, they just don't lose their poise when it happens). Sidhe cannot botch Etiquette or Politics rolls.

Frailty

Curse of Banality — While the commoner kiths have learned to make their peace with the mortal world and live within it, the Arcadian sidhe still live with their minds and hearts in the Dreaming. As such, they are even more susceptible to Banality. Each point of Banality a sidhe would receive becomes two.

Stereotypes

Countess Regan ferch Cwenthryth, a sidhe noble of House Eiluned, declares:

On Boggans — Honest and reliable, their service is always welcome, but their tendency towards gossip means watching your tongue at every turn.

On Clurichaun — Their fantasy of forging bonds through base violence rings almost as false as their tall tales.

On Eshu — They style themselves the "princes of the road," a great offense, yet the court would seem empty without their tales.

On Nockers — A necessary frustration. Their curtness can be forgiven in light of their unmatchable skills.

On Piskies — Tremendously useful and occasionally even trustworthy, but beware what you allow them to slip into their pockets. You may never see it again.

On Pooka — Of all the Kithain, they are the most vexatious, for no matter how many times they fail to make fools of us, they always try their juvenile pranks again.

On Redcaps — The Unseelie among us may value their services as henchmen, but they are loyal to nothing but their hunger.

On Satyrs — We have all had our dalliances in our youth, but the great folly would be to place too much importance on their opinions.

On Selkies — Who are these strange creatures? I barely remember them from the Dreaming.

On Autumn Sidhe — Of course, being left behind in the cold affected them deeply, but must they be so very *common*? It's almost as if they believe they're better than us, simply because they stayed.

On Sluagh — What they know is invaluable, but can you really be certain they are sharing their knowledge with you alone?

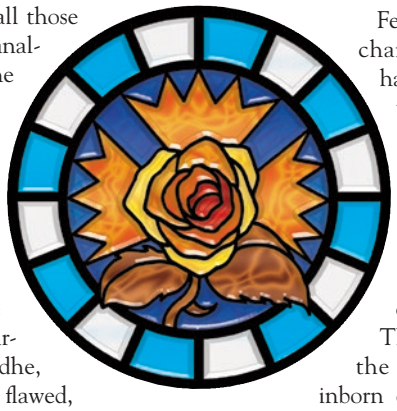
On Trolls — The most faithful of subjects. The loyalty and fidelity of this kith make them a staple at court. Their allegiance lasts generations, or so I'm told.

SIDHE

(Autumn)

"You may think that all of us fled when the gates closed, but we have built and toiled shoulder to shoulder with the commoners. We have earned our right to rule."

Fae history talks about the Shattering, when the gates to Arcadia slammed shut and the sidhe fled Concordia, leaving the commoners behind. When those gates reopened on July 20, 1969, the sidhe that returned to the mortal world thought that all those nobles left behind perished in the cold winds of Banality. They thought they were the only members of the Shining Host in the mortal world. They were wrong.

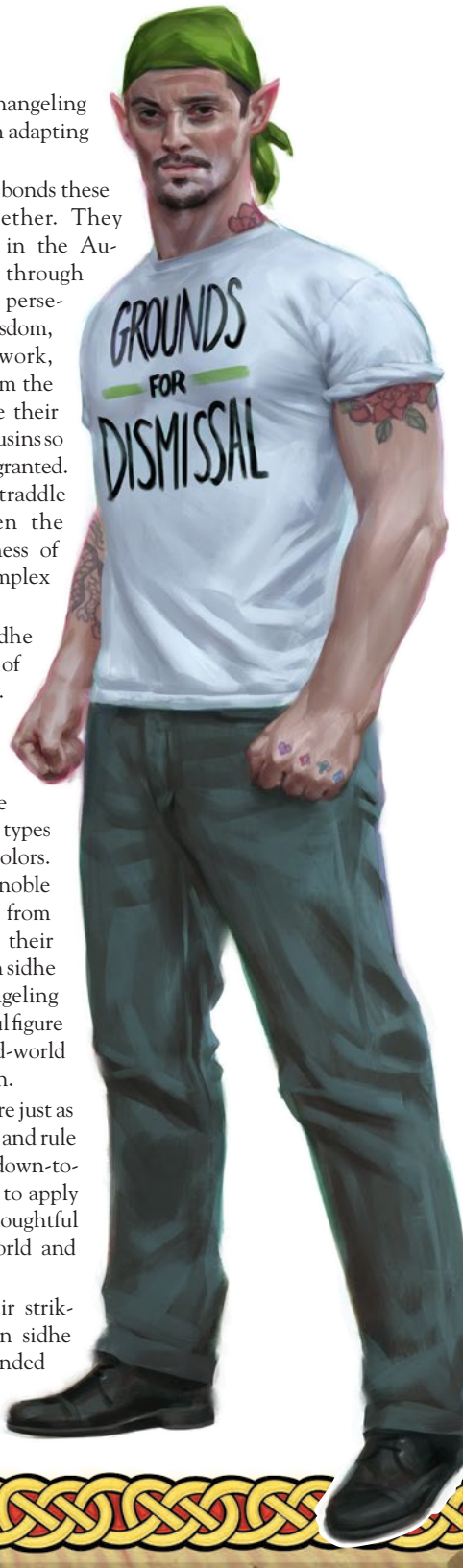


Nobles from Houses Scathach and Liam chose to remain behind and take on the Changeling Way so as to survive the harsh centuries of Banality. Upon the Shining Host's return, these sidhe of the mortal world emerged to greet their Arcadian cousins and offer assistance in adjusting to their new circumstances. Instead of being accepted, the sidhe of the mortal world were greeted by the Arcadians with distrust and fear. Dubbed Autumn sidhe, they were judged by many Arcadian nobles to be flawed, tainted by their long centuries of death and rebirth. In return, Autumn sidhe embraced the name with pride and became the shining examples of the synergy between true fae brilliance and the perfection of the mortal condition.

Autumn sidhe are markedly different than their Arcadian counterparts. While Arcadian sidhe are noted for their inhuman splendor, the grace and power of an Autumn sidhe lies in her more down-to-earth beauty. Autumn sidhe appear to be the pinnacle of human beauty with all its foibles, oddities, and asymmetry. These sidhe are stunning in a human way that makes them more approachable and understandable than the alien glory of the Arcadians. Being born and raised in the mortal world also gives these sidhe the grounded perspective their cousins lack. Autumns believe they are not owed power only through *noblesse oblige*, but by right of their time facing the Autumn world side by side with the commoners. That does not mean that they are always accepted by the commoners, and often find themselves trapped between the disdain of their fellow sidhe and the distrust of the commoners they wish to embrace.

The Autumn sidhe have a significant advantage to their Arcadian brethren in their understanding of the mortal world. Autumn sidhe are more in touch not only with the needs of the commoners but with mortal society and technology, giving them an edge when maneuvering through culture, industry, business, and society. Their sidhe beauty is seen as the pinnacle of human charm, charisma, and affability, a benefit that opens many doors for them in the mortal world. It's not unusual for Autumn sidhe to gain celebrity status easily, and mortals flock to them. Despite their grounding in the mortal world, the Autumn sidhe are as powerful as any of their cousins and are not to be underestimated. In fact, their success in merging with the rest of the changeling population and modern society has convinced many Arcadian sidhe to take up the Changeling Way to join the Autumn sidhe in adapting to the mortal world.

Ferocious pride bonds these changelings together. They have survived in the Autumn world through dedication, perseverance, wisdom, and hard work, earning them the right to rule their Arcadian cousins so often take for granted. These sidhe straddle the line between the inborn otherworldliness of Arcadia and the earthy, complex beauty of mankind.



Appearance: Autumn sidhe have been changed by the act of taking on the Changeling Way. Not as flawless as Arcadian sidhe, these changelings instead embody the wild beauty of human complexity. Their features may be asymmetrical, their bodies of all types and sizes, their eyes all possible colors. Yet Autumns walk with the same noble bearing, their power apparent from the tips of their pointed ears to their impossibly graceful feet. Autumn sidhe dress as they like to fit their changeling lifestyle, always cutting a beautiful figure among the fae, a mixture of old-world beauty and stylish new evolution.

Lifestyles: Autumn sidhe are just as dedicated to the notion of power and rule as the Arcadians, but in a more down-to-earth way. They are more likely to apply their skills as organizers and thoughtful leaders, grounded in mortal world and commoner concerns alike.

Childling: Marked by their striking beauty and charm, Autumn sidhe childlings are constantly reminded that though they are privileged,

they are born to responsibility. Schooled in the ways of the court, an Autumn childling is often taught to roll up her sleeves and pitch in to earn her power. Those early lessons in humility can often temper a childling's knack for haughtiness, though they can also breed resentment and rebellion.

Wilder: When an Autumn sidhe becomes a wilder, she enters the world of court and governance alongside her Arcadian counterparts. Armed with the lessons of her childling years, the Autumn is taught not only the rules of the nobility, but is urged to keep good contact with the commoners and to maintain a connection to the mortal world. This can lead to a delicate balancing act for the wilder, who can become overwhelmed by the pressure or flip back and forth from one extreme to another in search of her place in the world.

Grump: An Autumn grump has walked the balance of the wilder years and come out a grounded noble, full of grace and hard-earned experience. She has embraced her inherent power and tempered it with thoughtful consideration for the changed mortal world around her. The best grumps lead by example in the battle to maintain the spark of Glamour in an ever-colder Autumn world. Those who lose themselves to Banality are too soon Undone, while those who hide away in their freeholds lose sight of the mortal world and sink further into Bedlam.

Affinity: Fae

Revelry: Autumn sidhe find inspiration among those thoughtful leaders and creators who search for new solutions and think outside the box. They breathe in the energy and power of creative problem solving and drink in the Glamour of someone reveling in their true potential unleashed.

Unleashing: Autumn sidhe unleash their cantrips in passionate waves of Glamour, tied deeply to their personalities and the mortal world around them. Each Autumn's Unleashings are as unique as a fingerprint, easily recognizable as their own. Seelie Autumns may let loose beautiful music, cleanse the dirt from around them, or cause rosy lights to dance. Those Unseelie Autumn, on the other hand, can cause rot to erupt along stone walls or cracks to appear in sidewalks, or call up blustering winds to batter those around them. Much like their Arcadian counterparts, Autumn sidhe unleash their cantrips in waves or bursts of light if they are Seelie, or else a terrible darkness if they are Unseelie, terrifying to behold.

Birthrights

Unearthly Beauty — Sidhe stand out in a crowd due to their beauty and regal bearing. Sidhe receive two additional dots of Appearance, even if this brings that rating above 5. When they invoke the Wyrd (p. 259), this beauty becomes overpowering. If a sidhe invokes the Wyrd in the presence of a character, the player must roll Willpower (difficulty 8). If that roll fails, the character can only stare in awestruck wonder at the sidhe for one turn for each dot of the sidhe's Appearance.

Noble Bearing — Sidhe carry a quiet dignity at all times. Cantrips designed to humiliate them or make them look foolish automatically fail (that does not prevent cantrips from harming them, of course, they just don't lose their poise when it happens). Sidhe cannot botch Etiquette or Politics rolls.

Frailty

Adoration — Autumn sidhe are better with mortals than their Arcadian cousins, but that carries problems of its own. Any time an Autumn sidhe successfully enchants or even meaningfully interacts with a mortal (successful use of Intimidation, Expression, Leadership, etc.), the Storyteller should roll the mortal's Willpower against a difficulty of the sidhe's Glamour rating. Failure means that the mortal takes an extra interest in the sidhe, which can manifest as anything from persistently offering favors or discounts to asking personal questions or sharing unwelcome confidences, or even asking for pictures or autographs. It also means the mortal has no trouble remembering every word and detail of the interaction, which can be a problem for sidhe trying to remain inconspicuous. A botch on the roll indicates the mortal either develops an unhealthy fascination with the sidhe in the case of a positive interaction, or an obsessive hatred in response to a negative one.

Stereotypes

Sir Lelio, a sidhe barista, explains:

On Boggans — A household with a Boggan at the helm won't ever fail or fall apart. Just watch your tone. Insult their work and you'll never find your shoes again.

On Clurichaun — In rage or sadness, the clurichaun reminds us about the glory we lost. But let's be fair, as a whole, they're one big hot mess.

On Eshu — Some might be insulted to hear the eshu call themselves nobles; we're not bothered. You'd be an idiot not to recognize the power of stories, and those that spin 'em.

On Nockers — Power means a lot of different things to different people. The power of a nocker is in their harnessed creativity. You put up with the foulness that comes with their genius.

On Piskies — It is unusual to see true wonder cherished and kept for so long in a lifetime. Pretend not to notice when they steal trinkets.

On Pooka — The pooka remind us not to take ourselves too seriously. What's the point of being dignified all the time if it means giving away your joy?

On Redcaps — Beauty and grace have their place, and so do terror and voraciousness. The Unseelie treat them as thugs, but mistake crudeness for stupidity at your own risk.

On Satyrs — You can get lost in a satyr's smile, and he'll promise you the stars with a song. They'll remind you about the beauty in life even in the most desperate of times.

On Selkies —If you anger one, never swim again.

On Arcadian Sidhe — Our noble cousins forgot that greatness is earned, not inherited. We've done the hard work. Let's see them do the same.

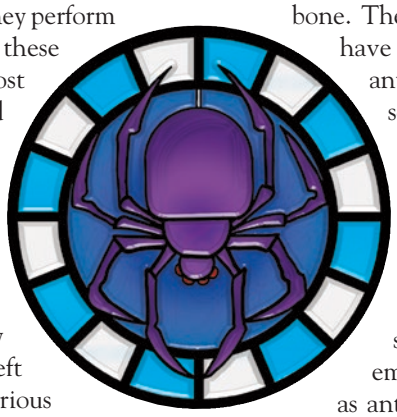
On Sluagh — Garner their trust and you'll know any secret you need. Lose that trust and you'll end up regretting your rebirth.

On Trolls — Everyone says that trolls make the most stalwart allies; without trolls, the very backbone of the changeling world would collapse.

SLUAGH

"I know many secrets… the secrets of the living and of the dead… and maybe even some of yours."

Dark and mysterious, the sluagh are little understood, and truth be told, they prefer it that way. Many call them the underfolk, and rumors persist of vast catacombs where they perform hideous rituals of sacrifice and carnage, but these are just wild suppositions… at least for the most part. Some do make their homes in abandoned tunnels and sewers beneath the city streets, but most sluagh prefer crumbling Victorian mansions or ancient stone buildings. They are alternately mistrusted and feared, taunted and ignored. The sluagh ignore the taunts and indignations and go about their business of collecting secrets and lost lore. They are by their very nature collectors, gathering things left behind and thrown away — broken toys, curious knickknacks, ancient manuscripts, worm-eaten books, and discarded correspondences are all fodder for the sluagh's thirst for knowledge. Outsiders are often mystified by the sluagh's penchant for collecting these apparently useless things, but then again, perversity is the sluagh's trademark.



Mortals have always feared the dark and the slithery things that live beneath the earth. Perhaps the only thing humans fear more than the dark is the dead. Death and decay are reminders that we all must one day return to the soil. It is from these dreams or, perhaps more accurately, nightmares, that sluagh are born.

While it is true that sluagh prefer the quiet and spending time alone, some of the more adventurous sluagh do spend time in the surface courts, usually loitering around the edges. They have also been known to cultivate friendships with changelings and other beings, and even enter into oathbonds or join motleys. They also go out of their way to aid or protect an outsider who shows them respect or friendship. Still, even sluagh who find a clique they can trust need to have a secret place to which they can retreat.

Their penchant for pursing secrets often takes sluagh to dark and mysterious places. Of the Kithain, they are among the most likely to interact with other supernatural beings, especially vampires and wraiths. They often find acceptance among these others that they cannot find among the Kithain, and much lost lore and many secrets can be learned from them.

Appearance: Sluagh are slender and pale and move in an unsettling manner, as if they have cartilage rather than bone. They lack teeth, their lips are black, and they have small, tired-looking eyes. They rarely look anyone in the eye, instead usually staring off at something that no one else can see. The scent of the grave lingers about them like a heavy perfume. They favor antique clothing, usually black and always ornate.

Lifestyles: Hermits and recluses by nature, sluagh do not fit in well with mortal society. They struggle to find a means to survive. The most civilized of their kind find employment in book stores, occult shops, and as antique dealers. The rest eke out an existence in sewers and abandoned buildings. They are shy, yet territorial, adhering to extensive codes and rules of etiquette that are unfathomable to other Kithain.

Childling: These sluagh are in awe of the sunlit world, yet they fear it as well. They are intensely curious about those who live in the light and can be found lurking in the shadows, watching and listening. They only rarely leave the darkness, and when they do they usually find one changeling to whom they cling. They enjoy gathering in small groups, whispering for hours, and sharing secrets and stories.

Wilder: Wilder sluagh are always digging, scratching, and searching for lost and forgotten lore. They haunt libraries and delve into ancient ruins, ever seeking new tidbits of knowledge. Most of a wilder's time is devoted to the uncovering of hidden wisdom and secrets. Wilders are the most sociable of the sluagh, though this is not saying much, and are the most likely to be found out and in the company of other changelings, but even then it is most often because they are hoping to uncover some dark secret. However, it is not uncommon for wilders to form friendships with other fae and even spend a great deal of time with them.

Grump: Holders of many dark secrets, grumps cling onto their knowledge with a death-like grip. Convincing a grump to leave her lair is no easy task. They prefer dark places where they can pore over their libraries of ancient and forgotten manuscripts and examine their collection, constantly arranging and rearranging these treasures.

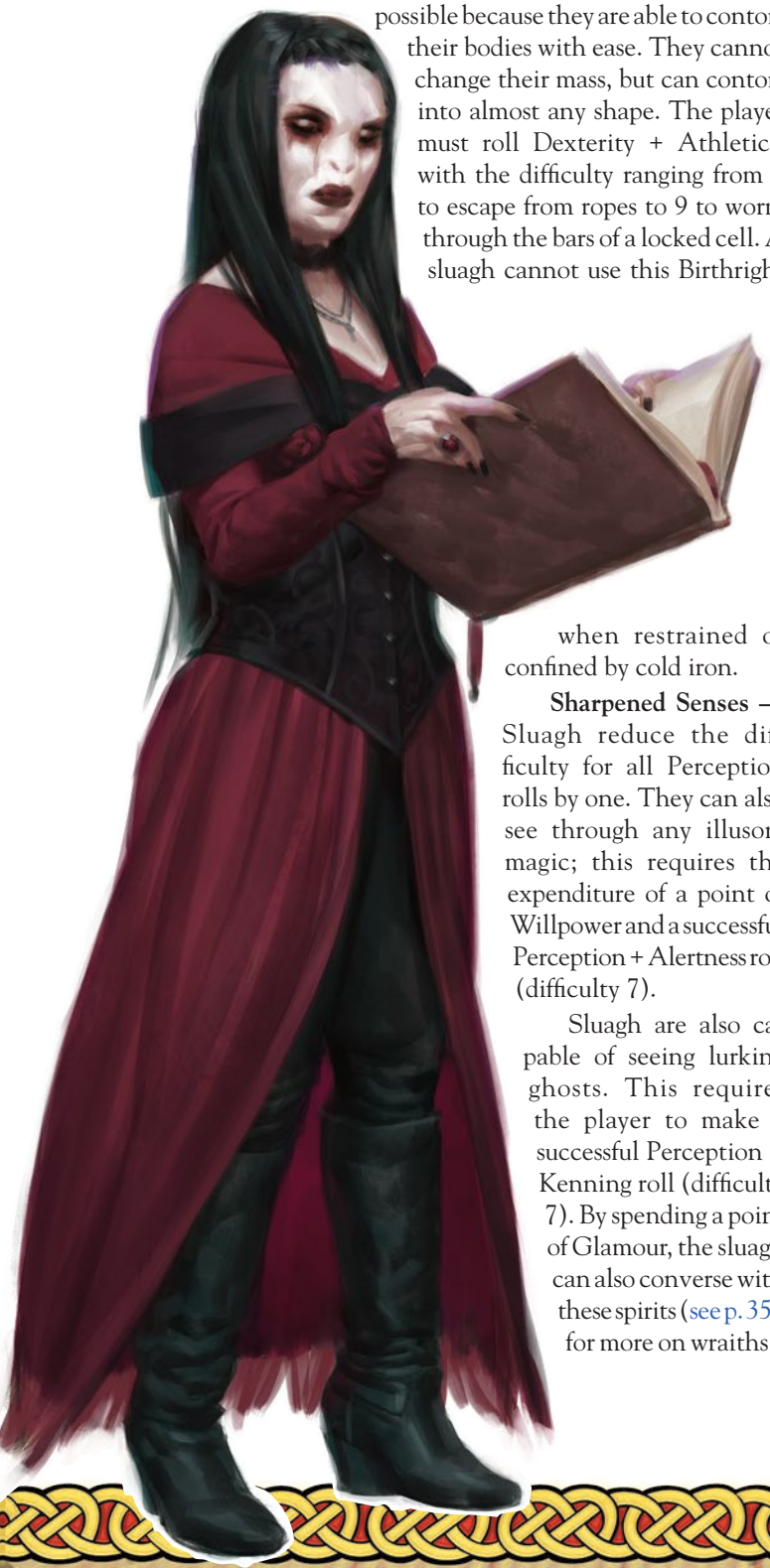
Affinity: Prop

Revelry: Sluagh find Revelry in slinking through forbidden tunnels, learning new secrets, and otherwise playing to their reputation as scholars and recluses. A little-known fact about sluagh, though, is that they also regain Glamour for scaring wicked or selfish people "straight" — the dreams that spawned them were cautionary tales of the things in the dark.

Unleashing: Silvery wisps of chimerical spider webs often accompany cantrips cast by the sluagh. The pungent scent of grave mold or the reek of rotting flesh is also common.

Birthrights

Squirm — Confining or restraining a sluagh is almost impossible because they are able to contort their bodies with ease. They cannot change their mass, but can contort into almost any shape. The player must roll Dexterity + Athletics, with the difficulty ranging from 6 to escape from ropes to 9 to worm through the bars of a locked cell. A sluagh cannot use this Birthright when restrained or confined by cold iron.



Sharpened Senses — Sluagh reduce the difficulty for all Perception rolls by one. They can also see through any illusory magic; this requires the expenditure of a point of Willpower and a successful Perception + Alertness roll (difficulty 7).

Sluagh are also capable of seeing lurking ghosts. This requires the player to make a successful Perception + Kenning roll (difficulty 7). By spending a point of Glamour, the sluagh can also converse with these spirits (see p. 352 for more on wraiths).

Frailty

Curse of Silence — No matter how hard they try, Sluagh cannot speak above a whisper. Even a scream only comes out as a soft sigh. They are very awkward in social situations and must add two to the difficulty of any Social rolls when interacting with anyone other than other sluagh.

Stereotypes

Elsa Mandrake, a sluagh lorekeeper, mutters:

On Boggans — Their talent for picking up secrets is admirable. If you want to learn the secrets of court, talk to the boggan chef, not the sidhe courtier.

On Clurichaun — They bury their anguish in violence and ale. Harken to their stories and you will hear their truth.

On Eshu — Travelers and storytellers. Their stories are light and life and contain much wisdom. They also always manage to find their way into our private rooms, damn it all.

On Nockers — Wonderful artisans. They are so terribly insecure though.

On Piskies — I find a light coating of poison ivy oil deters their tendency to steal.

On Pooka — They find truth through lies. They hide truth behind pranks and foolishness.

On Redcaps — Theirs is a bloody, base kind of terror. I know secrets that would turn their bones to jelly.

On Satyrs — Like many mortals, they are loud in their revels because they fear silence.

On Selkies — A restless and tragic people, torn between two worlds — they will never be whole. No matter how close they grow to someone on land, the sea always calls.

On Arcadian Sidhe —They try to hold onto the reins of control even harder than their Autumn cousins. The harder they pull, the more it will slip through their fingers.

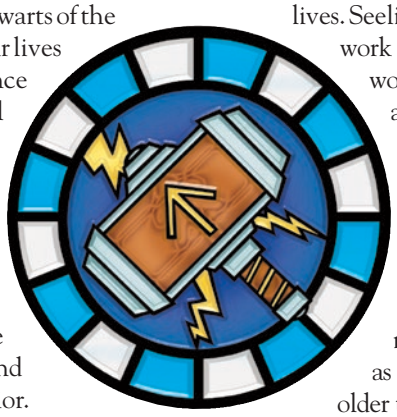
On Autumn Sidhe — They believe they have control, but it's all a facade... crumbling even as they try to hold onto it.

On Trolls — So stoic and strong. They harbor a deep, hidden pain. Their pain is different than ours, but it is something that we understand.

Trolls

"Draw your blade. Call your friends. Bring ax, sword, bullets. I'm not moving."

Honor. Duty. Strength. Vigilance. These are the cornerstones of the life of every troll. Born of the dreams of warriors and guardians, trolls are the dauntless and dedicated stalwarts of the fae courts. Honest to a fault, trolls dedicate their lives to the service and protection of other fae. Once she takes an oath to support someone, a troll will go to any lengths to protect her charge. That dedication is the most fundamental part of a troll's being, so much that if a troll breaks that word she begins to sicken until she has redeemed herself from dishonor. Patient, chivalrous, and dependable, many see these "giants" as naive and too trusting. Yet anyone who betrays a troll discovers the violence and rage that lurks beneath that restrained exterior.



Powerful, impressive, and handsome in their mortal forms, the bravery of Seelie trolls is legendary. Trolls are also dedicated to chivalry and courtesy, using formal titles and following courtly rules as a matter of course. Legend says that trolls were once the first nobles until they lost a great war to the sidhe and bowed a knee in fealty. Now they uphold the courtly life, preferring simple living and recognition for their fidelity as reward enough for their service.

Still, even the stoicism of a troll has a limit. Trolls are stubborn and resist change, and though they are slow to anger, their tempers can explode if their honor is impugned. Push a troll long enough, and she may begin to descend into her Unseelie side. Trolls resist this slide into their darker nature, as Unseelie trolls are largely mistrusted and avoided by other changelings. Knowing all this is what makes other kiths look at the trolls and their dedication to honor with admiration. In resisting their darker halves, trolls are the bedrock of a freehold, staunch defenders of fae society and its often uncertain future.

Appearance: Though trolls range in appearance, they have one thing in common: they're large. Ranging from seven to nine feet tall, these Seelie giants have thick hair, slate-gray skin and pale blue or green eyes. Every troll sports a pair of ridged horns that sprout from their foreheads, and prefer warrior garb, often in Nordic styles. Unseelie trolls are terrifying dark shadows of their Seelie brethren, sporting greenish skin, thicker, more brutish features, and a generally wild, unkempt appearance.

Lifestyles: The natural athleticism and strength of a troll gives them plenty of opportunities for employment in their mortal lives. Seelie trolls choose Spartan lifestyles and enjoy hard work in professions that allow them to serve. Police work, professional sports, or even private security are perfect opportunities for a troll. Unseelie trolls often find employment in criminal enterprises as ruthless knee breakers, corrupt police officials, or uncaring bodyguards.

Childling: Trolls at this stage of life are just learning the building blocks of what chivalry and honor mean. A troll's innate sense of fairness makes her earnest, if not sometimes stubborn, as a pupil. These childlings are often fostered to older trolls or nobles to learn more about their future place in the courtly system. Other childlings must be wary of violent outbursts as the young troll learns to control her temper.

Wilder: Once her feet are set upon the honorable path, a wilder troll goes out into the world to search for her purpose. A trolls at this stage will throw everything she has into a cause, sometimes even to the detriment of herself. It often falls to others to pull the troll back, or risk seeing the noblest of warriors fall to their Unseelie side.

Grump: A grump troll has weathered many storms and served as the rock upon which many endeavors were built. Trolls at this stage may become reclusive, focused on a single task they may serve while becoming more stubborn and set in their ways. These trolls recede back into their lairs, lured out only to complete their sworn tasks or else to impart the wisdom of an experienced warrior to those they deem worthy.

Affinity: Fae

Revelry: Trolls gain Glamour from tending to their oaths, but also from protecting and maintaining what they have. A troll might achieve Revelry in some very boggan-like ways: painting a house, tending a garden, or teaching her children. Trolls also find Revelry in feats of athleticism and battle. A troll in need of Glamour might challenge her motley to a game of football — her against the lot of them.

Unleashing: Cantrips cast by a troll come with a blast of cold arctic chill, a byproduct of her ancestry as a warrior of the northern places. Should one listen hard enough, one might hear the ring of steel on steel, or the cries of battle engaged by valorous trolls long dead.

Stereotypes

Gwynn Foster-Hale, a troll soccer mom, explains:

On Boggans — After battle, I want to return to a home, a hearth, and a hot meal. I protect a boggan and get all three? Wins all around.

On Clurichaun — All sound and sudden storm, and then they fold. Their sadness haunts all their kind and robs them of their strength.

On Eshu — You'll always find your way into a story when you're with an eshu. It's kind of gratifying.

On Nockers — Genius means they're allowed to gripe, but only a little.

On Piskies — Tiny, pesky creatures. Still, they hold innocence in their eyes we sometimes forget.

On Pooka — What's the point of talking if no one can believe you?

On Redcaps — The best they can do is bully me and take my arm off. What will they do when I keep coming?

On Satyrs — They claim there is wisdom in the bottom of their cups. They *claim*.

On Selkies — Slippery, playful, frivolous.

On Arcadian Sidhe — The truth of a leader's character is in looking at who they lead. I'll stand behind a sidhe that's an honorable leader. Otherwise, I'll look elsewhere.

On Autumn Sidhe — They stuck around to weather the storm with us. I won't forget that.

On Sluagh — Brilliant, but sometimes in the heat of the moment it's hard to hear the wisdom they're bringing to the table.

Birthrights

Titan's Power — A troll grows most in power when they're out fulfilling their duties. A troll gains an additional Bruised health level and dot of Strength when they take up their first oath, even if that takes the Trait above 5. Upon their second oath, the troll gains two extra dots of strength and two additional Bruised health levels (with a maximum total of nine health levels). See p. 264 for more on oaths.

Strong of Will and Body — When a troll is at her duty, nothing can stand in her way. A troll gets an extra two dice to rolls to resist being seduced, persuaded, or even magically commanded away from her cause. Trolls also cannot botch Athletics or Alertness rolls.

Frailty

Bond of Duty — A troll's integrity is as much a part of her as her strength of arms. Should a troll break an oath or sworn contract, she loses her Titan's Power Birthright and begins to sicken. The only way to regain her strength and vitality is to atone for her broken promise, which can involve fulfilling a new oath or making restitution to the aggrieved party. Because of how integral a troll's word is to her very being, a troll chooses her oaths — and those to whom she becomes oathbound — very carefully. Should a troll be betrayed, the player must roll Willpower (difficulty 8) to restrain the troll's rage. Should she fail, the troll attacks the betrayers until restrained by others or the player succeeds at another Willpower roll (difficulty 8); she can attempt this roll after a number of turns equal to the troll's Glamour.



Kith Creation

Changeling includes 13 "primary" kiths for players to choose from, plus several more "minor" kiths in Chapter Ten. In addition, players can take on the roles of the inanimae, the Nunnehi, and the Menehune. Surely that's enough options for players?

No, it's not. The kiths and Gallain presented in this book are extensive, but they don't begin to scratch the surface of the depth and variety of mythological beings that could conceivably count as Kithain, not to mention that players might come up with their own faerie beings. Hence, we present this section on creating new kiths.

Creating a new kith is a six-step process. It should involve the player creating the kith with the Storyteller — no point doing a lot of work on an amazing new kith if the Storyteller wants an all-boggan chronicle! Likewise, the Storyteller should tell the player up front if she has particular restrictions. For instance, she might decide that magic that affects time is the sole province of the Chronos Art, and therefore require that original kiths avoid Birthrights that include such magic.

Step One: Concept

First, conceptualize the kith. If you're taking inspiration from mythology, literature, film, or some other media, take some time to think about what it is about the presentation of the potential kith you find compelling. Is it the visual effects surrounding the character in film? The clever way they put nosy mortals in their place? You might feel that a fairy creature from a legend should, by rights, be represented in the world of **Changeling: The Dreaming**, without having a specific "hook" — that's fine, too! Try and nail down, though, your reasons for wanting to bring this new kith into the Dreaming.

The concept for your new kith doesn't have to be coherent, and it doesn't have to be playable or "balanced" or even include any mechanics at all, at this point. For now, just write down the things you think are awesome. If some things on the list contradict other things, that's perfectly acceptable. Dreams don't make sense without some greater context, most of the time, but they can be great inspiration.

Think of concept in terms of:

- **Appearance:** How does the kith appear, chimerically speaking? What nonhuman features does it have, if any? What challenges do those features suggest? Be careful of suggesting that all members of a kith belong to a particular ethnicity or nationality, but if the kith only has a few members, it's by no means unreasonable to suggest that they are concentrated in a given region.
- **Magic:** What kind of magic does the creature or being use in the inspirational stories or media? If you're making up this kith out of whole cloth, what kind of magical talent seems cool to you? Don't try and think in World of Darkness or **Changeling** terms yet, just note what the creature is capable of. If you're taking inspiration from a beach-dwelling being that can summon hurricanes, go ahead and write that down. Yes, a playable character probably can't summon such storms, but it'll give you a direction.
- **Dreams:** What kind of dreams inspired this being? Some Kithain resonate with nightmares, some with dreams of freedom and bliss, and some with dreams of a more carnal nature. Thinking about the dreams that led to this kith's genesis can influence Birthrights and Frailties, general temperament, and court predilection (no one says redcaps *have* to be Unseelie, for instance, but most of them are).
- **Human Life:** Remember that all Kithain begin life as human beings, and become changelings via the Chrysalis. What kinds of people might emerge from the Chrysalis belonging to this new kith?

Dreams Do Not Follow Rules

"A foolish consistency," wrote Emerson, "is the hobgoblin of little minds." The process that we set out here to create new kiths can, in most cases, be used to "reverse engineer" the existing kiths… but exceptions exist. The very last step in the kith creation process is not "make sure everything is perfectly balanced with regards to game mechanics and that no kith is more powerful than any other," but rather "make sure the kith represents your vision for it, and will be interesting and fun to play."

Throughout this process, please remember to mentally append "unless breaking this rule makes for a more interesting character" to anything that seems to apply as a blanket statement.

Step Two: Role in the Dreaming

The next step is to bring your new kith into the world of **Changeling: The Dreaming**. To do this, you need to think not only about the mythology behind the kith (or whatever you are using as inspiration), but how the kith will fit into the World of Darkness as a whole.

The first and probably most important question is: How long has this kith been around? If your inspiration is from mythology or folklore, it makes sense that the kith have some history. That doesn't mean that the changelings need to be especially numerous. They might be confined to a particular region, or have once been more common but stopped undergoing the Chrysalis until recently, for whatever reason. They might, however, be just as common as eshu, pooka, or any other kith — you just need to talk with your Storyteller and make sure that adding a new "core" kith into Kithain society isn't going to throw a wrench into the chronicle's works.

Look through the history of the Kithain (described in Chapter One), and imagine how the kith might have fit in. If the kith was around during the Accordance War, what role did it play? It's not reasonable to think that *every* member of the kith chose one side or the other, but you can draw some

general trends. Overall, was the kith loyalist? Did they side with the rebels? Did they, like the sidhe, reappear on Earth after a long absence and have to reintegrate, or were they right there alongside the commoner kiths during the Interregnum?

Think about the role the kith plays in changeling society, and what kind of reputation the members have. When changelings need something fixed, they seek out a nocker. If they needed to learn ancient, forbidden lore, they could do worse than a sluagh or eshu. What is this kith known for? In a game of **Changeling**, without allowing for concept or specifics, what would this kith *do*?

Consider this question on multiple levels: courts, freeholds, and motleys. Within the two courts, how does this kith approach the problem of obtaining Glamour, inspiring Dreamers, and the other sticking points between Seelie and Unseelie? Does the kith have a presence in the Shadow Court? For that matter, does it have a Thallain equivalent? (You may feel free to leave this question to the Storyteller and be surprised and horrified in play.)

In a freehold, what is the kith's function? Does the kith, on the whole, take part in the neo-feudalism of Kithain society, or, like the selkies, do they largely opt out? If the latter, why and how? More to the point, if they don't choose to take part in changeling society, what role is there for them to play in a chronicle?

Finally, within a motley, what social role do members of the kith fulfill? Sidhe can be leaders, but they can also be romantic figures. Trolls are strong, steady, and loyal. Pooka lie, yes, but they also make superb confidantes (as do boggans, for different reasons). Don't feel that your kith needs to find a completely new and untouched niche; that would be difficult anyway. Instead, think about how members of the kith interact with the others and try and find some interesting combinations.

Stereotypes

Looking at the kith writeups in the last chapter, you'll notice that each one has a set of stereotypes — what the given kith thinks of the others. These are obviously meant to portray generalities and broad strokes, with a bit of flavor. The piskey's stereotype of redcaps begins with "Avoid at all costs!" — but that doesn't mean that in *your* chronicle, the piskey and the redcap can't be friends. It just gives players a jumping-off point for their interactions.

You can make up these stereotypes, too. You don't need to write them down, necessarily, just think about how a member of your new kith would react when asked "what do you think about trolls?" At the same time, describe the kith — again, broad strokes — to a player in your troupe and ask what her character would think about this kith. The stereotypes can't hope to cover all the peculiarities, but they should contain at least a hint of truth and logic.

Step Three: Birthrights

All kiths have two Birthrights, chosen from three categories. When choosing and creating Birthrights, consider the following points:

Engaging the Mythology: Choose something about the existing mythology of the kith (if any) that interests and inspires you. You don't have to fit an entire myth into the kith — the existing **Changeling** kiths certainly don't! Consider the pooka, for instance; their Birthright allows them to change into a particular animal, but does not restrict them to black rabbits, goats, or horses, which would have been in keeping with many of the Irish folktales surrounding them. Likewise, the trolls of **Changeling: The Dreaming** aren't hideous or evil, but are strong and hardworking (note that the "hideous/evil" side of the kith does emerge in their Thallain counterparts, which is a perfectly acceptable tactic to take here).

Dealing with Mortals: Kithain come from the dreams of mortals. Boggans not only excel at performing household tasks, they enjoy doing it — it is, in a very real sense, what they were made to do. Think about the kinds of dreams that spawned the kith, and then consider how that might translate to a Birthright.

Tell a Good Story: A game of **Changeling** isn't one character walking into the scene and "winning." It's a tale of a group of characters experiencing and triumphing over adversity (or succumbing to it; tragedy can be just as satisfying as victory for the right troupe). A new kith's Birthrights should lend themselves to making interesting and exciting things happen in the story, not resolving the story quickly. This is the real meaning of game balance: not that all Birthrights are inherently equal (they're far too subjective and diverse for that), but that all Birthrights can give the character a way to push the story in new and creative ways.

The three categories of Birthrights are as follows:

Acuity

Acuity Birthrights enable changelings to perform mundane tasks with amazing precision. In game terms, they modify Abilities (or occasionally Attributes), either by ensuring that the changeling cannot botch a particular Trait roll (a botched roll counts as a normal failure) or that rolls on the given Trait enjoy a reduced difficulty.

The player has some wiggle room as to exactly how these systems are applied. For example, the kith might be supernaturally gifted at healing — all Medicine rolls enjoy a –1 difficulty. Or, the kith might be exceptionally gifted at one particular application of an Ability. For instance, a brutal kith that specializes in breaking bones might apply a –2 difficulty to any attacks meant to do so.

A single Birthright can combine multiple applications of Acuity, provided they work together thematically and that the Storyteller doesn't feel that the player is getting out of control. Selkies, for instance, enjoy a –2 difficulty to all Dexterity rolls, and cannot botch Athletics rolls, as long as the character is in the water. In general, the more widely applicable the Acuity is, the less inclined the Storyteller should be to let a player

include it in a "bundle." Granting an Acuity to an Attribute with no conditions attached should probably be the whole of the Birthright, particularly for Physical and Mental Attributes (as they are rolled more often).

Magic

The most common form of Birthright, a Magic Birthright grants the members of the kith a special trick or feat that they can accomplish. Many of the existing Birthrights, including a pooka's ability to shapeshift, a piskey's talent for blending in, and a sluagh's prowess for slithering into tight places fall into this category. This type of Birthright is also the most challenging to design and for the Storyteller to adjudicate. Consider the follow design principles:

• **Make it Magical:** The Birthright should allow the changeling to do something that human beings either *cannot do* or *cannot do without extensive work*. A boggan can analyze the social dynamics of a group with a glance and some quick conversation. Even an adept mortal would require hours of conversation and careful observation to do this.

• **Expenditure?** Some Birthrights require the expenditure of a point of Glamour; most do not. It's not impossible for a Birthright to necessitate spending a point of Willpower or even to cost the changeling a Health level! Expenditure should be reserved for special, impressive Birthrights. Using them in play is an investment in the story on the player's part, so the reward should be commensurate with that expenditure.

• **Dice Pool?** Most Magic Birthrights require a roll of some kind (though not all; pooka can change shape without a roll, and the redcap's Dark Appetite never fails the kith). In general, the more closely the Birthright resembles a mundane action, the more likely it should have a dice pool.

• **Bundled with Acuity:** If a Magic Birthright is fairly minor or narrow in scope, the Storyteller might allow the player to include an Acuity Birthright with it. The Acuity must make sense as a natural extension of the Magic. For example, the sidhe cannot be made to look foolish, ever (clearly a Magic Birthright), and *as a result*, they are immune to botches on Etiquette rolls.

Advantage

Advantage Birthrights are the rarest, but also the simplest, type. They simply bestow additional dots in a Trait, usually an Attribute.

Players should consider that adding dots to an Attribute makes a statement about the character's prowess, particularly compared to mortals. The "ugliest" sidhe is attractive by mortal standards. The weakest troll is still as strong as an average mortal. If the kith as you've envisioned it is meant to be truly superlative in a given area, it makes sense to give the kith an Advantage Birthright.

Advantage Birthrights shouldn't exceed one extra dot for Physical and Mental Attributes, and two extra dots for Social Attributes. Advantage Birthrights can also add Health levels (as with trolls) or even dots of Willpower. It's recommended, however, that if a kith is meant to be particularly strong willed, the Birthright allows the kith to regain Willpower in certain adversarial circumstances, rather than adding Willpower outright. Remember, a point of Willpower can be spent for an automatic success, which reduces the chance of a botch (see p. 258). Likewise, Advantage Birthrights shouldn't add dots of Glamour without heavy restrictions, perhaps even a second Frailty.

Step Four: Frailty

Mythological creatures almost always have some weakness. It might be a compulsive behavior, a substance or food that drives them away, an aversion to hearing their own name, or a way to trick them into servitude. When designing your kith, you must design a Frailty, some part of that kith's story that restricts or harms it in some way.

When designing a Frailty, consider the following principles:

• **Story Possibility:** Pooka have to lie when asked a direct question. That means that when a pooka receives such a question, the story is about that pooka and his inability to give a straight answer. Yes, he *can* tell the truth with some effort, but remember that doing so requires a Willpower roll — if the player makes chooses to roll, she is invested in the character being honest in that moment and that should carry resonance, too. When designing a Frailty, think about what it does to the story when that Frailty comes into play. It should also allow interesting, challenging things to happen.

• **Applicability:** Frailties that are obscure, obtuse, or extremely hard to enact aren't good enough. A Frailty should come up in play at least once every chapter, even in a minor way. Some Frailties (like the sluagh's inability to speak above a whisper) are constant, but relatively minor. Others, like a selkie's vulnerability upon losing the seal skin, won't cause problems often, but when they do they can drive a whole story. Either is fine, but the Frailty shouldn't be something the player can just pay lip service to and then ignore.

• **Avoid Direct Damage:** It can be tempting to say that the kith suffers physical damage from a particular source; perhaps a certain plant is poison, or perhaps a nocturnal kith suffers damage from sunlight. These kinds of Frailties are hard to use in play, however, because if the Storyteller employs them, she reduces the character's effectiveness considerably until the damage heals. The threat of such damage can be motivating, but it still acts as a limiter on the character's actions rather than as a way to spur interesting scenes. Taking damage is not, in itself, a very interesting event in a game; the context for the damage is what brings the drama.

Frailties fall into three general categories:

Compulsions

Most existing Frailties are Compulsions. They require that a character perform a particular action. In some cases, this is a full-time behavior (sluagh *always* whisper, pooka *always* lie), while in other cases the character must perform a particular action under certain circumstances (boggans must help people in need, piskies must try to steal objects that catch their fancy). Often, characters can resist these Compulsions if the player rolls

Willpower (difficulty 8); sometimes, this also requires spending a point of Willpower. Remember that if the expenditure is necessary, then it sends a message to the player that avoiding the Frailty is possible, but only when it's truly significant to the plot of the story.

Curses

Curse Frailties are supernatural weaknesses. Trolls grow sick and weak if they break their word. Selkies can be controlled or even killed if their seal coats are destroyed. If the Frailty involves the character suffering some mechanical penalty or consequence as a result of breaking a taboo or being outwitted in some way, it's a Curse (note the essential difference between a Curse and a Compulsion: Compulsions generally don't have consequences, and characters can *usually* get around them, at least temporarily. Curses don't come up as often, but when they do they're important and dramatic).

Curses don't necessarily have to cause Health levels of damage (and in fact they probably shouldn't; see above), but they can reduce a character's efficacy or make the character sick or weak for a time. If you choose to use this kind of Frailty, it's best to give the character a way to avoid it or cure it — succumbing to the Frailty shouldn't be something that the Storyteller just has *happen* to the character.

Ineptitude

Ineptitude Frailties are rare; much like Acuity Birthrights, they affect the character's acumen at certain tasks. Redcaps just aren't very good in social situations, and they take penalties to navigate them, for instance. Ineptitude Frailties can reduce dice pools, increase difficulties, or, in extreme cases, cause the character to automatically fail at certain actions.

Ineptitude Frailties should be used carefully; by themselves, they don't lend much to drama. Instead, they tend to highlight types of actions the kith should just avoid. A skilled Storyteller and a brave player can get some interesting scenes out of the character trying to deal with situations for which she is categorically unfit, but that's unsatisfying over repeated chapters and it's probably depriving some other character of a chance to shine. An Ineptitude can, however, be an interesting addition to an otherwise mild Frailty.

Step Five: Affinity

Choose a Realm to act as the kith's Affinity Realm. This means that the player receives a –1 to the difficulty of any cantrip using this Realm. Choose whichever Realm feels appropriate, but here are a few guidelines:

- Choose **Actor** if the kith is highly tied in to mortal communities, or if one of its Birthrights involves mortals or Dreamers directly.
- Choose **Fae** if the kith is overtly and obviously magical, or if it has a specific historical tie-in to Kithain society.
- Choose **Nature** if the kith is clearly tied to the outdoors, to animals, or to classical elements.
- Choose **Prop** if the kith works with objects or crafting, or is prone to theft.
- Choose **Scene** if the kith is focused on travel or movement.
- Choose **Time** if the kith has a mythological reputation for immortality or eternal youth.

Step Six: Adjust as Necessary

The last step in creating a new kith is in many ways the most important. Look over all the work you've done, all of the history you've created, and Birthrights and Frailty you've designed, and ask yourself: Is this right? Is this what you wanted? Is this kith going to be *fun* to play? The Storyteller should have some input here, but you're the one who's going to be responsible for bringing the kith into the world of **Changeling**, so the final decision rests with you: Do you need to adjust anything to make the kith work as you envisioned?

If you need to adjust something, do it. Don't be afraid to break the rules as we've defined them here (they're more like guidelines, anyway). If you've designed a Frailty that you really like, but you picture the kith as starting to bleed when it comes into play, maybe it inflicts a Health level of chimerical damage. Yes, the advice says to avoid direct damage, but like all of the rules in **Changeling**, it's a suggestion. If you've come up with a Birthright that uses a system that takes elements of Magic and Acuity, use it! Just clear it with your Storyteller and make sure you're not breaking anything she'd prefer to leave intact, and you're ready to go.

Example of Kith Creation

Matt is getting ready to play in his brother's **Changeling** game, and is considering his options for a character. Knowing that the game is going to focus on the relationship between changelings and mundane people, he wants to play a character with a strong connection to humanity. In particular, he's interested in boggans, but their focus on mundane tasks leaves him a little cold — his tastes run to more visceral, magical characters. He asks the Storyteller if he can create a kith instead.

Step One: Concept

Doing a bit of research, Matt discovers the *domovoi*, protective house spirits common to Russian and Slavic myth. Domovoi have a number of different stories attached to them — they sometimes did housework or mundane tasks for their adopted families, like boggans, but unlike boggans they watched over people as they slept and acted as oracles for them. If they became angry with their family, they were also said to lash out like poltergeists. Matt enjoys this dichotomy and gets to work bringing the domovoi into **Changeling**.

Domovoi are described in folklore as being small, stunted, and hairy. Matt decides that in **Changeling**, that should still hold true — the domovoi kith are short, and tend towards having dark, profuse body hair. They aren't ugly, necessarily, but are definitely swarthy and somewhat coarse. For all that, they move with grace and deftness, and Matt feels they should walk almost silently (since they need to creep around houses at

night without waking people up). Before the Chrysalis, domovoi should be people with strong senses of family; they might not all be parents, of course, but they bond with the people around them. Domovoi make good housekeepers, teachers, counselors, and security guards.

Finally, Matt thinks about the magic of the domovoi, with an eye toward what might make for interesting Birthrights. Their oracular ability is one idea, though Matt would have to be careful not to tread on the toes of the Soothsay Art. Their proclivity for stealth and silence is another possibility, as is their propensity for protecting sleeper Dreamers.

Step Two: Role in the Dreaming

Clearly, domovoi stem from some of the same dreams as boggans (having a helper around to take care of some of the housework), but also a deeper fear of protecting one's family. The domovoi, after all, watched over sleeping people, and therefore come from dreams of safety and guardianship.

That's the easy part; the more challenging question is how the domovoi fit into Kithain history. They're pretty obviously commoners, after all, so where were they during the Accordance War and other recent events? Matt decides that they adopted the Changeling Way easily and willingly in the wake of the Shattering, and weathered the Interregnum the way they always had — sticking closer to their adopted mortal families and being helpful. When the Resurgence happened, some domovoi welcome the sidhe back (they'd never had any particular conflict with their "leaders," since their focus was generally on humans) while others were largely indifferent. Few domovoi, though, were passionate combatants in the war. This led to a reputation for being neutral (at best) and cowards (at worst) in the eyes of other Kithain.

With regards to the two courts, Matt decides that Seelie domovoi are gentle teachers and helpers, much more prone to protecting sleepers and cleaning the house up than to making their presence known. Unseelie domovoi, on the other hand, are the ones more likely to send obtuse warnings in the form of omens to their families, and if the families can't figure them out, well, that's hardly the changeling's problem.

What about in mortal society? Domovoi obviously don't have to spend every waking moment in their family's house; if they did, they wouldn't be suitable characters. Matt decides that a changeling domovoi adopts a given family and ingratiates himself as a friend, neighbor, and confidante. The domovoi then swears an oath to the family, which the family seals (often unknowingly) by offering the domovoi a gift or a meal. The domovoi is then bound to that family as long as it lives in that dwelling. Matt figures the domovoi could draw Glamour from the family's house like a freehold, but that's probably a Birthright.

A domovoi's role in a motley is probably best served in navigating mortal society. Domovoi understand it because they've watched that society change over the centuries. Domovoi could also be good watchdogs for nascent changelings about to enter the Chrysalis.

How to Use This Process: Storytellers

The kith creation process is geared toward creating a kith that is playable — that is, that works to make player-controlled characters. As such, using it to make new supporting cast beings (Thallain, for instance) works, but the priorities need to be slightly different with regards to mechanics.

A Storyteller character is a plot device, a method for the troupe's characters to endure challenges, to engage in stirring dialog, and ultimately to tell their story. As such, a Frailty for such a character shouldn't be a roleplaying challenge so much as a motivation for their actions. Consider, for example, the Brand of the Iconoclast (p. 359), a type of Dauntain that must destroy some piece of the Dreaming every day. Since they're not designed as characters for players, you're not going to run stories in which the Dauntain has to decide which Treasure to break or tries to find some acceptable piece of magic to ruin. Instead, that need to destroy the Dreaming informs the character's actions and brings him into conflict with the players' characters.

Likewise, if you're designing Birthrights, using Advantages and Acuities over Magic can make less work for you; it'll make the characters tougher in terms of their Trait ratings, but the players' characters have plenty of other advantages (the story is *about* them, which makes a huge difference) to offset the numbers. And, in play, it means you don't have to worry about remembering what the system is for a particular Birthright.

Finally, this process works very well if you decide you want to allow a player to take on the role of a reformed Thallain, or Dauntain, or dark-kin. Just consider the character's "kith" through this lens, as though you were creating a new type of changeling. Use the mechanics that work, and tweak the ones that aren't geared toward player-controlled characters. Mostly it's a question of changing focus and priority; Storyteller characters are meant to be challenges for players' characters, so the shift just needs to recognize that the story is now about this character, rather than happening around him.

Step Three: Birthrights

Matt already has one idea for a Birthright: **Adopted Family**. He wants each domovoi to be able to draw on its family's dwelling like a freehold. The Storyteller agrees, and says that the domovoi can regain Glamour (up to three points in a story) by spending a night with the family and performing some service for them. This is obviously a Magic Birthright.

For the other Birthright, Matt decides to fall back on his idea about the domovoi being nearly silent. He decides to give the kith an Acuity Birthright — domovoi receive a –1 difficulty to all Stealth rolls, and cannot botch Stealth rolls. He asks the Storyteller if domovoi can also gain some kind of bonus when in their family's home. The Storyteller suggests that if the domovoi is in the house, sleeping family members don't wake up until sunrise unless the domovoi wishes them to. Matt likes that idea — it means that, if necessary, his domovoi character can bring the motley to the family's house in the middle of the night to reconnoiter. He calls this Birthright **Silent Protector**.

Step Four: Frailty

For the domovoi Frailty, Matt wants to fall back on their propensity to throw things around if they are treated badly, but he doesn't want to give them some kind of "fit of rage" Frailty, since he finds that a bit cliché. Instead, he thinks about the bond between family and domovoi, and what would happen if it was broken. He decides that this Frailty is called **Bonds of Family**. If a domovoi breaks his oath to the family — allowing it to come to harm, refusing to help the family members, and so on, the domovoi cannot regain Glamour until he makes restitution. If the *family* breaks the oath (rejecting the domovoi, for example), the domovoi simply loses access to his Adopted Family Birthright until he can find a new family or patch things up with the original one.

Step Five: Affinity

As domovoi are so closely tied to humanity, Actor is the obvious choice for their affinity Realm.

Step Six: Adjust as Necessary

Matt looks over everything he's decided about the domovoi, and checks with his Storyteller. He thinks that the kith looks pretty well constructed — it's true to the mythology about the domovoi, but very appropriate for **Changeling: The Dreaming**. With the Storyteller's approval, Matt moves on to the character creation phase (which you can read about in Chapter Three).

Noble Houses

The Shining Host long ago divided itself into great houses, who in turn represent different elements and interests of the Seelie and Unseelie Courts. Though the sidhe returned to a world that had all but abandoned such feudal concepts, the fact remains that the dreams of monarchy and idealized nobility remain, and none can deny that the Dreaming itself backed their claims. Like it or not, the houses rule the political landscape of the Kithain, and so understanding them is critical for any changeling who hopes to make an impact on fae society.

Each noble house is a culture unto itself, with rites and traditions going back centuries. Those who seek to buck the established order thus face stiff opposition, though mavericks feel the reward of changing house practices can be worth the risk. Internal house politics are the epitome of ruthless courtesy, as it is seen as poor form to openly go against one's "relatives," and yet there is often little alternative for those who wish to climb the ladder. Given that Arcadian sidhe currently control a large part of the nobility, it is perhaps unsurprising that bias against titled commoners and even Autumn sidhe runs deep in all but the most unorthodox houses.

Of course, internal struggles are set against the backdrop of politics between houses, and since open warfare is frowned upon among the nobility, that only makes the intrigues and backstabbing even more ruthless. Nor is all politicking across the court divide, though that certainly is a big arena; conflicts between houses of the same court are common as different values and philosophies collide. Add personal elements like unlikely friendships or old grudges into the mix, and it all makes for an ever-shifting array of alliances, betrayals, favors, gossip, duels, parties, and conspiracies that can raise a savvy noble to the heights of power — or tear her down just as fast.

What follows is a brief overview of each of the great houses of Kithain society, providing a look at their history, their role in the political landscape, how they came to return to the Autumn world, and some of the common habits and traits of their members. The house's Boon and Flaw, special traits acquired by all nobles of the house, are also detailed, and should be carefully noted by players of noble characters. Lastly, a gallery of famous members showcases noteworthy political players and rising stars, as well as provides the Storyteller with potential supporting characters to use when dealing with that house.

It is also worth noting that while rank terms have been standardized for simplicity's sake, nobles often receive alternatives or additions to the standard titles, ones that better reflect a noble's specific duties as well as a house's unique culture and perspective. A Gwydion investigator might receive the formal title of Lord Inquisitor, rather than simply "Baron," for example, while a ruthless Balor leader may hold the rank of "Lieutenant General" instead of "Countess." At formal events or in settings where this might cause confusion, the standard title is used first, followed by the house-specific one: "May I present Lord Bayard Tyrael, Storm-Champion of House Eiluned."

House Aesin

(EE-sin)

My eternal soul now lies with House Aesin. I swear by the forests and mountains of my home that I will uphold the traditions and customs of House Aesin. Knowing I reach safety, I seek shelter beneath the wings of the owl. If my oath is broken, may the Dreaming strip me of all privileges and never let me forget who I was and what I have become.

Court: Unseelie

Nickname: Northmen, Beasts (vulgar)

The Guardians of the North, hailing from Scandinavia, once gifted the Vikings with their knowledge in order to stave off the tide of Christianity and the Banality they feared it would bring. They prefer the forests and mountains of their native lands to cities, finding respite and normalcy in nature. They look upon the mortal bodies they were forced to claim as



clothing, something they must dress themselves in as protection against the elements, for otherwise the disgust at their mortal flesh would drive them mad.

Nature and their bond with it defines House Aesin, and members of this house possess the ability to speak with animals. Many members of this house identify strongly with a specific animal from whom they believe they draw strength, which has led some outside their house to believe Aesin are bestial savages. In fact, the opposite is true, and House Aesin see themselves as the last true bastions of fae society, the guardians of the Dreaming itself. They are highly capable of navigating the complex social situations of court, but they have little patience for superficial politeness. They view small talk and other shallow niceties as human nonsense at best, blatant dishonesty at worst.

Members of House Aesin are battle-hardened and uncompromising. They know the forests of Scandinavia intimately, making them mighty hunters, but they also have a rich scholarly tradition still carried out through the singer-poet skalds. They pride themselves on their forthright honesty and adherence to the nine virtues: courage, truth, honor, fidelity, hospitality, discipline, industry, self-reliance, and perseverance. House Aesin holds fast to its ancient legends, preparing itself for what it sees as an inevitable battle with creatures known as the Jotunns, twisted nightmares that must be kept at bay to protect Concordia.

When they first returned from Arcadia, fae of House Aesin attempted to adhere to old practices of a gender-divided society, but have found that such a system benefits no one, particularly not the house as a whole. Men and women both hold positions as hunters, skalds, and warriors, even berserkers, the elite force of 13 warriors given magical armor that makes them unstoppable in battle. Berserkers are terrible to behold, as they will fight violently and mindlessly until the obliteration of their foes or their own death. While House Aesin views itself as largely being above the matter of courts, it is typically perceived as Unseelie due to the more bloodthirsty elements of its members' natures.

Boon

House Aesin's bond with nature is strong. Members of Aesin can speak with forest animals (non-domesticated wildlife like squirrels, bears, deer, etc.). To understand an animal, the player rolls Intelligence + Empathy (difficulty 8).

Flaw

Aesin fae have not adjusted well to the life of mortal flesh. They view humans as servants, though loyal ones occasionally worthy of the Aesin's defense, and cannot reconcile themselves with the unpleasant reality of their own human bodies. Because of this disconnect between their fae and mortal natures, fae from House Aesin are unable to gain Glamour through Rapture.

Exile

Something happened within Arcadia, which the Aesin call Alfheim, which forced the Aesin back into the mortal world to occupy mortal flesh. Most Aesin believe the Dreaming sent them to Concordia to restore fae society, a duty they take strongly to heart.

Factions and Societies

The Virtue Council is a group of nine Aesin that acts as judges in trials, and which advises and oversees important decisions. The berserkers, a vanguard of 13 warriors, wear enchanted armor granted to them by the head of the house.

Notable Members

Queen Ragnelf, the ruler of House Aesin, disappeared when they returned to Earth from Arcadia, High Lord Magnhildr currently rules House Aesin in Queen Ragnelf's stead, Jarl Brondolf, a warrior who sits on the Virtue Council, Baron Bjorn, who became maddened by his time spent in mortal flesh and attacked his own house, known as "commoner lover," King Nils Molander of Dalarna, and King Harald Knudson of Jutland.

House Ailil

(Ay-LEEL)

By the scales of the silver dragon, by the light of the fourfold stars, by the blanket of darkest night, I deliver my body, heart and will into the keeping of House Ailil. May its aims guide my vision, its hopes direct my aspirations, and its purpose inspire my actions. Let all my ambitions crumble in the dust should I betray the words I have spoken this night. Dragon beside me, stars above me, night behind me, witness my oath.

Court: Unseelie

Nicknames: Dragons, Liars (vulgar)

While other houses use politics to push their agendas, House Ailil views politics as a perfect end unto itself. Gifted



leaders, strategists, and manipulators even among the sidhe, the Dragons demonstrate a mastery of political maneuvering that makes other houses wary of entering alliances, but even more afraid of crossing them. When you're dealing with the Ailil, you had best think three steps ahead — that way you're probably only two steps behind.

House Ailil sees itself as the head of the Unseelie Court, just as House Gwydion heads the Seelie, and justifies many of its actions as necessary for restoring the balance between Seelie and Unseelie. While the common belief that every member of House Ailil is involved in the Shadow Court certainly isn't true, the Dragons are heavily invested in the Shadow Court's activities, and even if an Ailil isn't a member herself, it's a safe bet she knows someone who is.

Although the Dragons are regarded with suspicion by their rival houses, in fairness, their reputation for dishonesty is not completely deserved. Ailil place great stock in oaths and the house boasts some of the greatest oathcrafters among the fae, and members freely enter into oaths when required. (Though those swearing with them are advised to check the language of the oath carefully, just in case.) The Dragons are well aware of the power of genuine honesty, especially in politics, and use it like any other tool at their disposal; the fact that it keeps their rivals guessing is just a lovely added benefit.

Life within House Ailil is intensely competitive, with constant jockeying for position and games of one-upmanship both grand and petty. Every member is keenly aware of their standing, and alert for any chance to climb the ladder — and keep those below them from doing the same. Even before their Chrysalis, future Dragons are often drawn to professions where their superiority can be demonstrably measured, such as politics, investigative journalism, law, high-level athletics, or corporate leadership. Despite their winner-take-all reputation, Ailil are quite content to take on advisory roles when it suits them; being able to shape policies and organizations without incurring the added risk of a higher profile has its own appeal to them.

Seelie members of House Ailil are rare, but not unheard of, and tend to focus more on oaths and loyalties than their fellow Dragons. However, even demonstrably Seelie Ailil must fight an uphill battle to gain acceptance, not just because of the house's reputation, but also because Seelie members have turned out to be agents of their Unseelie kin. Still, having an Ailil advisor or strategist is a fearsome enough advantage that many Seelie courts will hazard the risk…but the Dragon can be sure she's being watched carefully by her "friends."

Boon

Even the noblest members of House Ailil still have a way with words, and their politicians and deceivers never seem to be caught out like others of their kind. Dragons subtract 1 from the difficulty of all Manipulation rolls, and can never botch a Subterfuge or Politics roll.

Flaw

Ailil believe that they are the smartest ones in the room. A Dragon must make a Willpower roll, difficulty 8, to directly admit being wrong or let someone else have the last word in a heated situation. If an Ailil admits he is wrong, loses a contest of wits or skill, or backs down from a heated confrontation, he cannot regain Willpower points and suffers a +1 penalty on the difficulty of all Social rolls until he restores face somehow. This can mean getting revenge on his opponent or simply (unfairly) berating his lessers until he feels better.

Exile

It's widely claimed by the other houses that the Dragons were exiled after getting caught orchestrating some massive political crisis in Arcadia, resulting in their summary banishment. Surprisingly, House Ailil does not deny these rumors — in part because some of their own memories seem to confirm them — but insists that the crisis was the result of the Dragons moving against Arcadian leadership for not recognizing the need to prepare for the coming Long Winter. Some of the Ailil even hint that the house's founder and namesake has been operating on Earth this entire time, waiting for his family to join him.

Factions & Societies

The Guardians of the Silver Dragon, disciplined warriors and bodyguards who protect Unseelie nobles and their domains. Les Amoureux, hedonists and sensualists who love mixing business with pleasure. The Disinherited, nobles who have broken oaths and sworn to regain their honor through battle or great accomplishment. The Lock-Keepers, a society of mystically-inclined Ailil who monitor forbidden places and cursed items.

Notable Members

High Lord Erdath, consummate politician and the driving force of the Unseelie Court in the Parliament of Dreams, Count Declan, warrior, military genius and leader of the Guardians of the Silver Dragon, Count Clou Argent, real estate power broker in charge of freehold acquisitions across Concordia, Baron Richard September, Seelie "freelance diplomat" and half of a famed Thallain hunting duo, Princess Jessamy, child prodigy and rumored heir apparent to the leadership of the Shadow Court, Squires Sal and Torg, the house's go-to team for quick and dirty weaponsmithing, mayhem, and sabotage, and Lady Sláine, protégé of High Lord Erdath and frequently his proxy at court, often considered to be the true mover behind House Ailil.

House Balor

(BAY-lor)

By the serpent that twines around the golden tower, by the crimson beam that streams from Balor's Eye, by the blood that runs like fire through my veins, I pledge my heart, mind, and body to the will of House Balor. Let the challenge that marks my body as different from all others serve as a constant reminder of my birth and my destiny. May I suffer the agony of a thousand flames if I betray my house. This I swear, by the blood and the eye, before the Dreaming itself.

Court: Unseelie

Nicknames: Blooded, Monsters (vulgar)

If the sidhe were born of dreams of power and beauty, then House Balor traces its roots to dreams of the terrible wrath that power could unleash. Ruthless generals, savage warriors, and relentless hunters, the Blooded emulate their legendary namesake, Balor of the Baleful Eye, in demonstrating why mortals once feared the fae as gods…and might again one day. House Balor may not be the subtlest house, but what it lacks in nuance it more than makes up for in brute strength and vicious cunning.

Relations between the Blooded and members of the Seelie houses are strained at best; even putting aside their fearsome reputation, the house's Fomorian blood makes their Seelie counterparts deeply uneasy. For their part, the Balor see politics as a necessary evil, and tend to play the game defensively, slowly taking and fortifying territory rather than flitting about from court to court. As a result, the house holds a surprising amount of territory, especially for one that is often absent from the whirl of court events.

Despite their aggressive reputation, Balor are not mindless brutes, nor are they always quick to turn to violence — any action taken is always a means to an end, not simply an end in itself. There are bullies and sadists in their ranks, to be sure, but they do not tend to rise far as their enjoyment of pain is too personal and self-interested to be of much use to the house in general. Likewise, the Blooded tend to seek out mortal occupations where their direct manner and propensity for action serves them well, and if they get to bloody their knuckles occasionally, too, well that's just a bonus.

Balor is home to the fewest Seelie of any Unseelie house, as the traditionally-minded Blooded view Seelie concepts like love and honor as weaknesses to be exploited rather than virtues to be celebrated. Members discovered to be Seelie find themselves challenged or even assaulted by their fellow members at every turn. For what it's worth, however, those that can weather such constant abuse are some of the toughest individuals of any house; they might even win a measure of grudging respect from their peers for their fortitude, if not their affiliation.

Boon

The Blooded's willingness to accept even the most unpleasant tasks without complaint is made manifest in their house boon, along with one of the prime reasons they are so widely feared by other fae. While touching cold iron causes a Balor mild discomfort, she does not lose Glamour from handling it, nor from being struck by it. Members even have a slim chance to soak damage from cold iron sources (difficulty 10). However, cold iron still inflicts aggravated damage on the Blooded, and death by cold iron destroys a Balor's soul the same as any other changeling.

Flaw

All members of House Balor are marked by sinister deformities, and wear them proudly. Balor fae tend toward freakish traits such as forked tongues, glowing eyes, over-long limbs, scales or fur instead of hair, and other markedly unnatural characteristics. A Blooded's deformity might be temporarily concealed, but can never be permanently corrected, not even with magic. Sidhe of House Balor are born with these traits, displaying mortal versions of them even before their Chrysalis, while other fae who take titles in the house later on in life inevitably develop them as part of the Blooded's secret initiation rites.



Despite appearances, these deformities never offer any mechanical advantages on their own, though they could perhaps be used to justify purchasing certain Merits (or Flaws). These deformities also carry over to the mortal seeming in a non-paranormal but still memorably unsettling form — instead of looking outright reptilian, a Balor with patches of lizard scales might appear to "merely" have a strange skin condition in his mortal guise. Investigators trying to track one of the Blooded receive a –2 on the difficulty of rolls related to witnesses remembering, describing, and identifying the noble unless the Balor took special pains to conceal his abnormality.

Due to their savage Fomorian blood, members of House Balor also have a maximum Willpower rating of 6. Kithain who take titles later on and have a higher Willpower rating find it reduced during their initiation into the house's mysteries.

Exile

While the specifics remain frustratingly vague, House Balor has no illusions about what likely led to their exile — they backed the losing side, and paid for it. Rather than scheme about ways to re-enter Arcadia, however, the Blooded have a different plan. They intend to conquer the Autumn World and thereby cut off its supply of Glamour to Arcadia. House Balor will not grovel and beg to be taken back; the Blooded will force Arcadia to its knees.

Factions and Societies

The Eyes of Balor, spies and assassins who use the house's reputed lack of subtlety to their advantage. The Old Firm, members who coordinate jobs across a dozen different organized crime families and underworld syndicates. The Masters of the Dance, envoys and scholars who deal with various Prodigal allies. The Guardians of the Gates, trod-walkers and monster slayers who sometimes conspire with some of the more intelligent creatures they battle. The Riders of the Fell, brave (or foolhardy) risk-takers who seek to prove their worth through spectacular feats and harrowing battles. Scarlet Eye Solutions, a global private military contractor and security consulting firm with a fearsome reputation for getting results at all costs.

Notable Members

High Lord Li-Tilli, raised among werewolves and a consummate strategist, though now whispered to be sliding into Bedlam, The Mercy of Balor, a scarred and fearsome troll who acts as a sanctioned executioner for the Blooded, Countess Anne Blackwell, charming hostess, criminal mastermind, and ruthless Ravager from the Old Firm, Lord Raghnall, leader of the Masters of the Dance and expert on matters Prodigal, Sir Garreth Petrov-Smythe, sluagh terrorizer and top agent of the Eyes of Balor, and Doctor Jacknife, crazed goblin weapon designer and "combat prosthetics" developer for Scarlet Eye Solutions.

House Beaumayn

(BEAU-main)

This day I swear loyalty to the Book and the Blade, to the future that is my destiny, the present that is my duty and the past that is my treasure. I swear loyalty to the members and goals of House Beaumayn, and may the dreams of the damned haunt my mind should I ever break this trust. As the dark star burns above, so does my heart burn in service to thee.

Court: Seelie

Nicknames: Dark Stars, Hopeless (vulgar)

A house of prophets, occultists, and monster hunters, House Beaumayn is infamous among the nobility for its reluctance to participate in traditional politics, preferring to occupy a niche as Thallain hunters and keep a watchful eye out for Shadow Court extremists. Combined with their perceived aloofness and often cryptic manner, this self-appointed role does little to endear them to either Court, and so the Beaumayn are one of the most solitary noble houses, second only to House Scathach in that regard.

For what it's worth, the Dark Stars are generally content with this role. Their gifts of prophecy place them in situations where they are needed, and while hunting Thallain and other creatures of darkness may not be the safest vocation, it is hard to argue that it doesn't do real good. While it pains them to be so misunderstood by the rest of their kind, it's not exactly unfamiliar territory. When a Beaumayn does make friends, though, she stands fast by them regardless of what it costs her; she simply doesn't have so many that she can afford to lose a single one.



Dark Stars are often fringe types from an early age, drawn to the occult and its associated close-knit groups of believers. Many become obsessed with the "secret history" of the area where they reside, digging into local records and legends, not really knowing what they're looking for but needing to feel as if they know the area inside out. Quite a few Beaumayn experience prophetic dreams even before their Chrysalis, and struggle with a sense of eerie certainty that "monsters" are real even though it flies in the face of science and conventional wisdom.

Unseelie members of House Beaumayn are a rare lot, typically finding little more welcome in their new Court than they did in their old. Those that do switch courts are typically rebels who dislike their gift of prophecy, seeing the idea of any sort of predestination as stifling. Given the house's predilection for hunting Thallain and Shadow Court members, however, the more hardline members of the Unseelie Court rarely trust Beaumayn "converts."

Boon

Dark Stars have uncanny senses, particularly when it comes to the nuances of the enchanted world. Beaumayn receive a free dot of Perception, even if it takes them above 5. In addition, they receive –1 to the difficulty of Kenning rolls, –2 if they involve Thallain, and cannot botch a Kenning roll.

Additionally, once per story the Storyteller may decree that a Beaumayn receives a prophetic vision or dream. The exact nature of these prophecies varies, but as the house's reputation suggests they typically focus on dark or disturbing events — deaths, betrayals, disasters, and so on. While they can be symbolic or represent multiple possible outcomes, these visions are never outright deceptive, and always contain some useful information. Interpreting these dreams for maximum benefit requires an Intelligence + Enigmas roll, with a difficulty equal to 9 minus the Beaumayn's Remembrance rating.

Flaw

It's said that the abyss gazes back if you stare into it too long, and House Beaumayn is living proof. Thallain and members of the Shadow Court can sense the presence of members of House Beaumayn with a Perception + Kenning roll (difficulty 7), with success indicating that they are aware of the noble's presence. This will not reveal the exact location of a hidden Beaumayn, though it could definitely prompt a search. Unless given compelling and immediate reasons otherwise, Thallain and Shadow Court members instinctively go out of their way to harass, torment, and even outright harm Beaumayn members whenever possible. As a rule of thumb, this animosity should come up at least once per story, if not more often.

Exile

House Beaumayn is unique in the fact that they were not exiled as other houses were, but rather imprisoned due to an infamous heresy. Legend tells that one of the house's great heroes, Duke Geremin, supposedly lost a lover to cold iron and wandered into the Dreaming in grief, only to later reappear claiming that his lover's soul spoke to him. She told him that cold iron freed the fae from their earthly bonds, and urged him to do the same. Needless to say, the sidhe of Arcadia took no chances with such dangerous heresy, and imprisoned the entire house. They remained imprisoned until the recent rise in Thallain activity, when they were finally released to resume their duties once more.

Factions & Societies

The Harbingers of Exodus, outlawed fanatics who believe in the cold iron heresy and seek a supposed Iron Road in the Dreaming to escort fae souls to their "true" reward. Enchanted Star Realms Online, an indie sci-fi/fantasy MMO that also serves as an online gathering place for changelings, with private servers for Kithain players and guild hangouts where Beaumayn members meet and share information. The Knights of the Good Hand, a warrior society that offers its services to fight off Thallain and vicious chimera to anyone who needs them, and trains others to do the same.

Notable Members

High Lord Jeremy Beaumayn, ruler of the house and a famous blues guitarist from the Principality of Jazz in New Orleans, Duke Brendan Beaumayn, younger twin of Jeremy, blogger, white hat hacker, and creator of Enchanted Star Realms Online, Baroness Tamora Hale, swordswoman and captain of the Knights of the Good Hand, Lord Edgar Vandermere, turncoat sorcerer and leader of the Harbingers of Exodus, Lady Anne Ladybird, sluagh historian, loremaster, and noted house archivist, Baroness Jesenia September, freelance seer and half of a famed Thallain hunting duo, and Sir Eduard Galliard, cult horror author and expert on matters Prodigal, particularly vampires.

House Danaan

(Da-NON)

For every star in the sky, there is a path to be walked. For every dream in the night, there is a journey awaiting. I swear by the stars above and the dreams within to serve House Danaan, to guard the ways of the Dreaming and blaze new trails where none exist. I will guard the travelers, guide the Dreamers, and go on until there are no paths left to follow. This I swear, and may the dragon devour me in my dreams if I fail to keep my pledge.

Court: Unseelie (nominally)

Nicknames: Pathfinders, Lost (vulgar)

When the gates of Arcadia opened and the Arcadian sidhe returned at the head of their great host, banners flying, both nobles and commoners assumed that the exodus had been bound for the mortal world. Recent years, however, have proved the existence of one significant exception, a house that remained almost entirely in the Dreaming, reopening ancient pathways and claiming long-lost strongholds there while the rest of the nobility returned to Earth.

House Danaan has only recently made contact with the earthbound Kithain in any significant way, and as a result the house's existence is still considered little more than a rumor by many fae. Even among those that know the truth, few can claim to have met a Pathfinder in person. Often contact is



conducted by chimerical messengers or other intermediaries. Part of this is simple practicality — the house is relatively small and scattered across multiple worlds, making direct contact taxing. Another part, however, is that the Pathfinders find the mortal world distasteful.

Although Arcadian sidhe still occupy many prominent positions in the house, Danaan is the only noble house with a non-sidhe serving as High Lord, and so it is perhaps no surprise that the Pathfinders see no problem with inducting commoner Kithain into their ranks. Eshu, satyrs, piskies, nockers, and other curious and itinerant fae are natural candidates for recruitment, though any changeling with a passion for exploration and an interest in the realms of the Dreaming is welcome within this house. Being inducted into this house often begins with a prospective member being taken on a tour of the Dreaming while their guide carefully gauges their reactions; those who cannot handle the realities of such a life are gently steered back to their old lives, while recruits are taken to a Danaan stronghold for further training and initiation.

Politically speaking, House Danaan is part of the Unseelie Court, but as with House Scathach the association is currently nominal at best. The Pathfinders believe their duty is to serve as heralds of change, seeing the opening of relations with their earthbound cousins as necessary to stave off calamity for both the Autumn world and the Dreaming. Beyond that, the Danaan have thus far shown little interest in the intrigues of the Unseelie houses, much less the Shadow Court, though that could change as connections deepen.

Boon

House Danaan members can withstand the rigors of life in the Dreaming far better than most Kithain. Pathfinders are in no danger of Bedlam from simply living in the Dreaming, even for extended periods of time. They are also experts at finding and navigating trods. Danaan members can never botch a roll involving locating, opening, or navigating a trod. A player may also spend one point of Glamour to have her character locate the Silver Path after a full minute of contemplation, provided it has not been magically concealed.

Once per session, a player of a House Danaan character may spend one Glamour point to invoke the Oath of the Dragon for a scene, allowing the player to add the character's Title rating to all Social rolls related to chimera and other inhabitants of the Dreaming. While under this effect, a Pathfinder may converse normally with such beings, even feral chimera (within the limits of their intelligence). By ancient and sacred oath, chimera and natives of the Dreaming will not attack a Danaan under this effect, even if magically commanded, though this effect is immediately and permanently broken for any witnesses if the Pathfinder breaks faith and attacks, abuses, or trespasses against such beings, or orders others to do so. Cantrips and Birthrights count as attacks for the purpose of this effect, unless specific consent is granted for their use.

Flaw

Due to their deep ties to the Dreaming, Danaan suffer from a curious version of the Mists when it comes to the Autumn world. Any dramatic moment where a Danaan must remember an important detail about her mortal life or the mundane world in general, from where she left her keys to where she works to her girlfriend's name, the player must make a Willpower roll (difficulty 8). This difficulty may vary based on factors such as the obscurity of the information and how much pressure the Pathfinder is under. A botch on this roll means the information is lost completely, and must be relearned anew. In addition, a similar Willpower roll must be made each full week the Danaan spends in the Dreaming, with failure meaning some memory of the mortal world slips away until properly refreshed (or relearned outright).

This memory loss does not cause a Danaan to lose Abilities or Backgrounds — she won't forget how to Drive, for instance, though she might not remember who taught her — but could impact difficulties on relevant rolls at the Storyteller's discretion. A player may choose to add her character's Banality rating to this roll, at the cost of accepting one Banality point.

Notable Members

High Lord Dice, an eshu said to be one of the elusive Síocháin and versed in paths and realms of the Dreaming long lost to the Kithain, Duke Basil Blackthorne, veteran explorer and hunter of exotic chimerical beasts, Countess Aksharra, a fortune teller who specializes in arriving just in time to deliver warnings to endangered freeholds, Baron Fiorello Fiore, a satyr seemingly unstuck in time, Lady Jillian, a pooka guide who sneaks Dreamers out of the Autumn world to inspire them, Huntsman Jonakr, trodwalker guide, and Dames Meabh, Corrie, and Órlaith Morgan, a trio of selkie sisters who watch over the mysterious trods, sunken cities, and lost islands of the oceans.

House Daireann

(Dar-RAWN)

Brothers and Sisters, by the edge of the sword and the bond of blood do I swear the strength of my arms and the courage of my heart to defend you and our cause from the might of our foes. Never shall you stand alone on the battlefield as long as breath remains in my body. Should I break my oath, may a rain of iron daggers pierce my breast and send my soul forever into darkness.

Court: Unseelie

Nickname: Hosts, Cauldron-keepers

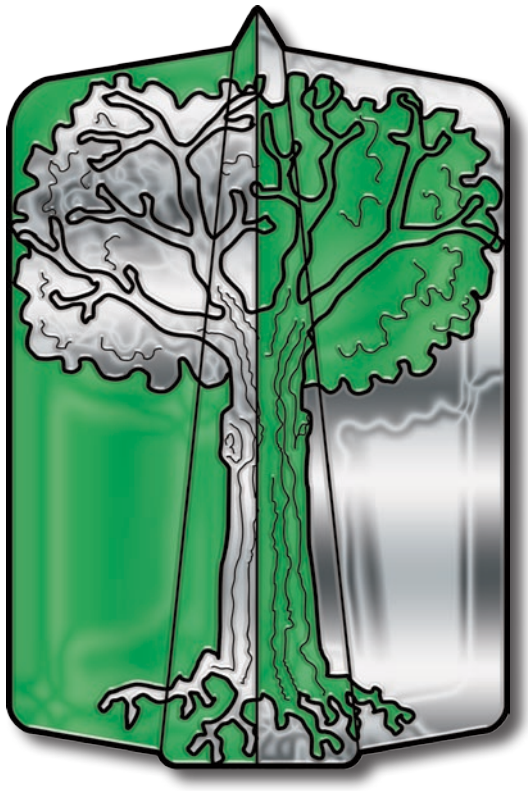
Daireann, the founder of House Daireann, was a skilled herbalist and healer, as well as former lover of Fionn mac-Cumhaill. She was granted lands by High King Adwyr ap Gwydion in return for her service in healing him of a painful wound. Feeling unworthy beside the lords and ladies who won their lands through glory on the battlefield, Daireann became determined to bring greatness to her house in her own way. Her son, Conchobhair, became a mighty warrior of great renown and unimpeachable honor.

Daireann prided herself on her house's hospitality, which surpassed even the most righteous of Seelie Houses. A member of House Daireann never denies shelter or food when requested honorably, not even to her greatest enemy. Likewise, poisoning or harming guests would be most inhospitable, bringing dishonor to any Daireann who did so. Daireann may request a story or song in recompense for their hospitality, but nothing beyond the guest's ability to give. Even during the Sundering, when Daireann's warriors battled constantly, the sight of Daireann's banner promised rest and refuge. From such bright beginnings, however, House Daireann took a darker turn, which made them the house they are to this day.

During the Shattering, Conchobhair did not flee to Arcadia. He stayed behind and held the line while house after house fled, vowing that he would see them all through the gate and then follow behind. Like a captain on a sinking ship, Conchobhair saw his fellow sidhe, including his mother and the other members of his house, to safety. As the heads of each house passed through the gates into Arcadia, they swore that once they had ushered their people through, they would return and pull Conchobhair in behind them. When the gates to Arcadia closed, however, Conchobhair was left behind in Concordia. Daireann grieved the loss of her son, and she swore she would exact vengeance on anyone else who abused the hospitality and aid of her house.

The sidhe of House Daireann live by three laws: Honor, Hospitality, and Vengeance. Honor they hold dear because Conchobhair stayed true to his word, even in the face of betrayal. Hospitality they still offer to all who seek it, as long as they obey the house's three simple rules: never ask for more than is offered, bring no harm to your hosts or anyone else under the host's roof, and always make a fair offer of reciprocity.

As did their founder, many members of House Daireann still practice herbalism. While their brews can be used for healing, they are far better known for their use as poisons. Daireann



vengeance is slow and painful, exacted through sinister poisons that can take days, even weeks, to kill their victims. Those who violate Daireann rules of hospitality are often still allowed to stay, but only because it's easier to poison someone under one's own roof. House Daireann still provides respite and hospitality to all in their freeholds and their cauldronhouses throughout Concordia, but a good host need only be as honorable as her least honorable guest.

Boon

House Daireann dedicates itself to the laws of Honor, Hospitality, and Vengeance. Members of this house receive a minus one difficulty to all rolls specifically pertaining to protecting someone under their hospitality, or when enacting vengeance against someone who has violated their hospitality.

Flaw

Members of House Daireann cannot turn away someone seeking shelter or asylum, even a mortal enemy, unless the person violates Daireann's rules of hospitality.

Exile

Daireann's son Conchobhair remained behind when the sidhe fled to Arcadia. When the rest of House Daireann returned, they claimed they had taken the first opportunity available to seek out their lost brothers, and reclaim the lands and titles they had stayed behind to protect. Some doubt the veracity of that claim, suggesting instead that Daireann, like other houses, was exiled. While no one knows for certain if this is true, rumor hints that a prominent noble shared a secret that was not hers to confess, which gives this story some credence.

Factions & Societies

Belladonna's Chalice is a cabal of skilled herbalists and poison makers who meet seasonally to carefully plot and plan their brews. The Companions of the Oaken Cudgel, a group of oathbonded fae skilled in weaponry, exemplify Conchobhair's Three Laws. The Stewards of Cauldronhouse maintain the cauldronhouses, wayhouses that offer hospitality to all, and best embody House Daireann's custom of hospitality.

Notable Members

Ard-Bantiarna Fiadnait ni Strachan, the high lady of House Daireann, who acts as a steward of the house's affairs, Eoghan ap Derryth, one of the few male members of Belladonna's Chalice, Iobhar and Sibeal, twins and members of the Companions of the Oaken Cudgel, and the sisters Ó Donndubháin, who between the five of them maintain stewardships of several cauldronhouses.

House Dougal

(DOO-gul)

My heart is Dougal's heart. My arm will take up his hammer. My body will take on his burden. My heart will take on his will. I will work until the end of my days, doing his work.

Court: Seelie

Nicknames: Smiths, Broken (derogatory)

Some fae believe the sidhe are allergic to hard work, but only if those changelings have never met a member of House Dougal. This ancient house finds Glamour in craftsmanship of all kinds and prides itself on its willingness to get its hands dirty in its endless quest for mastery of its many trades. They are also consummate patrons of craftsmen, doing their best to seek out talented new Dreamers and support them as they literally forge a brighter world.

It's said that the Smiths are as honest as a hard day's labor, and while Dougal are certainly no strangers to politics and diplomacy, there's still a lot of truth to that stereotype. After all, craftsmanship doesn't lie — you either have the skills or you don't. It's an attitude that shapes a lot of the house's philosophy, and gives them a reputation for gruff honesty. Either you're the kind of person who does what you say you're going to do, or you're not. And they don't have much time for the latter.

Often called "Gwydion's right hand" due to the close ties between the two houses, House Dougal remains a steadfast ally of the leaders of the Seelie Court, though in recent years a rift of sorts has started to develop over the Smiths' increasing involvement in the Autumn World. In particular, the house has made concerted efforts to popularize science and invention in an effort to turn humanity away from a cold, sterile future and back toward one of wonder and imagination. It's a cause the Dougal have rallied behind — as the Smiths like to point out, it was the moon landing that sparked the return of the sidhe, not a renaissance faire.

With that in mind, the Smiths have embraced the DIY revolution and emerging maker culture that puts production



in the hands of local crafters as opposed to relying on mass-produced factory goods. More than one popular instructional video series has a Dougal patron, and they are also fascinated by the possibilities of 3D printers and other home fabrication devices. The potential dangers of such technologies are not lost on the Smiths, but they strongly feel the possibilities are worth the risks, and are working hard to try to steer their development in the right direction.

While staunchly Seelie in outlook from a political standpoint, the Dougal still have their share of Unseelie members. Perhaps the best way to sum up the design philosophy of these outliers is "could, not should" — while other Smiths respect how a little chaos fosters innovation, their Unseelie members are also notorious for inventing without regard to the larger consequences of their creations. They are thus watched carefully to make sure their designs don't cause a great deal of damage, but so long as they avoid too much collateral damage, they are left to work in peace.

Boon

House Dougal members inherit some of their founder's iron resolve, as well as the legendary talents of their ancestors. Once per story, a Smith may convert Glamour points to Willpower points, or vice versa, provided they are engaged in some difficult and consuming creative or physical endeavor — forging an item, carving a sculpture, locked in battle, shut away painting, enduring a grueling athletic contest, etc. In addition, once per session a player may spend a point of Glamour to subtract 2 from the difficulties of all Crafts rolls for the rest of the scene, as her Smith channels the skills and insights of her forbears.

Flaw

Craftsmanship is so much a part of the Smiths that their own bodies gradually change to incorporate it. For each level of the Title Background a member purchases, a part of her body is replaced with a fully-functional artificial component: a clockwork eye, a stained-glass heart, a steam-powered brass hand, etc. Many Smiths forge and replace their own components, while others simply find their bodies changing over time. Acquiring these replacements is part of assuming a title in this house and does not require a roll or pose a threat to the Dougal. As they are fully-functional components, these replacements are not necessarily evident in a Dougal's mortal seeming, unless the mortal seeming has need of a prosthetic. A Smith who loses a hand in a car accident, for instance, might have a mundane prosthetic as well as a chimerical replacement.

In game terms, these replacement parts provide no innate mechanical benefits, though they could potentially be used to justify purchasing related Merits or even Treasures. However, for every two replacements a character possesses (round up), she suffers a –1 penalty to all dice pools related to Animal Ken, Empathy, and Subterfuge, as her increasingly artificial nature makes it harder to relate to others. In addition, a replacement part stops functioning if it comes in direct contact with cold iron; such failures inflict penalties or even damage as the Storyteller feels appropriate. A hand that stops functioning would inflict dice penalties on tasks requiring manual coordination, for example, while an iron collar around an artificial throat might inflict damage as the character begins suffocating.

Exile

Technological progress is alien to the nobles of Arcadia, or at least so it would seem to House Dougal, who recall being exiled for their interest in human technology — and perhaps more importantly, their insistence that the "perfect" beings of Arcadia could learn from it. Darker legends tell of devices that went catastrophically wrong; one such story about a siege engine haunts the house's current leader, High Lord Donovan, much to his chagrin.

Factions & Societies

The Discordian Engineers, hackers who believe strongly in the "information should be free" doctrine and sabotage security networks. The Epicurean Caravan, roving foodies dedicated to the blossoming food truck world and pop-up restaurant scene. The Temperance League, hooligans who "temper" the passions of Smiths whose aspirations are getting out of control. The Fabrication Society, patrons who find and cultivate local and online crafters alike, with a special eye toward high tech and innovative talent. Serious Business, a tongue-in-cheek group of costumers and cosplayers who compete to have the most striking props and outfits. The Antiquarians, scholars who seek to study the past and collect important treasures related to the house's history. The Loricas, sorcerers who seeks to forge peerless works of chimerical craftsmanship with skill and potent Arts.

Notable Members

High Lord Donovan, a taciturn machinist with a love of siege engines and thoughtful silences, Duchess Prya, a boggan with a rare affinity for kindling and cultivating balefires, Countess Volk, fae cyberneticist advocate of the Fabrication Society, Baron Weyland, the appointed Mentor of the house and archivist of its history, Baron Ben "Eyepatch" West and Baroness Trisha Newton, cosplayers extraordinaire and de facto leaders of Serious Business, Squire Greg Gannaway, milkshake truck entrepreneur and the unassuming voice of the Epicurean Caravan, and Dame Oona Kinane, a seasoned nightmare stalker who specializes in hunting gear and improvised traps.

House Eiluned

(El-EE-ned)

Today I pledge my loyalty to the Black and Silver, through my liege. I will grant my betters the respect they have earned and work to guide those younger than I to the path of understanding and wisdom. Each day I shall strive to learn more of the world and my own heart, to better enrich both Eiluned and myself. Above all, I pledge to House Eiluned myself as vassal, and I hope I may serve with honor and distinction.

Court: Seelie

Nicknames: Sorcerers, Sneaks (unflattering)

Known as the "House of Secrets" — an epithet not always intended to flatter — House Eiluned understands better than most the way of magic and sorcery. They understand that nobility and secrecy are intimately linked; few in power arrived there without skeletons in their closet, an Eiluned understands that controlling their secrets is necessary for maintaining that power.



Eiluned, founder of the house, grew up as the sickly younger sister of the powerful Ailil. The two shared a close bond, and as Eiluned's skill in prophecy and divination developed, she cautioned her brother and the other noble sidhe to be wary of an oncoming storm, which would usher the fae into a dark time. Sadly, Ailil dismissed his sister's words, which caused a rift between the siblings that would never be healed. Eiluned founded her house, training those who joined her in the ways of magic.

House Eiluned prepared well for the Sundering, fortifying freeholds throughout the land where they could shelter from Banality. Many of these freeholds were torn from the mortal world during the Shattering, others collapsed from the sheer weight of Banality, but some still stand, remaining among the most powerful freeholds to this day. In these freeholds, many of House Eiluned weathered the Shattering, while other members returned to Arcadia, divination giving them enough forewarning to carefully select the seneschals who would guard the land in Eiluned's absence. Sadly, the Eiluned did not foresee how long they would be absent from the mortal world, so long that the oaths sworn by their seneschals no long held firmly, and the Eiluned left behind were largely drawn into their Unseelie natures as a means of survival.

Eiluned played a role in deposing the commoners who had risen to power during the sidhe's absence, and even in kingdoms where they do not rule, they often serve as advisors. Those who had turned Unseelie found it difficult to reclaim their Seelie nature, and other Eiluned chose to intentionally become Unseelie in order to achieve certain goals. Due to the secretive nature of the entire house, court alliance can be difficult for others to detect.

In the modern world, House Eiluned maintains its reputation as sorcerers, though they have also turned their great intellect and intuition to technology, finding many of the same mysteries in the world of computers as they did in the world of magic. Though many sidhe sneer at technology as being inherently banal, the Eiluned understand that as much magic lies within a keystroke or a piece of code as in a moldering text. They have a particular fascination with cloud storage, implementing their own mystical version as a way to store lore and confidential information so that other Eiluned may access it from anywhere. Some particularly passionate Eiluned become deeply involved in hacking, especially when it involves uncovering the secrets of others. House Eiluned has had a small hand in at least some incidents of exposing important figures in hate groups or exploitation organizations.

Boon

Magic comes naturally to the members of House Eiluned. Players can roll Perception + Kenning to not only identify the Art and Realm of a cantrip or Unleashing, but also to determine the identity of the caster. They can pick the source of the magic out of a crowd or, if they are familiar with the caster, recognize the "signature" of the cantrip. House Eiluned also enjoys a –1 difficulty for all Gremayre rolls.

Flaw

House Eiluned thirsts after mystery and intrigue, and their curiosity often leads them into dangerous situations. They're also notorious meddlers, eager to put their fingerprints on everyone else's business. If a member of this house comes across a locked door, password-protected system, or something else being kept hidden, they must try to discover the secret. If they choose not to investigate, the player gains one point of Nightmare.

Exile

House Eiluned's exile to Earth may be the darkest secret they hide. Some believe that Eiluned herself or one of her followers committed a heinous crime and accepted banishment in exchange for the truth being kept secret. Others think that House Eiluned came into possession of a cursed artifact, or that they made a pact with an order of mortal warlocks. Still others believe the pact was not with mortals, but with an exiled Unseelie High King. Whatever the truth, Eiluned's not-inconsiderable powers have been turned towards making sure none recall the details.

Factions & Societies

Rothman & Associates is an international law firm that assists the Kithain in dealing with matters of mortal law. The Knights of the Silver Key, a scholarly order of chivalrous knights, maintain extensive libraries of esoteric knowledge. The Knights of the Silver Web have a similar function to the Silver Key, only instead of maintaining hard copy libraries, they maintain the servers, data clouds, and other digital repositories of information. The Order of Moonfall, an order dedicated to divination, has served as advisors to kings and revolutionaries alike…all for a cost.

Notable Members

Countess Anne, once a spirited young debutante, and now a wise (and still spirited) ruler of her own fiefdom, King Meilge of Willows, who rules his kingdom through a combination of strict rule and a fortuitously-timed blind eye, Duchess Ylenaria of Stone Coast, Sir Davis Rothman, a founding partner at Rothman & Associates, whose network of contacts spans the globe, PepperZ, whose "real world" identity remains unknown, but whose hacking skills have gathered her a wealth of private information and sensitive secrets, which she trades for favors for herself and her friends, and Countess Natalya, who hosts an annual Country Music Glamour Jamboree from her freehold near Opryland.

House Fiona

(Fee-OH-nuh)

Lady/Lord, to you I give all the affections and warmth of my heart that these may ease you across miles and years to come. I will be your friend, your companion, and your mate as you desire. In desolate hours shall I keep you company and on the field of battle bear your token with pride and honor. Never shall you be lonely; never shall your tears go untouched by my hand. Ere my bond be broken, no longer shall my loins find pleasure; no longer shall my heart find gladness in carnal pleasure. May the teeth of Fiona's silver lion tear me asunder if I betray your trust!

Court: Seelie

Nickname: Lions, True Hearts, Gossips (vulgar)

House Fiona does nothing by halves. Fierce and intense in both love and loyalty, the sidhe of Fiona revel in the pleasures of food and drink, sex, battle, and anything else designed to stimulate the senses. They love deeply and absolutely, valuing true love in its many forms above all else, particularly when that love comes at a high cost. Courtly love plays a central role in their games and challenges. They engage in activities with reckless abandon, not just ignoring the risks, but actively embracing them. In fact, the greater the danger, the greater the thrill, as the nobles of House Fiona continually search for an even bigger rush. The fetes thrown by Fiona rival the wildest satyr bacchanalia, lasting for days and sometimes sweeping entire fiefdoms into the merrymaking as noble and commoner alike indulge their darker lusts and wildest fantasies.

For this reason, and because they seldom brandish the power of their station, the nobles of House Fiona tend to be well-regarded by the commoners. Fiona fiefdoms may not be run in the courtliest fashion, but their open-door policy towards their vassals minimizes political unrest and fosters mutual affection between the lords and ladies of House Fiona and their subjects. This relationship is best exemplified by the events of the Shattering, when some members of Fiona were welcomed to shelter from encroaching Banality within the freeholds of commoners, and others turned their sovereignty over to trusted commoners to rule in their stead. House Fiona still has a high number of commoners holding titles.

Members of House Fiona swear by complex codes of honor, but these codes are theirs alone, with rules that fluctuate wildly from individual to individual, limited by the Fiona's own passions and values rather than by antiquated conceptions of what nobility *should* be. They have handled the transition into the modern world better than some other houses for that reason. They embrace technology for its entertainment value, with a particular love for reality TV, tabloid new shows and websites, and any other programming that delves into the titillating private lives of individuals, and sidhe from House Fiona often have a difficult time resisting the desire to document their own passions. More than one Fiona has found himself involved in a sex tape "scandal" as well, not that House Fiona necessarily finds such things scandalous.

The sidhe of House Fiona fight with the same passion as they love. Warriors of great renown, Fiona battle fearlessly and recklessly. Lady Fiona founded this noble house after she and three of her loyal knights battled the fearsome beasts, the Fachan and the Each-Uisge, which were terrorizing Arcadia. Lady Fiona and many of her house chose to stay behind during the Interregnum, rather than flee to Arcadia with many of the other sidhe. Here, she took a mortal lover, a relationship fabled to have ended with her tragic death.

Boon

Those swearing fealty to House Fiona are truly courageous, and fear holds no power over them. Even in the face of certain defeat, Fiona's legendary reckless bravery continues to shine. As such, any attempt to generate fear in them, magical or natural, automatically fails. The only thing that can truly inspire fear in a member of Fiona is a direct threat to the life and safety of her lover; these attempts are not subject to automatic failure.



Flaw

Fiona's passions easily become obsessions, and their recklessness in the face of peril quickly transforms into seeking out danger for danger's sake. A sidhe of this house finds ways to make even the more mundane passions, like food or drink, into hazardous activities — she's the one eating the deadly fugu sashimi or challenging the troll twice her size to a drinking contest. In romance, especially, Fiona's passionate nature attains lofty heights, with epic love affairs that often end in tragedy. When a member of House Fiona backs down from a challenge in order to avoid risk, they lose one Willpower.

Exile

The common Fiona belief is that their house was not truly exiled, but that they chose to leave Arcadia to attend Lady Fiona's wake after her tragic death. This particular legend is certainly in keeping with House Fiona's celebration of passion and love, even of the tragic variety. The details of Lady Fiona's death tend to change from one retelling to another, however, and the wake itself may be more apocryphal than historical. Other possible scenarios include the Fiona nobility accompanying their liege lord or lady into banishment after the liege's misdeed, or that they voluntarily left Arcadia to swear fealty to one of the Fiona nobles who stayed behind during the Shattering. Portraying themselves as celebrants of tragic love or loyalty certainly feeds into the Fiona ethos.

Factions & Societies

The Knights of Sathar are a chivalrous order founded during the Accordance War and comprised of both sidhe and commoners. The Boytoys, a group of beautiful Fiona of all kiths (and genders, despite the name), began as an excuse for drunken orgies and dangerous activities, but evolved into a high-end fae dating service that stages extravagant erotic events for its clientele to meet and mingle. Loki's Brood are an assortment of sidhe politicos devoted to intentionally creating political unrest through opposition of majority viewpoints. Maker's Markers is an artistic crafting guild whose finished works are displayed in annual art galas that attract the who's who of fae and mortal society alike. Silver Lion Productions is a small production company that develops reality shows focused on romance, cooking, and any other Fiona passion, and whose participants provide an amenable source of Glamour.

Notable Members

High Lord Rathesmere, the liege to whom many exiled Fiona flocked, and possibly a key reason for their exile, Queen Aeron of the Kingdom of Pacifica, Lady Julia Spencer-Drake, a Kithain historian, Duke Selim, the enigmatic leader of Loki's Brood, Queen Laurel of the Kingdom of the Northern Ice, Count Gut Splicer, a redcap ennobled by Queen Laurel, Lady Finnula Finnegan, a poet and emissary to the Fianna, Dame Moira, champion duelist, Sir Sathar, founder of the Knights of Sathar, Baron Winston Dorsett and Baroness Gala Dorsett, siblings who run Silver Lion Productions from their co-ruled barony, and King Finn of the Kingdom of Ulster, once thought to be the reincarnation of Irish hero Fionn macCumhaill.

House Gwydion

(GWID-ee-ohn)

Lords and Ladies of the Falcon, I do swear fealty unto thee and to the noble House of Gwydion, from this day until the sun burns no longer. I shall never fail to defend my charges, nor the honor of my brothers and sisters. I shall be gracious in peace and unyielding in battle, and I shall bring the House of Gwydion honor by my deeds. In the name of Lord Gwydion the Gray and Lady Keredwyn, I swear it.

Court: Seelie

Nickname: Falcons, Proud (unflattering)

House Gwydion first came into power shortly after the Sundering, claiming lands and titles abandoned by the sidhe returning to Arcadia. In this period of chaos and fear, the strong guiding hand of Gwydion reassured its subjects, who looked to the honesty and dignity of their new lieges for guidance. House Gwydion ruled wisely and fairly until the Shattering, when they heeded the High King's orders to retreat from the rising sea of Banality. While many noble houses remained behind in part or in full, House Gwydion returned to Arcadia in near totality, forced to abandon the lands they once protected.

With the Resurgence, Gwydion returned to the mortal world to reclaim their lands and titles, only to find that the subjects they had left behind were unwilling to cede these properties to their lieges. House Gwydion fought at the forefront of the Accordance War, attempting to return the world to some semblance of order again, and it was one of their own, David Ardry ap Gwydion, who took on the mantle of High King and united Concordia, ending the bloodshed. From this time forward, House Gwydion have truly been the most noble of nobles, both great warriors and wise rulers. Known for their openness and honesty, these sidhe view ruling as an obligation, one they are duty bound to carry out fairly for the benefit of their subjects.

Most Falcons are conservative, placing value on ceremony, tradition, and oaths. Now a house of great power and privilege, Gwydion sees its share of infighting. In a house where all are considered fit to rule, determining the *most* fit to wield power becomes a major conflict. Rivalry within Gwydion only goes so far, however, as even the most contentious of lords band together when the house as a whole is threatened. Few wish to invoke House Gwydion's legendary anger. Enraged, Gwydion will fight beyond reason and their own physical limitations until their foe is vanquished.

House Gwydion has not adapted to the passing years as easily as some other houses, but individual members have begun adjusting their rule to keep peace within their fiefdoms. Giving commoners a voice in how they are governed hasn't come easily to the arrogant Gwydion, but those who ask the opinions of their subjects are rewarded with even greater loyalty. Vassals brave enough to speak the truth to their lieges find them surprisingly amenable, willing to implement changes that benefit nobility and commoners alike.

Boon

House Gwydion holds itself to a high standard, striving to be open and honest in its reign. They expect no less from



those around them. Members of House Gwydion can sense whether someone is speaking the truth or telling a lie with a successful Perception + Kenning roll vs the liar's Manipulation + Subterfuge. House Eiluned, the House of Secrets, is immune to this power.

Flaw

House Gwydion has clung to the Dreaming and the society that used to be more dearly than any other house that returned to Concordia during the Resurgence. A Gwydion's honor is paramount, and she will not forget a slight, nor will she forgive it. If anyone insults the honor of a Gwydion or her house, the Gwydion must take revenge commensurate with the slight before the next sunrise or suffer a Banality trigger.

Exile

House Gwydion would never admit to any failing great enough to justify their exile, and thus, insist that they chose to return to the mortal world voluntarily out of obligation to their vassals, rather than by force. Their enemies say otherwise, claiming that Gwydion's exile was a result of their arrogance and self-righteousness. That a member of this arrogant house could have insulted a king or queen of Arcadia with the power to banish the entire house is certainly not outside the realm of possibility.

Factions & Societies

The Iron Paladins are a group of merciless Unseelie knights who remain loyal to House Gwydion. The Red Branch is an order of knights known for their bravery and honor. The Beltane Blade is a secretive group devoted to redistributing power into the hands of those closer to their subjects, and away from the High King and other powerful nobles. The People's Voice is a small but vocal group, that actively encourages discourse between nobles and commoners, and a shift towards something closer to a constitutional monarchy.

Notable Members

David Ardry of House Gwydion, the High King of Concordia, Duke Allenion of the Duchy of Liberty's Heart, Duchess Carendlith of the Duchy of Maples, Duke Tymon, Duke Rialdo, deposed ruler of the Commonwealth of Hope's Boundary, Count Morig of the Duchy of Willow's Heart, Duchess Igrania of the Duchy of Magnolia, Duke Araby of the Duchy of Blue Grasses, Count Rual of Jamesriver, Gwyhyr, founder of Winterhold, Queen Morganna of White Sands, Baron Harold diMarcos, castellan of Caer Redwood, Duke Topaz of the Kingdom of the Feathered Snake, and King Bran ap Gwydion of Leinster.

House Leanhaun

(Lee-ANN-an)



By the elements and the essence of Dreams, I declare before witnesses that I am ready to take up my duties within House Leanhaun. I will remain true to my house, keeping its secrets, assisting all fellow members, and guarding its treasures. If I fail in any of my duties, or should I betray my house, let my name be stricken from the histories and erased from the minds of Dreamers. Let my story be unfinished, my purpose unfulfilled, and my essence scattered by the winds. Let no Kithain recall there ever existed such as I.

Court: Unseelie

Nicknames: Muses, Incubi/Succubi (vulgar)

While the Ailil scheme to bring about the supremacy of the Unseelie Court, and the Balor work toward the dark ends ordained by their ancient forbears, the third of the greatest Unseelie houses busies itself tending the garden it has been given. Members of House Leanhaun take great pride in their reputation as patrons of the arts, and the roll of artists and Dreamers they claim to have inspired since their return is a veritable who's who of a dozen entertainment industries. Combined with their reputation for debauchery, this perception has led more than one Seelie noble to dismiss Muses as serious rivals. It's a common mistake.

House Leanhaun is justifiably well-known as patrons and muses, but it's what they do with that influence that makes them just as dangerous as an Ailil schemer or Balor swordsman. Perhaps better than any other house, the Muses understand that whoever directs art directs culture, and so they tend their garden carefully, encouraging some voices while stifling others. They bestow fame and wealth in return for favors and oaths of service, creating worldwide sensations overnight and a legion of influential artists who owe the Leanhaun favors.

Of course, culture is a fickle mistress, and many of the artists burn brightly but a little while before fading back into obscurity. The Leanhaun are likewise known for their capricious love lives, equaled only by the Fiona among the nobility, often attaching themselves to a chosen artist for the duration of their meteoric rise

and always seeming to step away right before the inevitable crash. And while others are distracted by their love lives and famous friends, the Muses play the longest game of all, that of shaping culture itself — one book, one song, and one movie at a time.

When it comes to mortal society, the Muses invariably find a position where they have access to a large number of potential Dreamers, preferably one that also sees a fairly regular turnover, in order to better disguise their more unsavory appetites. Agents, talent scouts, entertainment reporters, and art teachers are all common professions for the Leanhaun, though some content themselves by being groupies and super fans. It is also very common for the Muses to be accomplished artists in their own right, who draw Dreamers to them as colleagues and peers.

Seelie Leanhaun tend to be relegated to "front of house" roles by their comrades, helping put a good face on the house and its activities, and are rarely invited to the exclusive parties and retreats where the real business is conducted. This can lead to a strange state where a Seelie member has a privileged mortal life — famous friends, plenty of cash, accepted in high society — while holding little to no authority in Kithain society.

Boon

The Muses are unnaturally charismatic. Leanhaun receive a free dot of Charisma, even if this takes them above 5. A Muse can also focus the full force of her charms on one person; all Social rolls involving that individual are at –1 difficulty, as are any rolls to gather Glamour involving that person. A Leanhaun can only target one individual this way per scene.

Flaw

House Leanhaun members age rapidly when denied access to fresh mortal Glamour. Each week a Leanhaun does not gain Glamour from a Dreamer, she effectively ages one year. Glamour gained from Reverie or Rapture reverses such aging at a rate of 1 year for every 5 points gained, while Glamour from Ravaging cancels one year per point gained, and Glamour from Rhapsody restores 5 years per point. Revelry does not restore youth at all. Note that a Muse cannot become younger than her actual age by infusion of Glamour; any "excess" rejuvenation is lost. This aging carries over to the mortal seeming, meaning Leanhaun must monitor their Glamour acquisition carefully to avoid arousing suspicion.

This unnatural aging toll is suspended for Leanhaun living in freeholds or the Dreaming, and does not apply to those who have yet to experience their Chrysalis or whose fae seemings are currently slumbering (such as from chimerical death or being permanently Undone). Of course, spending a lot of time in freeholds or the Dreaming holds problems of its own, but sometimes a desperate Leanhaun finds it necessary to stave off advancing age.

Exile

House Leanhaun members don't believe they were exiled, though they happily repeat that story if they think it's what the others around them want to hear (particularly nobles). No, the Muses believe that they chose to return to the Autumn World for a very specific purpose — because they believe Arcadia is already locked in a Long Winter, and so they must venture forth and find new ideas, new visions with which to restore its glory. Of course, if this means eventually taking the mantle of the Unseelie Court in the process, well, they'll take that honor too.

Factions & Societies

The Eternal Order of Dreams, who kidnap mortal Dreamers and put them in freeholds so their talent will never die. The Revelers, spies and seducers for the house posing as debauched dilettantes. The Finders, talent scouts who also seek out likely targets for Ravaging or Rhapsody. The Keepers of the Rose, seekers of treasures to place in Leanhaun's vaults for the coming Long Winter. The Idols, a female-led society of musicians, actors, and other superstar performers. The Knights Protector, the militant arm of the house, who are led by a cadre known as the Midnight Pact. The Revisionists, elite "cleaners" who bury evidence of the house's abuse of Dreamers.

Notable Members

High Lord Eleanor, sorceress, peerless patron of the arts, and beloved of commoners for her populist views in the Parliament of Dreams, Countess Alayne Grace, famed sidhe prima ballerina and darling of high society, Baroness Robin, the elusive hostess of notoriously decadent and exclusive "White Wraith" high society parties, catering to exclusive fae and mortal clientele, Countess Glynann Jones, music producer to the stars and leader of the Finders, Sir Strallach, Shadow Court mastermind and captain of the Knights Protector, Baron Tarrow, peerless fine arts patron, Dame Izzy Tot, satyr rock star and voice of the Idols, Sir Tairngrim, tireless bodyguard, champion, and lover of High Lord Eleanor, and Lady Gentian, highly placed Reveler masquerading as a humble eshu bard.

House Liam

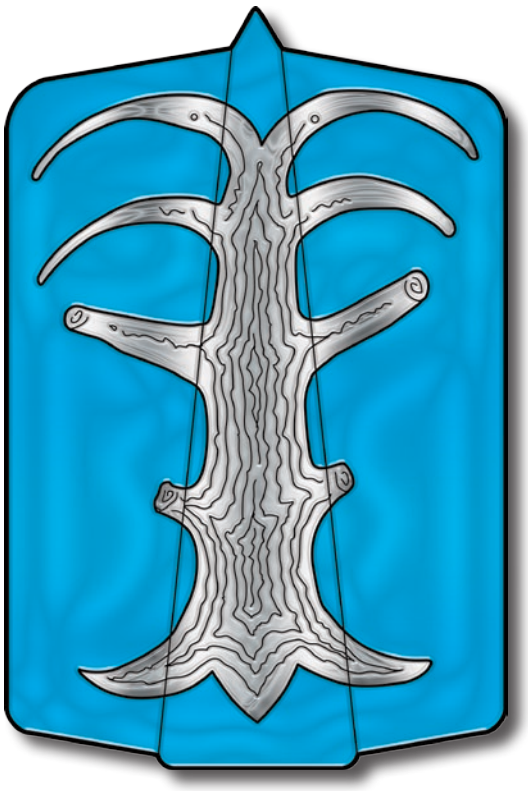
(LEE-um)

May the light of the Sun burn my skin,
May the light of the Moon bring me fear,
May the food of the Earth bring me hunger,
May the waters of Life parch my throat
Should I forego the compass of my journey,
Should I neglect the care of the Dreaming,
Should I be blind to the needs of my charges,
Should I ignore the purity of my duty.

Court: Seelie

Nickname: Monks, Oathbreakers (vulgar)

Criticized for speaking out on behalf of mortals, House Liam were shunned by the rest of the noble houses long before the Shattering. Many sidhe chose to view humans as little more than a source of Glamour, nuisances at worst and pets at best. House Liam insisted mortals had rights and value, just like the fae, a stance which made this house wildly unpopular among the sidhe nobility. The sidhe preferred to blame humans for the Banality encroaching upon the world, believing that culling



all but the few true Dreamers would restore balance and push back the tide of Banality. By placing itself between the mortals and the rest of the sidhe, House Liam unwittingly orchestrated its own exile.

Some point to more specific incidents as examples of why House Liam's exile was warranted. The house's founder, King Liam, once believed that the coming of Christianity was not the death knell for the fae, as the other houses thought. He saw in the faith and devotion of these humans the same spark of creative passion found in other art and music. While visiting religious orders throughout Europe, he became enamored of a young novice nun named Melisande, whose melodious singing voice promised a source of all the Glamour Liam believed faith could provide. When a noble from House Gwydion learned of Melisande, however, he abducted the girl. Liam's subsequent rage resulted in the utter destruction of the convent where Melisande had once lived, and the few surviving nuns carried with them the memory of Liam's terrible splendor, which other sidhe point to as the basis of the Christian church's hatred of the fae. Worse still, Liam's anger led him to slay two retainers of the Gwydion lord. King Liam was put on trial, and in the end, his love and defense of humanity over the lives and rights of his fellow sidhe cost him his place within noble society. Liam and his house were banished at that moment, never to be allowed to return.

Though House Liam holds few lands — and those they do hold tend to be small and relatively barren urban fiefdoms, rather than the sprawling estates of other Houses — the sidhe swearing fealty to this House are among the most widespread. Liam hide in plain sight, mingling with other courts, with commoners, and with mortals. Their relationships with commoners tend to be positive, though few commoners swear allegiance to this house. House Liam's love of humans, while well known, is widely misunderstood. Rather than seeing humans as above reproach or superior to the fae, House Liam recognizes and values the flaws in humanity. They fiercely believe humans should be able to live free from the influence of the fae. While Seelie houses all frown upon Ravaging on principle, viewing it as wasteful and ignoble, House Liam actively loathes this brutal means of forcefully harvesting Glamour.

Liam's fondness for humans may hamper them in fae society, but it serves them well in other areas. More than any other house, the members of Liam are able to integrate into human society, gently guiding artists and performers down the most creative paths, defending the young and old, and making lasting connections that provide a continuing source for Reverie.

Boon

House Liam holds a particular affinity with mortals and those in pain, taking on burdens others cannot bear. If a member of House Liam lays hands upon a mortal, his player can spend one Glamour to reduce the mortal's Banality by one. Likewise, if he lays hands upon another changeling, his player can spend one Glamour to reduce the changeling's Nightmare by one.

Flaw

House Liam's ties to mortals carry a price. Liam characters begin with one additional dot of Banality. Members of House Liam are also unable to Ravage for Glamour.

Exile

The sidhe of House Liam were exiled before the Shattering took place, shunned by fae society for their fascination with mortals and the ire the other sidhe felt Liam brought upon them all through his meddling with the Christian church. When the other Houses fled to Arcadia during the Shattering, House Liam not only stayed behind, but a good many of them chose to surrender to Banality and remain among the mortals. The few members of House Liam who managed to retreat to Arcadia lived in ostracism on the edge of society, and were expelled at the first opportunity.

Factions & Societies

The Knights Templar are a group of fanatical Traditionalists functioning covertly to defend House Liam, particularly against courts that treat its members badly. The Gray Monks live amongst religious orders in hopes of gleaning Glamour from true believers. The Midnight Mummers are an Unseelie secret society that mocks self-righteous or hypocritical members of House Liam. Just Cause, a social work/community outreach group, serves extremely low-income mortal populations, providing impoverished children with toys and art supplies while quietly cultivating them for Revelry.

Notable Members

Duke Gwilliam, a major noble seeking a new place for House Liam within the world, Ellen Rynson, a former eshu commoner who works as a photojournalist, chronicling broken families, victims of abuse, and other dark images to bring awareness, Harlequin, a member of the Midnight Mummers, High Lord Noman, the ranking noble of House Liam, who travels the world disguised as a beggar, Sir Odhran ap Liam, a veteran of the war to take Concordia, Countess Gwrly of the Birds, Queen Maria Teresa of Aragon, and Duke Benjamin Connor, an attorney whose firm defends imprisoned Kithain pro bono.

House Scathach

(SKAH-huh)

Today I make a vow of blood and steel, and pledge my life to House Scathach. I shall heed the words of the oracles, and pledge my blade to no cause that invites dishonor. I shall tend my own steel, keep my own counsel, and walk my own path until the day I cast no shadow. Thus I swear, by bright moon and blooded blade. And so my long walk begins.

Court: Seelie (nominally)

Nicknames: Gray Walkers, Killers (vulgar)

Even among the Shining Host, there are those who walk apart, preferring the deep shadows that accompany such dazzling displays. House Scathach has always worn the mantle of leadership uneasily, preferring the battlefield to the throne room, and seeing themselves as a warrior elite more than a ruling class. Like their legendary namesake and founder, the Gray Walkers try to lead by example and always fight at the front, in the process forming close bonds with many of the commoners they fight beside. Scathach even reached out to Prodigals, seeking to learn their battle tactics and share intelligence on common threats.

While Scathach was not the first house to elevate commoners into its ranks, their level insistence on merit as a determining factor set them apart from most of their fellow nobles. Of course, bucking tradition does not come without cost, especially among sidhe traditionalists. For daring to become close to commoners — and asserting that they had much to learn from them — House Scathach became a pariah among the nobility, sparking an enmity with the more traditional houses that persists to this day. Many "proper" sidhe look down on the house as spoiled runaways who couldn't make it in politics, and so chose to quit the game entirely.

For their part, the Gray Walkers embraced their roles as knights-errant, as it allowed them more latitude to patrol the borders of the Kithain world and battle the dangers that stalked the fae from the shadows. They turned inward, trusting a council of their own mystics to guide them and developing complex fighting techniques. Never a particularly large house, over time their numbers dwindled until sighting a Scathach was a rare occurrence indeed, though they retained a great deal of love from commoners as tales spread of mysterious Gray Walkers leaping from the shadows to save fae in danger, only to vanish soon after.

In the modern age, Scathach tend toward professions that allow them to move around often and work on their own for long periods of time; despite their fearsome reputation, though, very few Gray Walkers actually make their living as mercenaries or hired killers. Instead, they often find themselves in jobs that offer a lot of autonomy and territory to cover such as private detectives, park rangers, long haul truck drivers, etc. Not coincidentally, these jobs also tend to take the Scathach to the sorts of places where terrible threats lurk in wait — back alleys, dark forests, deserted roads, downtrodden slums — and that is exactly how they like it.

While the Gray Walkers are technically a Seelie house, they hold few lands and rarely get involved in politics beyond a local level. House Scathach declines to put forward a head of house as the others do and stands only a handful of representatives in the Parliament of Dreams, none of whom claim to represent the house as a whole. Individual Scathach are nearly as likely to be Unseelie as Seelie, and suffer no particular scorn from their fellow house members if they are. For what it's worth, efforts by other Seelie houses to get the Gray Walkers more politically involved are politely but firmly rebuffed, as are entreaties by the Unseelie Court to change sides.

Boon

The Gray Walkers excel at all forms of close combat, and seem to have a preternatural skill at going unnoticed. They make no sound when fighting unless they choose to do so, and receive a –1 difficulty on all Stealth rolls. A Scathach can never botch a Stealth roll. In addition, due to their intense combat focus, all Gray Walkers receive +1 die on all Brawl and Melee rolls, as their perception of time seems to slow down, making it easy to land hits and avoid return strikes.



Flaw

All Scathach suffer from a bad reputation with most of their fellow nobles, as well as commoners with royalist sympathies. All Social rolls with other nobles or royalist commoners are made at a +2 difficulty; nobles from houses Liam and Danaan are exempt from this rule. By ancient pact, Gray Walkers who are Autumn sidhe or members of other kiths are also forbidden to use Sovereign, a ban backed by the full weight of the Dreaming. In general, known Scathach are typically the first investigated if notable thefts or deaths occur among the nobility, particularly if it appears to be a sophisticated or polished job.

Arcadian sidhe do not suffer the Sovereign restriction, but have trouble tempering their battle lust, requiring six successes on an extended Willpower roll (difficulty 7) to break off from combat once engaged. A botch on this roll wipes away all accumulated successes and delays a new roll for one round, and a player of a Scathach may only spend Willpower for an automatic success on this roll once per combat. While she will not blindly attack friends or bystanders in this state, she is otherwise wholly fixed on her enemies and her objectives, and will do her utmost to prevent being removed from the field until her work is done.

Exile

House Scathach was not exiled for the simple reason that only a small number of its members ever went to Arcadia in the first place. Most remained outside the gates, fading into the shadows of fae society. Unless a changeling had direct contact with them, the Gray Walkers were little more than urban legends until the Resurgence. Those few Scathach who returned from Arcadia found the house already humming along nicely in their absence, and aside from some necessary differences in philosophy and experience, there has been little friction between the two groups.

Factions & Societies

The Morphean Oracles, a secretive council of talented prophets and seasoned sorcerers whose words guide the house. The Eventide Society, warrior-diplomats who maintain contacts with various Prodigal communities in order to fight common threats. Dark Horse Investigations International, a private investigation and security company. The Seven League Knights, wanderers who protect travelers on trods and blaze new trails in the Dreaming. The Natives, a loose association of Gray Walkers who spend more time with an adopted Prodigal group – a werewolf pack, a mage cabal, etc. – than they do with other changelings.

Notable Members

As befits a small, largely apolitical house, there are few well-known Scathach, and if there is a true High Lord that stands above the Morphean Oracles, none can say. Duke Valentine, an itinerant vigilante and famed debunker of fraudulent psychics, Sir Bobby Angel, freelance champion for hire, Dame Elenora Mendez, a valiant Thallain hunter from the Kingdom of the Burning Sun, and Kit and Kyra, true ranks unknown, pooka sisters of the Seven League Knights who target corrupt political systems, and Baron Bray and Baroness Aife, procurement and intelligence specialists.

House Varich

(VAH-rik)

One pattern I started, now I end it to begin anew in the name of Varich, founder of the house I take as my own. May I never leave the threads of a pattern unread. May I never let a challenge go unanswered. May I never give a vow of true love to another. I give honor to House Varich and serve it with my mind, my heart, and my actions. If I forswear my oath, may all hands of my house rise against me and may the pattern of my beating heart fall to stillness forever.

Court: Unseelie

Nickname: Weavers, Puppetmasters (vulgar)

The sidhe of House Varich hail from Russia, where they were once worshipped as gods by the mortals who Dreamed and shed blood for them. Masters of pattern recognition, they followed the threads of their fellow sidhe's actions and, through that design, foresaw the Shattering. Long before the other houses had begun to flee the Earth, Varich had already returned to Arcadia with many of their vassals. For centuries, they thrived in the long Arcadian winter, finally returning to their old homeland to find it a barren waste of Banality. They immigrated to America, where they found a new home in San Francisco's Russian Hill.

Varich changelings are known for their frozen hearts and inability to love. The founder of House Varich was once betrayed in love, fooled by a sluagh sorceress into loving a magical construct made of snow. When the maiden melted away in Varich's heated embrace, Varich's parents set a curse upon the sluagh. The enmity between the sidhe of House Varich and the sluagh exists to this day, and members of House Varich vow never to give their heart to another. Varich's standard became a rallying point for the broken-hearted and betrayed, with bitterness as their banner.

House Varich doesn't fret and wait. They search for meaning in everything around them. When observing a series of seemingly-unrelated events, Varich can see the small threads that connect them, quickly learning an opponent's battle strategy, and predicting changes in politics or even the stock market, which has given Varich a great deal of financial power in the mortal world. House Varich also excels in all areas of gambling, from cards to sports betting, able to note subtle patterns in play, distinguish tells, and successfully predict outcomes.

This talent also plays out in battle, though members of this House would rather orchestrate the battle than fight it. House Varich stations officers at several key points around a battlefield to observe their foes. Once they discern the patterns governing their strategy, they reconvene and plan their attack. Those aware of Varich's ability seek to thwart it by initiating attacks before their observant enemy has a chance to learn their



strategy, and by hiding key training and planning from sight, beyond Varich's prying eyes.

Boon

House Varich's greatest strength is their ability to discern patterns and make predictions. They can look at a week's worth of stocks and predict the market, observe a game of cards and predict who has what hand, watch a duel and predict the outcome. They require time and preparation, but once the Puppetmasters see the pattern, manipulating it comes easily. If the character has an opportunity to analyze his opponent in advance of a competition or conflict (such as fighting, sports, chess, etc.), the player can roll Perception + Kenning (difficulty 8) to successfully analyze his target's pattern of play in that specific type of competition. While in that conflict with the target, all rolls against the target pertaining to the specific challenge have a –1 difficulty.

Flaw

Broken-hearted Varich vowed never to love again, and his house followed suit. Their perspective allows them to see the entire pattern and to manipulate it, but forces them to remain outside of it themselves, disconnected from others. They can never swear an oath of love to another, and the difficulty of Empathy rolls increases by one.

Exile

House Varich was not exiled, but carefully orchestrated both their entrance to and exit from Arcadia based on the patterns foretold through signs and portent. Even if they had been exiled, this situation would have resulted from the careful manipulation of the pattern by Varich nobility.

Factions & Societies

The Obtenyani, a group dedicated to disrupting or deviating from the pattern, are ruled by passion instead of careful planning. The Notchnytza, an elite group of all-female assassins, have mastered hand-to-hand combat, weaponry, and poisons. The Players, a ring of bookies operating out of Russian Hill, prey upon mortals and fae like, sometimes Ravaging hopeful humans dreaming of their big payout.

Notable Members

Varich, Child of the Sun and Moon, the founder of this house, who claimed the body of a dancer in a San Francisco theatre group upon his return, Rytsar Wila Irynocha, founder of the Obtenyani, who once stood in active opposition to Varich but whose views have mellowed somewhat in the decade and a half since her return, Darya Vetrov, a key figure amongst the Players, known for her particularly vicious treatment of those who fail to pay their debts, and Tzar Ivan and Tzarina Ekaterina, rulers of the Empire of the Firebird.


Laughter
5
7
9
23
fig 3
Pooka
1995

Chapter Three: Character Creation & Traits

I am the one thing in life I can control, I am inimitable, I am an original!
—Lin-Manuel Miranda, *Hamilton: An American Musical*

When you play **Changeling**, you take on the role of a fictional character, much like a character in a film or a novel. However, part of the beauty of roleplaying is that unlike most other storytelling mediums, you get to create the character whose story will be told, building her from the ground up to be the protagonist you want to portray. You control everything, from her backstory and personality to her powers and capabilities, and the more detail you put into each step of the process, the more rewards you reap in terms of how fully realized she'll become.

This chapter guides you through the character creation process, going step by step to explain the choices you'll make as you design your character. All you'll need is a character sheet, some scratch paper, and something to write with in order to get started. It's also a good idea to bookmark this chapter, especially if you haven't made a **Changeling** character in the past, as some steps may send you to other chapters to look up more detail on specific Traits you're selecting.

The Storyteller's Role

Whether the troupe makes characters together (which is recommended), or players make characters on their own, it's usually a good idea for the Storyteller to be there, whether digitally or in person. This is particularly true for new players who have never made a **Changeling** character before, of course, but is still valuable even for veteran players. Players often have questions about the setting that only the Storyteller can answer, such as whether particular Traits are likely to be useful or if certain other Traits are restricted, not to mention narrative questions such as who the local nobles are or whether it is acceptable to have a family friend who knows about the character's true nature.

Storytellers, for your part, don't feel as though you have to answer all of these questions on your own! It's perfectly acceptable to turn questions back on the player or field them to the group as a whole if you don't have an answer. For example, if a player asks who the local nobles are, you could always ask the group, "Who do you guys think would be in charge around here? What are they like?" Even if you decide to go in a slightly different direction than the players suggest, the brainstorming can be a real help during the character creation process.

It's also a good idea to refrain from trying to teach a player all of the rules in detail as they go through character creation. While it's born of good intentions, it often just winds up bogging down the process and making things more complicated. Answer simple questions to avoid confusion, but save detailed overall rules and systems explanations for later, when they can be addressed in one fell swoop. If players decide they don't want certain Traits after learning more about how they work, it's acceptable to swap them out provided the Storyteller approves.

Getting Started

As you prepare to design your character, there are a few solid guidelines to keep in mind.

- Your character is a changeling, a fae soul housed in a human body who must balance living in the world of mortals with existing in the enchanted world of the Kithain. It's okay to play a character who doesn't know much about changeling society or the enchanted world; that's actually how many characters begin! Don't worry about not knowing enough "lore" about the setting, as it can be a lot of fun for both player and character to learn about this new world simultaneously.
- That said, it's still advisable for new players to read Chapter One: The Dreaming, Chapter Two: Seemings, Kiths & Houses, and Chapter Three: Character Creation & Traits in order to learn some of the basics of the game and its setting. Not only is it useful information to know, it can also ensure that players don't create characters with false assumptions about the setting.
- **Changeling** characters can be of any age, race, culture, and gender identity.
- All characters are unique. While certain norms and even stereotypes exist as part of the setting, that doesn't mean your character must conform to them. So long as the Storyteller feels a departure from the norm is warranted by your character's backstory, he may allow it. The Storyteller has the final word on what is permitted in his chronicle, but as a rule of thumb, the more your justification is based on a good narrative reason as opposed to a purely mechanical benefit, the more likely it is that the Storyteller will grant an exception.
- **Changeling** is a game, and as such, it has rules in order to prevent confusion and adjudicate the success or failure of certain actions in the narrative. As part of character creation, you will be assigning numerical values to different Traits to represent your character's prowess and capabilities. You may find that you are not able to have every Trait that you want right away. That's fine! Characters are intended to grow and change as the game goes on, and having goals to aspire to can make for excellent motivation. The method for assigning values and tracking Traits will be explained throughout this chapter.

Step One: Character Concept

The very first step of character creation is coming up with an idea of the role you wish to portray, the persona you will adopt as the story unfolds. At this point it's best to pick a few central ideas you like but to keep the rest fluid, as you may find elements changing while the process goes on. Don't fret if you change your mind or double back, as nothing is set in stone until character creation is over, and even then many Storytellers allow players to tweak their characters for the first session or two if certain choices don't turn out to be what they imagined.

Examples:

- A brilliant orphaned immigrant who speaks out against the injustices of Kithain society, and views his revolutionary motley as the family he never had.
- A priest whose sluagh nature leads him to try to reconcile the lingering departed with their loved ones, and help conclude their unfinished business.
- A photojournalist whose award-winning work has taken her all around the globe, but who is secretly worried that she's missing out on too much with all her traveling.
- A struggling college student trying to balance his studies with a chaotic family life and his responsibilities as the local noble's new chancellor.
- A classically-trained artist who opens a tattoo parlor in order to pursue her new passion, to the dismay of her traditional parents and disapproving fiancée.



- An impulsive high school genius, whose frustration over being treated like a child leads to rash decisions in a self-fulfilling cycle he longs to break.
- A dogged scholar whose interest in lost civilizations and secret societies has only grown now that she has entered the enchanted world.

Kith

The most fundamental choice involves what type of changeling you want your character to be. Many elements of your character, both mechanical and narrative, will be influenced by this choice. Even if your character goes against kith stereotypes and expectations, it's still good to know what those are because other changelings may judge your character by them anyway. A list of kiths is provided in Chapter Two; select the one you feel will be most fun to portray.

Court

Another fundamental aspect of a changeling, the choice to be Seelie or Unseelie, influences personality as well as politics for the Kithain. Chapter One has an in-depth examination of the Courts, but for now the Seelie are best summarized by tradition, honor, and romance, while the Unseelie are change, freedom, and passion. A character may switch Courts during play, but this typically involves a major event or a great deal of personal soul searching, so choose carefully.

Legacy

Each changeling has two Legacies, one Seelie and one Unseelie, which serve as personality guides as well as providing incentives for certain behavior (and costs for others). Your dominant Legacy is determined by your current Court, though your other Legacy might still influence your behavior in other ways. More on Legacies can be found on p. 156.

Seeming

Your character's seeming reflects her outlook on her life as a changeling and the Dreaming in general. While often tied to her mortal age, changelings can be any seeming at any age. Childlings view the world with wide-eyed wonder, wilders are seekers of adventure, and grumps are builders and keepers of tradition. Seemings get a full writeup on pp. 83–87.

House

All sidhe characters are part of a noble house unless they have chosen to forsake their title, while some commoners receive titles as rewards for great deeds or loyal service. The great houses are divided by court, with seven Seelie and seven Unseelie, and collectively they drive the engine of Kithain

politics around the world. Each house confers unique strengths and weaknesses on its members, which are magically bestowed by initiation into its ranks, and each possesses its own values, culture, and expectations for its members. Full writeups of each house are provided in Chapter Two.

You do not need to be of the same court as a house's affiliation to be a member — there are Unseelie Gwydion, for instance, as well as Seelie Ailil — though life can be difficult for such mavericks. If your character does not have a title, simply write "unaffiliated" in this space. Note that playing a noble requires the Title Background; see Step Three for details.

Step Two: Traits

This step of character creation involves assigning values to Traits, which reflect a character's innate capabilities as well as things she has learned over time. At each stage you are allocated a certain number of points to spend, which means you will have to prioritize what is most important for your character. It is very likely that you may not be able to purchase everything you want right away, but don't worry! Later on you will be able to spend freebie points to purchase more Traits, and of course you can also purchase them with experience points during play. Focus on what is most essential first, and worry about other elements later.

Attributes

A character's *Attributes* measure her innate characteristics; while they can be improved with effort, they reflect a baseline level of aptitude. Attributes are divided into three categories: *Physical*, *Social*, and *Mental*, reflecting three different core aspects of a character.

Physical: These Traits measure a character's raw power, agility, and toughness. A character who excels at athletics, combat, or the performing arts is likely to have good scores in these Traits.

Social: Social Attributes determine how magnetic, expressive, and attractive a character is. If you want your character to talk her way out of trouble, play political games, or just turn heads wherever she goes, these are the Traits to focus on.

Mental: Your character's Mental Attributes govern how intelligent she is, how much she notices about her surroundings, and how quickly she reacts to changing events. Scholars, investigators, and tricksters alike find focusing on these Traits a necessity to get ahead.

Before allocating points to Attributes, you must prioritize the three categories, selecting one to be your strongest, another to be your next strongest, and a third category to be your weakest. This is an important decision, as Attributes form the foundation of many rolls in the game as well as reflect where your character's natural strengths and weaknesses lie. This priority reflects how many points you have to spend in a particular category.

One you have prioritized your Attribute categories, you may begin spending points to purchase "dots" in the Traits listed in each category. Each point buys one dot.

Attribute Points

Primary: You may allocate 7 points among the Traits listed under your primary Attribute category.

Secondary: You may allocate 5 points among the Traits listed under your secondary Attribute category.

Tertiary: You may allocate 3 points among the Traits listed under your tertiary Attribute category.

Every character receives one dot in each Attribute for free, representing the minimum level most characters can possess. A character cannot have a rating of zero in an Attribute unless powerful magic or extreme circumstance somehow utterly removes that capability, such as a paralyzed character losing all Dexterity. Note that you can go back and change your Attribute allocations later on during character creation if your image of your character changes, but for now it's good to have something to go on as you go forward in the process.

Abilities

If Attributes are innate characteristics, then *Abilities* measure skills and aptitudes a character has picked up over her life. Abilities are further divided into *Talents*, *Skills*, and *Knowledges*.

Talents: These Abilities are largely intuitive, and usually cannot be formally trained beyond the most rudimentary understanding. They are simply something a person possesses, though experience can certainly help refine their technique.

Skills: In this category you can find aptitudes based on hands-on training and technical knowledge, which are typically improved through applied use and simple practice.

Knowledges: Abilities in this category most often reflect classical "book learning," whether through formal instruction or a casual mentor relationship. Some can be self-taught, but most require extensive mental ability, resources, and instruction to acquire.

Just as with Attributes, the three categories must be prioritized. You must select one category to be your strongest (primary), your average (secondary), and your weakest (tertiary). After priority has been assigned, you may begin spending points in

Ability Points

Primary: You may allocate 13 points among the Traits listed under your primary Ability category.

Secondary: You may allocate 9 points among the Traits listed under your secondary Ability category.

Tertiary: You may allocate 5 points among the Traits listed under your tertiary Ability category.

each category, purchasing dots in the Traits associated with each one. One point buys one dot in a Trait.

Unlike Attributes, however, you do not begin with one dot in each Ability; you must purchase them from scratch. In addition, you may not purchase more than three dots of an Ability at this time — if you want to be a true master of an Ability, you will have to purchase more dots with freebie points (or experience points during play). You may otherwise allocate your Ability points as you see fit within a category.

Step Three: Advantages

A character's *Advantages* can represent a wide variety of things, from the *Backgrounds* that help define her life, to the magical *Arts* she can draw upon to wield fae magic, and the *Realms* that dictate upon what she can work her magic. Unlike Attributes and Abilities, you do not prioritize in these categories; you simply receive a set amount of points for each one and spend them as you see fit to realize your idea of your character.

Backgrounds

Every character receives five points to allocate among different *Backgrounds*. One point buys one dot of a Background, and you may buy up to five points right away; they are not limited to three points at this stage as Abilities are.

Backgrounds are a very broad category, with some representing elements that are external to the character, such as friends, special locations, or even magical items, while others are internal and represent unusual innate qualities a character possesses. Some Backgrounds require additional details or rules adjudication, such as magical Treasures or clever Chimera companions, to determine how they interact with game mechanics; this can be worked out later with the Storyteller.

Depending on the nature of the chronicle, the Storyteller may limit or even forbid particular Backgrounds, so make sure to check to see if any such restrictions are in place before purchasing them. For instance, if the characters are all supposed to be down on their luck circus performers, the Storyteller may declare that no one has more than one level of Resources, if any, reflecting their hand-to-mouth lifestyle.

Arts and Realms

All Kithain possess some measure of magical ability after their Chrysalis, and while learning new cantrips is both difficult and time consuming, those that dedicate themselves to the study of changeling magic can become formidable and unpredictable foes.

Arts determine the broad type of magic your character can wield. You have three points to spend on Arts. While a quick reference table is provided later in this chapter, it is a good idea to at least glance at the full descriptions



provided in Chapter Four; even if not all of the game mechanics make sense right away, having at least a rough idea of what each power is about can make the decision much easier and avoid confusion about what you can and cannot do.

If Arts determine what kind of magic your character can do, then *Realms* determine how you use it. More Realms give you more flexibility in how you can use your Arts, by giving you a broader range of possible targets for your powers. You have five points to allocate to Realms. As with Arts, while a quick list is provided, it is recommended that you take a look at p. 232 to see what each Realm does in more detail.

Step Four: Tempers

Three important Traits make up the *Tempers* category: Willpower, Glamour, and Banality. These represent three fundamental aspects of your character's relationship between the Dreaming and the Autumn world, and interact with the rules a bit differently than the Traits in the first three categories. All changelings start with the same base rating in these traits, modified slightly by your choice of seeming (see p. 148). There are no points to spend here, you simply need to record the ratings as determined by your seeming and any associated choices.

Willpower

This Trait measures your character's self-control as well as her overall drive to carry on despite hardship and setbacks. Willpower may be required to activate certain special powers, as well as to retain self-control in the face of temptation or provocation. It can also provide an extra boost to an especially important roll, representing a character giving her utmost to succeed.

You begin with a Willpower rating of 4. Your character's permanent Willpower rating cannot exceed 10. See p. 258 for more on how Willpower works.

Freebie Point Costs

Traits	Cost
Abilities	2 points per dot
Arts	5 points per dot
Attributes	5 points per dot
Backgrounds	1 point per dot
Glamour	3 points per dot
Merits	Merit rating in points
Realms	2 points per dot
Willpower	1 point per dot

Glamour

Your character's Glamour trait measures the overall strength of her Kithain nature as well as her raw magical potential. Glamour is most often spent to power cantrips, enchant mortals, activate Treasures, or use certain Birthrights and house Boons. It is refreshed through a variety of means, whether gathered from mortals, soaked up in the presence of a freehold's balefire, or acquired through physical tokens of solidified magical energy known as dross. While largely a positive Trait, exposure to high levels of Glamour without some corresponding grounding in Banality can lead to a dangerous condition known as Bedlam.

You begin with a Glamour rating of 4. Your character's permanent Glamour rating cannot exceed 10. See p. 259 for more on Glamour.

Banality

The Banality Trait measures how much the Autumn world has weighed down a character's fae soul, and represents both the accumulated damage a character has suffered at the hands of humanity's disbelief as well as her own inner doubts and fears. Though changelings rightly fear Banality as the harbinger of their undoing, it can also be employed as a last-ditch measure to help defend against cantrips or avoid detection, albeit at a cost.

You begin with a Banality rating of 3. If your character's permanent Banality rating ever reaches 10, she is Undone, and effectively ceases to be a changeling. See p. 267 for more on Banality as a Trait.

Step Five: Birthrights and Frailties

Every kith has unique benefits, known as *Birthrights*, as well as inherited drawbacks, known as *Frailties*. You should look over these Traits carefully, as they often add new systems to your character, or change existing Trait values. For instance, sidhe characters receive a bonus to their Appearance Trait to reflect their otherworldly beauty, while boggans cannot botch any rolls involving the Crafts ability. Bonuses gained from Birthrights may take your character over five dots, granting truly superhuman levels of that Trait.

Step Six: Freebie Points

At this stage you probably have a pretty good idea of who your character is, but it's also likely that you didn't have quite as many points as you wanted in a few categories. That's where freebie points come in! These are points you can spend to purchase new dots or raise existing Traits. Freebie points do not have the same value as the points you were spending before, however; the accompanying chart shows the freebie point cost of different Traits. Remember to consult the Storyteller to discuss if any Traits are restricted or prohibited for the chronicle.

While useful, freebie points do have limits. You cannot raise any Trait above five dots, increase Glamour or Willpower above 10, or raise your Banality rating. The only exception to the five-dot maximum is if a Trait receives a bonus as the result of a

Birthright or house Boon; this increases a character's maximum rating accordingly. For instance, the satyr Birthright of Physical Prowess bestows a free dot of Stamina, so satyr characters have a maximum of 6 for that Trait.

Step Six (Optional): Merits and Flaws

During the freebie points stage, you also may have the option of selecting special Traits called Merits and Flaws. As the name implies, Merits provide benefits to your character, while Flaws impose certain penalties or difficulties. While useful tools for customizing characters, these are also optional Traits, and the Storyteller may choose to restrict or disallow some or all Merits or Flaws as part of his chronicle. Make sure to consult with the Storyteller before selecting them.

Merits have a listed cost in freebie points, with the more powerful or universally applicable Merits having higher costs. Provided you justify it in your character's backstory and can pay the freebie point cost, there is no limit to how many Merits you may select for your character, so long as you remember to check with the Storyteller for approval before finalizing your choices.

Flaws work a little bit differently. Selecting a Flaw gives you extra freebie points equal to the listed value of the Flaw; unlike Merits, however, you may only take a maximum of seven points' worth of Flaws. Generally speaking, taking more than that results in a character with too many Flaws to be playable, or invites abuse by having so many Flaws that some will not come up in play. Even if the Storyteller allows going over this maximum, in order to keep the game balanced for other players it is still advisable that no more than seven points of Flaws be counted toward receiving extra freebie points.

Step Seven: Specialties

After freebie points are spent, a character's Traits should now be set. At this time, any Attribute or Ability rated 4 or above receives a *specialty*, reflecting an area or aspect of that Trait where a character is especially gifted. Some suggestions for possible specialties are listed in the relevant Trait descriptions, though players are encouraged to come up with their own specialties as well, subject to Storyteller approval. In addition, certain Abilities, such as Crafts and Performance, require a character to declare a specialty even if they are not rated four dots or higher, reflecting a character's particular area of expertise in such a broad field.

Step Eight: Threshold & Antithesis

While all changelings can gain Glamour from a variety of sources, most find one form or style that calls to them more than others. This is called a *Threshold*, with more benevolent forms known as *Musing* and harsher forms known as *Ravaging*. Though it is true that in general Seelie fae tend to have Musing Thresholds while Unseelie favor Ravaging Thresholds, this does not mean your character must follow those trends. You also do not have to decide on one now, but may choose a Threshold during play if you prefer. Lists and descriptions of Thresholds can be found on p. 261.

In addition, every changeling has an action that she views as the epitome of Banality, something so soul-crushing and stifling that it curdles her faerie soul. This action is her *antithesis*, and while other changelings might find it only distasteful, to the character it is a Banality trigger. Work with the Storyteller to come up with an antithesis for your character.

Step Nine: Spark of Life

Once all the points are spent and Traits decided, the character creation process returns to a more narrative, descriptive stage designed to take all those numerical values and translate them back into a living, breathing character. There are no set rules or requirements for this process, but it is highly recommended nonetheless, as it will provide a lot of the fine details that make your character a real role to be played instead of just numbers on a character sheet.

Motivation

Figuring out what drives a character involves asking some of the simplest-seeming and yet often most complicated questions to answer: Why does your character do the things she does? What motivates her? What keeps her going when things get difficult? How does she feel about what she does on a daily basis — is she inspired and eager, simply slogging through another day, or actively ashamed or disgusted at the role she's forced to play?

Understanding the basic instincts or ideals that keep her going can reveal a lot about who a character is, whether she hides them deep down or wears them proudly on her sleeve. After all, even an apparently aimless hedonist who never settles down, but drifts from town to town seeking only pleasure and excitement still has motivations, if very simple ones; and what's more, understanding what in her life put her on that path can be quite a revealing exploration.

Goals are another aspect of character development worth exploring. In **Changeling**, characters may actually be sworn to complete great quests or could be under a magical compulsion to perform certain deeds, which can certainly be tremendous motivating factors for a character's actions. Not all goals need to be quite so grand, however — a character who simply wants to avoid failing out of school and keep her girlfriend happy while balancing her duties as a courtier in the local noble household is definitely just as motivated in her own way as any hero on some epic journey. It's also not unusual for characters find themselves deciding between goals for the changeling world that conflict with mundane aspirations; in fact, it's part of the essence of the setting.

As a player, you may find it useful to think of a daily goal, a short term goal, and a long term goal for your character. The daily goal expresses a character's day to day motivation, whether it's finding enough food to get by, taking care of his kids, or trying to climb the corporate ladder. The short term goal is something that can be accomplished in a few chapters,



like training a new Ability or searching for the answer to a relatively straightforward question. The long term goal is a big target that will take most of a story, if not the chronicle, to achieve, such as crafting a legendary Treasure or bringing down an entrenched Shadow Court mastermind.

When a goal is met, simply replace it with another. Doing so ensures that a character always has something to do or seek out, and isn't always waiting for the action of the story to come to her. Not to mention that goals provide angles on why she cares about current events, or what she feels she might gain from participating in dangerous quests or epic journeys.

Identity

Changelings are by nature beings of two worlds, and most must find a way to balance the reality of living in the mortal world with the demands of existing as a changeling in the enchanted one. While some characters abandon the Autumn world and give up any pretense of a mortal life, doing so can easily lead to the terrible condition known as Bedlam, and so most fae try to find some way to satisfy both parts of themselves. Striking a true balance is difficult, but such conflict lies at the heart of **Changeling**, and the reward for doing so can be a character truly at peace with herself and her seemingly contradictory nature.

Mortal Identity

Establishing your character's mortal history and identity is a crucial part of understanding how he sees himself fitting in to a world that isn't quite his anymore. Even if he's known about his changeling nature from a young age, unless he fled immediately into the depths of the Dreaming he still had to uphold at least some pretense of a "normal" life. Where did he grow up? What's his family life like? Did he drift away when he realized he wasn't really part of it, or cling even harder because of it? How did he do in school? What mortal friends did he have, and does he still keep in touch with them? Did he ever enchant anyone he knew, or otherwise try to let them in on his secret? Did he ever use his powers to try to help a mortal? What about using them to get even with a bully or a rival? How did that go?

Of course, a character's current mortal life and identity is also worth examining — after all, one main theme of **Changeling** is that even valiant knights and cunning sorcerers still need to buy groceries and pay rent. Does your character have a job? If so, what is it, and how does she feel about it? If not, how does she make ends meet? Where does she live? Does she have any mundane hobbies or interests she indulges? Does she have a social life with her mortal friends and coworkers? What about a lover? Children? How does she explain things like sudden absences, broken promises, or missed occasions due to events in her changeling life? Is there anything in her mortal life she'd prioritize over her changeling one? If so, what is it, and why? What do her mortal friends and relatives honestly think of her? Does she care?

Changeling Identity

While understanding your character's mortal identity is important for having a grasp on who he is and how he relates to that part of his life, most stories will naturally focus on his changeling identity, and therefore it's important to understand

his place in Kithain society and his perspective on his magical existence. While a prelude session may cover some of this territory, it's usually best to begin at the Chrysalis. What event caused his Chrysalis? Was it traumatic, transcendent, or maybe a bit of both? Did anyone guide him into changeling society, or did he somehow find his own way there? What were his first impressions of Kithain life? When did he first encounter the nobility and changeling politics, and how does he feel about it?

Assuming your character isn't coming into the chronicle entirely new to Kithain life, she probably has some role or niche to occupy in the changeling community. What does she contribute to Kithain society? Is she well known to local changelings? If so, what's she known for? Does she deserve her reputation? Who's her local liege, and how does she feel about their rule? If she is a noble, what are her obligations and ruling style? If she's a commoner, is she politically minded or does she accept the status quo? Does she attend large changeling gatherings and festivals, or does she mostly keep to herself apart from seeing her motley? Has she sworn any oaths? Visited the Far or Deep Dreaming? Does she view her new existence as a blessing, a curse, or a puzzle to be figured out?

Appearance

Along with establishing her identity, it's important to get an idea of what your character looks like in order to communicate her image to the Storyteller and the other players, as well as to better visualize the events taking place in the story. Changelings are unique in that they have both a mortal seeming and a fae mien to describe.

The mortal guise is what all mundane beings perceive, including Prodigals, unless they possess a special sense or affinity for the fae. A changeling's guise often hints at elements of her fae seeming, though she still appears to be a normal, if possibly quirky or eccentric, human being. A sluagh's guise is usually pale and on the thinner side, for instance, while a redcap's is often stocky and menacing. Pooka often have features that recall elements of their animal selves, such as a badger with white streaks in his hair, while nockers tend toward colorful language and a slightly disheveled look.

In addition, some chimerical items and treasures have mundane guises as well — a mighty chimerical blade might look like a humble wooden sword to mortal eyes. Describing the guise and any items carried is important because it affects how mortals react when they encounter the changeling; a police officer is going to react very differently to what he perceives as man waving a wooden sword compared to someone wielding a real one, or seemingly carrying nothing at all.

A changeling's fae mien, by contrast, is a chance for players to get really creative. So long as you respect the boundaries of your character's Traits — a character with a low Appearance rating can't be described as flawlessly beautiful and alluring — a changeling's fae mien is a place for you to run wild creatively. The Kithain are fantastical beings brought to life, after all. The Storyteller has the final say on what is acceptable for a character's fae mien, but is encouraged to allow a healthy amount of leeway provided that elements of the character's appearance are understood to be purely cosmetic, and cannot replace or augment actual game mechanics.

With that in mind, take some time and really dig into an interesting and fantastic appearance for your character. A sidhe doesn't just have bright red hair, she has shimmering hair that flickers and shifts like a roaring fire in a hearth. A troll's skin is marbled like granite and always feels a little cool to the touch, like a rock face in the shade. A sluagh's shadow sometimes moves when it thinks no one is looking, glancing side to side as if watching out for someone. A nocker's clothing whizzes and clicks, sometimes making its own alterations or little repairs as if guided by unseen mechanisms. A changeling who's mastered Summer magic seems to always have just a hint of the scent of freshly-cut grass and ice-cold lemonade lingering around her.

So long as the Storyteller approves, your fae mien description is a place to really make her unique and memorable. Don't forget to describe her voile, or chimerical clothing, as well as any significant treasures or chimerical items she's carrying (and if they have mundane counterparts). A changeling who appears to be wearing casual street clothes in his guise but is decked out in a full suit of plate armor forged from magical stained glass is going to make a statement, after all, especially if he normally appears in noble finery.

If an item has game statistics attached to it, such as weapons, armor, or magical treasures, this is the time to record those mechanics. Bear in mind that beyond clothes and very basic necessities, unless she also has the appropriate Backgrounds to possess them — Resources for mundane items, Chimera for chimerical ones, or Treasure for items with magical properties — your character may not be allowed to own certain items, subject to the Storyteller's approval.

Quirks

Although these sometimes arise naturally during play, quirks can certainly be devised during character creation as well. Essentially, quirks are little gestures and mannerisms a character displays that make her distinctive and express her personality. A quirk does not have to be something grand or particularly eccentric; if your character is constantly chewing gum or has a habit of humming show tunes, that's just as memorable as a character who insists on referring to himself in the third person or who is always wearing ludicrous hats. Good quirks are not about simply displaying strange or irritating behavior for its own sake; they are representations of a character's habits and personality traits.

Character Creation Chart

Character Creation Process

Step One: Concept

Choose concept, kith, court, Legacy, seeming, house (if applicable)

Step Two: Traits

Prioritize the three Attribute categories: Physical, Social, Mental (7/5/3)

Choose Physical Traits: Strength, Dexterity, Stamina

Choose Social Traits: Charisma, Manipulation, Appearance

Choose Mental Traits: Intelligence, Perception, Wits

Prioritize the three Ability categories: Talents, Skills, Knowledges (13/9/5)

Choose Talents: Alertness, Athletics, Brawl, Empathy, Expression, Intimidation, Kenning, Leadership, Streetwise, Subterfuge, Hobby Talent

Choose Skills: Animal Ken, Crafts, Drive, Etiquette, Firearms, Larceny, Melee, Performance, Stealth, Survival, Professional Skill

Choose Knowledges: Academics, Computer, Enigmas, Gremayre, Investigation, Law, Medicine, Politics, Science, Technology, Expert Knowledge

Step Three: Advantages

Choose Backgrounds (5), Arts (3), Realms (5)

Step Four: Tempers

Record starting Willpower (4), Glamour (4), Banality (3)

Adjust temper rating based on seeming.

Step Five: Birthrights & Frailties

Record Trait adjustments and special systems from Birthrights & Frailties.

Step Six: Freebie Points

Spend freebie points (15)

Optional: Select Merits and Flaws

Step Seven: Specialties

Record specialties for Attributes or Abilities rated 4 or higher.

Step Eight: Threshold & Antithesis

Select a Musing/Ravaging Threshold, or leave blank for now

Musing: Inspire Creativity, Create Hope, Create Love, Create Calm, Foster Trust, Help Those in Need, Foster Dreams

Ravaging: Exhaust Creativity, Destroy Hope, Destroy Love, Create Anger, Break Trust, Exploit Dependence, Destroy Illusions

Select an antithesis (see p. 174)

Step Nine: Spark of Life

Describe character's backstory, motivation, appearance, identity.

Legacies

See also Legacies, pp. 156–160.

Seelie Legacies

- **Bumpkin:** Common sense and plain dealing are your way.
- **Courtier:** The whirl of politics and intrigue excites you.
- **Crafter:** Making something you're proud of fires your heart.
- **Dandy:** You love setting trends and getting attention.
- **Hermit:** A recluse at heart, you'd rather be left alone.
- **Orchid:** Purity and delicacy have a beauty all their own.
- **Paladin:** You live for the challenge of proving your skill.
- **Panderer:** Making others happy brings you joy.
- **Regent:** Some are born to rule, and you always take charge.
- **Sage:** Wisdom is good, but it's even better when it's shared.
- **Saint:** You seek to alleviate the suffering of others, even when it costs you.
- **Squire:** You are a natural sidekick, the perfect right hand.
- **Troubadour:** Life is an art form, and love is its practice.
- **Wayfarer:** Why stay put when there's so much to see out there?

Unseelie Legacies

- **Beast:** Nobody ever disobeys you twice.
- **Fatalist:** Nothing matters; why can't anyone else see that?
- **Fool:** Don't take life too seriously, no matter what.
- **Grotesque:** You love the thrill of shocking and appalling others.
- **Knave:** A pusher to the end, you love to see how far others will go.
- **Outlaw:** Rules only get in the way of getting what you want.
- **Pandora:** You live to uncover secrets, even if it's a dangerous idea.
- **Peacock:** As long as everyone realizes you're the best, everything will be fine.
- **Rake:** Your appetites will never be sated, but you do love to try.
- **Riddler:** Wisdom easily earned isn't worth anything, so you tease and test others.
- **Ringleader:** You're the boss, and you make damn sure everyone knows it.
- **Rogue:** Chaos is your favorite tune, and you love to play it.
- **Savage:** The natural order reveals who is truly worthy.
- **Wretch:** You find a certain comfort in knowing you are the lowest of the low.

Seeming

See also Seeming, pp. 83–87.

- **Childling:** You view the world with a deep sense of childlike wonder, and are bursting with new ideas and enthusiasm.
  Temper Modification: +1 Glamour
- **Wilder:** You never sit still, but are constantly braving danger, seeking new adventures and new horizons to explore.
  Temper Modification: +1 Glamour or +1 Willpower (your choice)
- **Grump:** You look to the long term, building and sustaining in ways that will last.
  Temper Modification: +1 Willpower

Kith

See also Kiths, pp. 88–113.

- **Boggan:** Industrious, down-to-earth fae who are swift workers and incurable gossips.
- **Clurichaun:** Boisterous fae whose legendary carousing masks fierce loyalty.
- **Eshu:** Storytellers, explorers, and adventurers who always seem to show up just in time.
- **Nocker:** Eccentric, foul-mouthed inventors who can make whatever they imagine.
- **Piskey:** Friendly and likeable, if light-fingered, fae with a soft spot for mortals.
- **Pooka:** Animal shapeshifters and tricksters who never quite tell the whole truth.
- **Redcap:** Menacing and ferocious fighters who can devour literally anything.
- **Satyr:** Hedonistic free spirits who love a good party as well as a good debate.
- **Selkie:** Beautiful and charming seal shapechangers who are closely tied to the waters.
- **Sidhe (Arcadian):** Recently arrived from Arcadia, these regal fae bring insight and authority from the Dreaming but struggle with the Autumn world.
- **Sidhe (Autumn):** Natural leaders who stayed behind when their cousins fled, and now occupy an uncomfortable place between the common folk and their Arcadian kin.
- **Sluagh:** Eerie whispering fae who speak with the dead and adore learning secrets.
- **Troll:** Stout warriors and tireless protectors who will suffer anything for those they love.

Houses

See also House, pp. 119–137.

Seelie Houses

- **Beaumayn:** Haunted seers and monster hunters plagued by an old crime.
- **Dougal:** Stoic inventors and craftsmen whose bodies become one with their trades.
- **Eiluned:** Talented magicians and investigators whose curiosity often causes trouble.
- **Fiona:** Fearless adventurers and romantics with notoriously stormy personal lives.
- **Gwydion:** Renowned leaders gifted at detecting lies but possessed of fearful tempers.
- **Liam:** Political outcasts determined to speak up for commoners and mortals.
- **Scathach:** Mysterious warriors who avoid politics and associate with Prodigals.

Unseelie Houses

- **Aesin:** Domineering lords of the wilderness who rule over mortals like nobles of old.
- **Ailil:** Master politicians and manipulators, if sometimes too clever for their own good.
- **Balor:** Ruthless warriors and implacable foes marked by freakish Fomorian blood.
- **Danaan:** Walkers of the Dreaming, recently returned to herald a great change.
- **Daireann:** Consummate hosts and renowned poisoners, prone to ill-timed boasting.
- **Leanhaun:** Peerless artists and patrons with a vampiric hunger for mortal Glamour.
- **Varich:** Cold and calculating strategists who will bet everything on the right risk.

Backgrounds

See also Backgrounds, pp. 168–172.

- **Chimera:** Items or companions of yours that only exist in the chimerical world.
- **Contacts:** Trusted informants who give you useful information for a price.
- **Dreamers:** Inspired mortals whom you patronize for Glamour.
- **Holdings:** A faerie freehold that you claim as your own.
- **Mentor:** Another changeling that teaches and advises you.
- **Remembrance:** Your intuitive link to the Dreaming and the collective knowledge possessed by all fae, possibly even your own past lives.
- **Resources:** Mundane wealth and possessions as well as income.
- **Retinue:** Enchanted mortals who assist you in your endeavors.
- **Title:** Your rank in the Kithain nobility.
- **Treasure:** An item of yours that has magical powers of its own.

Arts

See also Arts, pp. 197–232.

- **Autumn** — Fear, shadows, and decay.
- **Chicanery** — Perception, memory, and trickery.
- **Chronos** — Tempo, history, and time control.
- **Contract** — Oaths, deals, and fae bargains.
- **Dragon's Ire** — Superhuman feats of physical prowess.
- **Legerdemain** — Illusion, sleight of hand, and telekinesis.
- **Metamorphosis** — Shapeshifting and transformation.
- **Naming** — Mastery of the fundamental essence of things.
- **Oneiromancy** — Dreams and slumber.
- **Primal** — Mastery of the elements and the natural world.
- **Pyretics** — Fire, heat, and purification.
- **Skycraft** — Weather manipulation and control.
- **Soothsay** — Clairvoyance, prophecy, and fate.
- **Sovereign** — Leadership, command, and obedience.
- **Spring** — Growth, life, and protection.
- **Summer** — Energy, passion, and light.
- **Wayfare** — Movement, freedom, and journeys.
- **Winter** — Cold, ice, and the death of emotion.

Realms

See also Realms, pp. 232–236.

- **Actor** — Affecting mortals, Kinain, and Prodigals.
- **Fae** — Affecting changelings, chimera, and all things of Glamour.
- **Nature** — Affecting animals, plants, and natural phenomena.
- **Prop** — Affecting devices and man-made items of all kinds.
- **Scene** — Affecting large areas or multiple targets at once.
- **Time** — Affecting the duration or triggering of cantrips.

Example of Character Creation

Meg's gaming group — her friends Amy, Dan, Ricky and their Storyteller, Pete — is getting ready to start a new **Changeling** chronicle. After tussling with schedules, everyone gathers one night to sit down over dinner to discuss the types of stories they want to tell, hash out setting details, and make characters. Pete tells them he has some ideas for a basic setup he'd like to use as a backdrop, and with nothing else in mind the group agrees that sounds good to them. They just have one request — they just got out of a **Vampire** game and don't want any high-level politics. Pete says that's fine with him, and he tells them that the game is going to take place in modern-day Philadelphia, in a blue collar neighborhood that's now also the home of a thriving new art scene. He wants to focus on the tension between the area's rough and tumble roots and the new bohemian element that's mixing in, and asks the group to use that as a starting point.

Meg and the other players take a few minutes to think on the basic setting. As they're pondering, Amy speaks up, saying she'd like the group to be centered on a small bar, a place that used to be a local dive but has now become a gathering place for the new artist community in the area. That should go nicely with Pete's theme of the tension between the blue collar and bohemian elements of the neighborhood, and he goes one further to suggest that the place could actually be a brand new freehold, one struggling to establish itself as a faerie sanctuary just as it's also making a name for itself in the local artistic community.

The group likes the idea of building up a freehold as they tell their stories, and settle on the name Kraftwerk for the bar. If they want to make it an official freehold, they'll have to purchase the relevant Backgrounds during character creation, so they make a note to put points in it individually as they go on. Now they have a setting around which to center their concepts, but Meg is still a little uncertain about what she wants to play, so she decides to wait and help the others with their characters, then see what comes up as they're brainstorming.

Concept

Amy asks if the rest of the group would be okay with her playing a sidhe as the owner of the bar and the leader of the freehold. She describes her potential character, Harper, a local girl who grew up in the neighborhood and who is also an Autumn sidhe of House Liam. The group agrees that a blue collar character who's now deeply invested in the arts seems perfect. In addition, Harper has little interest in local politics and, as a member of House Liam, isn't likely to be invited to a lot of high society meetings anyway, so the group's wish to avoid heavy politics stays intact. Harper is approved.

Using Amy's idea as a base, Ricky asks if he can play one of her employees, a satyr barback named Colin. Relatively new to his faerie nature, Colin was drawn to the freehold as a way of settling into his identity, and now uses his Birthright to help get the crowd going when there are live bands or special events on site. Ricky also thinks that Colin will have local



music connections, and helps book acts for the bar as they try to raise its profile. Amy asks if these parties sometimes get out of control, and Ricky just smiles. Amy groans but says "You're hired" and Colin is underway.

Dan asks if Meg has a concept, but hers is still coming together, so he describes his character: Lucky, a fox pooka and successful local entrepreneur who still hasn't forgotten his roots as a small-time con man and hustler. He sees Lucky as a regular of the bar rather than an employee, somebody who steers business their way from time to time, and intends to take some serious Resources and other Backgrounds to reflect the pooka's status as a wealthy patron. Lucky may also serve as a narrative way to pool Backgrounds later on, since he's the wealthiest and most established of the characters, as well as bring in some interesting underworld subplots if his past comes back to haunt him.

With the rest of the group feeling confident in their concepts, Meg finalizes her character. Sure, Harper is the owner and the face of the operation, Colin handles the talent, and Lucky brings in customers (while running up a tab), but they need someone who makes all these grand ideas actually work. Meg says that she'll play Saffron, Saffie to her friends, a boggan grump who balances the books, supervises the supply orders, manages the staff, and otherwise finds joy in keeping the place running day to day. It may not be the most high-profile job, but that's exactly how boggans like it!

When it comes to picking seemings, Amy and Dan both feel their characters are wilders, always looking for the next challenge (or the next score). Meg settles on grump, feeling it reflects Saffron's steady personality and love of creating and sustaining projects. Everyone expects Ricky's character Colin to be a wilder as well, given his hard-partying persona, but he decides that childling actually suits the character better — Colin has a wide-eyed innocence about the world and especially his changeling nature that informs his behavior.

Courts and Legacies are the last element at this stage. Amy, Ricky, and Meg are all leaning toward the Seelie Court, though Ricky decides that Colin began as Unseelie but shifted after a major event early in his changeling life. To no one's particular surprise, Dan announces that Lucky is definitely Unseelie, which Pete feels adds a fresh perspective and a nice element of unpredictability to the group.

As far as Legacies are concerned, Meg immediately hones in on Sage for Saffie's Seelie side, as she feels the boggan is especially at home giving advice and enjoys helping others succeed. An Unseelie Legacy proves a bit trickier, as she is torn between Pandora and Riddler, but ultimately decides that Pandora is a bit more appropriate given Saffie's curious nature. Given how many secrets people share with Saffron, the idea of her Unseelie nature coming to the fore can unleash serious relationship chaos, which Meg finds a wonderful roleplaying opportunity.

Attributes

With basic concepts handled, everyone settles in to start selecting Traits on the character sheets to flesh out how their characters are realized in the game world. Seeing that the group has a strong social base, but not seeing Saffie as being particularly physically inclined, Meg decides to prioritize her Attribute categories as follows: Mental, Social, Physical.

As a bookkeeper and organizational whiz, Saffie will need a solid Intelligence score, so Meg puts two of her seven points there. Like a lot of boggans, Saffie is good at picking up subtle cues and hints, so Meg puts three points in Perception. She toys with putting another point in Intelligence, but ultimately decides that Saffie is well-rounded intellectually, so her final two points go into Wits. Not much gets past this boggan!

While she might not be a party animal like Colin or a skilled schmoozer like Lucky, Saffie is still good with people in her own way, and the group decides that the staff adores her because she is good at noticing when they need help and is sympathetic to their problems. Meg has five points to put in this category, so she decides to put two points each into Charisma and Manipulation. Saffie is naturally charming and good with words in her own quiet way. Her final point goes into Appearance — Meg declares that Saffie is pretty cute but doesn't put much effort into her looks, despite Harper's best efforts to style her and update her wardrobe.

Physical Traits are the last category, and with only three points to allocate here, Meg decides to go with one point each for Strength, Dexterity, and Stamina. Saffie is in average shape, her morning workout offset a bit by being behind a desk a lot in the back office.

Abilities

As Meg moves on to Abilities, she asks around to see what the rest of the group is thinking. Dan says that Lucky is going to focus on a "criminal" skill set, while Colin has a mix of athletics and socializing, and Harper is going for a leadership role with a background in hands-on technical skills. Given her role as the organizational glue of the group, and Meg's vision of Saffie as a bit of bookworm, she decides to prioritize her Abilities as follows: Knowledges, Talents, Skills.

With 13 points to distribute, Knowledges seems like a deep field, but Meg knows those points will go quickly. She allocates two to Academics, reflecting Saffie's classical liberal arts education. Meg also decides Saffie's curiosity make her a puzzle enthusiast, so three points go into Enigmas, and since her Chrysalis she's studied a bit about Kithain lore as well, earning two points of Gremayre. She toys with putting points in Computers, but decides that Saffie is pretty traditional and uses old-fashioned ledgers and paper records, sometimes to the frustration of the staff and the bar's vendors. Meg asks Pete if Expert Knowledge: Finance would be acceptable, and he agrees, so she puts three points into it, making Saffie quite talented at managing money. Two of her remaining points go into Investigation, reflecting her research skills, while her final point goes into Law, mostly gained from hanging around Lucky (and cleaning up after Colin's parties).

Talents come up next, with nine points to allocate. Even though the group is already leaning heavily into social skills, Meg asks the others what they're planning and finds there's still room for Saffie to be distinctive here. She puts three points into

Empathy, as Saffie is definitely the sort of person other people come to with their problems. Two points go into Expression for her solid communication skills — she may not dazzle anyone but she can certainly hold her own in a conversation. Alertness and Kenning also get two points each, reflecting Saffie's knack for noticing details both mundane and magical. Meg would like to purchase some Subterfuge, and perhaps a bit more Expression, but she's out of points for now, so she makes a note to maybe come back later and spend some freebie points here.

With only five points to allocate, Skills don't take long. Saffie is good with social graces, so two points go into Etiquette. For her other three points, Meg decides to have Saffie take Crafts (Sewing), figuring that it was once a hobby but now has become a serious passion of hers. Pete interjects, asking if maybe the Hobby Talent would be more appropriate, but after some discussion he's satisfied that her level of sewing involves enough work with her hands and knowledge of various machines to qualify as Crafts. Once again, there are some Abilities she'd like to take, but that will have to wait for now.

Backgrounds

At this stage the group waits until everyone is caught up so they can discuss how they want to spend their points. As Backgrounds can have a big impact on setting and backstory elements, the group puts their heads together again, with Pete taking notes and answering setting questions as needed. Amy figures that she's spending most of her points on Title and Retinue for Harper, with the latter representing the enchanted bar staff, while Dan is investing heavily into Resources and a criminal Mentor for Lucky to be fleshed out later. Ricky wants Colin to have a lot of Contacts and Dreamers, reflecting his "guy who knows everybody" neighborhood party animal concept.

For her part, Meg's thinking of investing a bit in Remembrance, as she's getting a picture of Saffie as someone who's extremely curious about her fae side, and having strong past life memories could definitely be a big reason why. She also sees Saffie as having a bit of Resources, reflecting her skill with money, and maybe a Chimera companion of some kind since she's so interested in the enchanted world.

Before everyone spends their points, however, Pete reminds them that they need to decide what they want to do with Kraftwerk as far as making it a Holding. After some discussion, the group agrees to have everyone put a point into Holding as a pooled Background, reflecting that everyone is equally invested in it at this point in time. The players record this on their character sheets as Holding ๑๑๑๑ * to reflect that while they have each spent one point on this Background, its overall rating is four thanks to their pooled points.

A four-point Holding isn't exactly a struggling new freehold, though, so Pete asks the group how they want to handle that. The group asks if maybe the freehold counts as a one or two point Holding mechanically, but in exchange for more power it has a minor protective ward where nobody ever seems to get too hurt from drinking or fighting, and if the cops are called it almost always ends with a warning or a ticket rather than a raid or an arrest. This helps keep the regulars happy and the bar friendly with local law enforcement. Pete likes the idea and approves it, though he cautions that this protective aura won't stop determined enemies, or prevent the consequences of deliberate actions that go against it. Everyone agrees this is fair, and now it's time to spend the rest of their Background points.

With four points left, Meg puts three into Remembrance, giving Saffie a regular source of additional insight into the chimerical world and further boosting her role as the group's researcher and intellectual expert. With her last point, Meg purchases a Chimera, which she decides is named Brum and resembles a small stuffed bear that she had as a little girl. The chimera keeps her company and helps around the office. She'd like to make him a little more powerful and capable, not to mention pick up some Resources, but that will have to wait for now.

Arts and Realms

Now it's time to decide what kind of magic Saffie knows. Once again, the group talks over some of their ideas; it's okay if more than one member has the same powers, they decide, but they also want to make sure nobody feels useless or redundant. Meg has a clear idea what she wants to do this time, and tells everyone that she wants Saffie to specialize in Soothsay — she's gotten very good at using magic to help satisfy her curiosity. As for the rest of the group, Amy is planning on focusing on Sovereign, Dan is looking at the shady side of Contracts, and Ricky is investing in Summer and Wayfare. It looks like the group will have a lot of bases covered!

Meg puts all three of her available Arts points into Soothsay, giving her potent tools to ferret out all kinds of useful information. She toys with the idea of picking up a point of Contracts, to play up Saffie's business sense, but decides that she wants to stay focused for now. Contracts goes on the list of possible purchases for later.

With five points of Realms, Meg wants to focus most on using magic in conjunction with mortals and changelings that she knows, which makes sense given her interest in people. She puts two points into Actor and two points into Fae, giving her a range of possible scrying targets for her magical senses. Her last point goes into Prop, since Saffron is a seamstress and occasionally likes to use jewelry as a focus for her cantrips.

Tempers

It's time to record Saffie's starting Glamour, Willpower, and Banality totals. All changelings begin with ratings of 4 in both Glamour and Willpower, as well as three Banality dots. As a grump, Saffie's Willpower score increases by one, giving her a total of five dots there.

Birthrights and Frailties

Meg takes a moment to look over the boggan kith entry again, taking down the relevant game mechanics. She notes the game effects of her Craftwork Birthright as well as the roll required for the Social Dynamics Birthright. Meg also notes that Saffie's Frailty compels her to help others unless she succeeds at a Willpower roll, and sighs as she figures a lot of employees

have probably come to her with sob stories since she started working at the bar.

Freebie Points

At this stage, Meg has 15 freebie points she can use to purchase dots she couldn't afford earlier, allowing her to round out some of Saffie's capabilities the way she likes. She consults the freebie point table for relevant costs, then looks over list of things she's been noting for possible improvement during character creation. Right away she decides to spend five of her 15 points to purchase a dot of Intelligence, making her mind as keen as her senses. She puts two more points into her Chimera Background, substantially increasing Brum's abilities, and Pete makes a note to talk to Meg more about her companion and his personality as well as flesh out exactly what he can do in terms of game mechanics, using the system in Chapter Seven.

Inspired by this decision, Meg spends two points to purchase another level of the Fae Realm so she can affect Brum and other chimera with any magic she learns. Four of her remaining points go into purchasing another dot of Kenning and a fourth dot of Empathy. She notes that this means she will get to choose an Empathy specialty later on in character creation.

Merits and Flaws

At this point Dan reminds Meg that she can also purchase Merits and Flaws, as Pete has already told the group these Traits will be permitted in this chronicle. She only has two of her fifteen initial points left, but can earn more freebie points by taking Flaws. She immediately selects two one-point Merits: Lightning Calculator, reflecting Saffie's affinity with numbers, and Good Listener, reinforcing her empathetic nature. That exhausts her freebie points, but she can take up to seven points of Flaws to gain more freebie points on a one-for-one basis.

Looking over the lists of Flaws, she selects Bad Sight at one point, meaning Saffie wears glasses out of necessity. She also takes Curiosity, netting two more points, and giving her an irresistible story hook that Pete can't wait to use. Lastly, she decides that Saffie suffers from a mysterious "bad moon" Curse, perhaps related to a past life — if moonlight touches her bare skin, she temporarily assumes her Unseelie Legacy for the rest of the night. She asks Pete how much this Flaw is worth, and he decides that since it's a short-term problem and only takes effect when she's out in bare moonlight without artificial light diluting it, it's only a one-point curse.

Now with four more freebie points to spend thanks to her Flaws, Meg picks up a dot of Subterfuge and two points of Resources, addressing some earlier notes she had about things she wanted to purchase but couldn't afford at the time. Meg notes the effects of her various Merits and Flaws on her character sheet, and the freebie point phase is finished.

Specialties

Looking over her sheet, Meg sees that she has three Traits over four dots: Intelligence, Perception, and Empathy. That means she gets a specialty for each of them, subject to Pete's approval. For Intelligence, Meg suggests *System Analysis*, explaining that Saffie is especially good at figuring out how systems organize and operate, whether it's streamlining bar deliveries or figuring out the proper method of advancement in a redcap gang. Perception is a tough one, but she settles on *Detail-Oriented*, which makes sense given her occupation and hobbies. Empathy is another tough one, as so many ideas might apply, but ultimately Meg selects *Private Conversation*, making Saffie especially good at reading people if she can get them alone. Pete looks over the specialties and approves them, and Meg moves to the next step.

Threshold & Antithesis

Meg takes a copy of the rulebook and flips to the Thresholds section; while she doesn't copy down the game mechanics just yet, she wants to see if any of the Thresholds jump out at her as being especially well suited to Saffie's personality. As a member of the Seelie Court, Saffie is more likely to have a Musing Threshold than a Ravaging one, but that is not an absolute guideline. However, looking over the Ravaging Thresholds quickly proves that none seem to line up with Saffie's personality, so Meg switches to the Musing list. Help Those In Need is an obvious choice, given Saffie's boggan nature, but thinking about her history Meg decides that Foster Dreams is actually closer to the mark — as evidenced by helping Harper build up the freehold and encouraging the bar staff to pursue their passions, Saffie is definitely someone who encourages others to chase what's really important to them in life. Meg marks down Foster Dreams as Saffie's Threshold.

For Saffie's antithesis, Meg tries to think of something that Saffie would find completely banal, but that she still might be called upon to do in her adventures. Meg decides that Saffie really hates telling people that their art is bad or even unsatisfactory — criticism is just too much like rejection for her. It's not something she normally has occasion to do, but sometimes the bar hosts live music acts, and it might fall to Saffie to hold auditions. Meg notes "being critical towards art" as Saffie's antithesis.

Spark of Life

At this point the mechanical aspects of character creation are complete, but there are still plenty of details to consider that will help Meg bring Saffie to life during play. One thing that comes to mind is figuring out some details of her appearance. While Amy is sketching Harper and the guys are coming up with detailed descriptions for Lucky and Colin, Meg wants to keep some of the details of Saffie's appearance undefined for the time being, at least until she feels she's gotten more of a feel for the character during play. She settles for more impressionistic descriptions of Saffie's mortal and fae forms instead:

Mortal: *Saffie is small but possessed of a surprisingly loud voice and an air of busy energy that makes her seem to take up more space than she actually does. She tries to dress in a more businesslike manner at work, but it usually winds up looking more casual than not, as she goes for comfort over style. Outside of work she usually wears clothes of her own design and is always toting a book or two in a worn messenger bag as well as some piece of her latest sewing*

project. She's got a great smile and a better laugh that makes you want to trust and confide in her.

Fae: *In her fae mien, Saffie has much the same air of energy that belies her stature, though her casual mortal clothes are replaced with voile that's a mixture of Renaissance and Edwardian pieces. It shouldn't go together at all, but somehow it does, in a charming, if sometimes a little delightfully chaotic, way. Her boggan extra eyebrows are highly expressive, often accenting her emotions in a way that makes her easy to read for those who know her. A small brown chimerical teddy bear with a deep voice, sarcastic demeanor, and surprising strength for its size is never far away from her, helping with one thing or another, and they banter constantly.*

With a sense of how to describe Saffie to the others worked out, Meg moves to the quirks and mannerisms that will help bring her character to life. She decides that Saffron has a notebook she brings with her everywhere that's full of doodles, sewing diagrams, and little bits of poetry, and that she brings out whenever the group is sitting still for any length of time. Meg also figures that Saffron tends to chew on her pens and pencils while she's thinking, and that her friends can often tell how worried or deep in thought she is by counting the number of chewed writing implements in her vicinity.

As far as goals and motivations go, on a basic level Saffie wants to keep the bar running and hopefully help expand it. She believes in her motley and loves helping them realize their dreams, and that keeps her plenty busy most of the time. In the longer term, she wants to delve into Kithain lore and maybe discover more about these past lives she's been remembering, especially as they pertain to the curse she's under. Lastly, she wants to research the occult history of Philadelphia and see what she can learn about its mysteries, and maybe even see if she can make contact with some Prodigals to learn what they're like. The rest of the group groans but Pete just points out Saffie's Curiosity Flaw and Meg smiles at the wonderful trouble it's likely to cause.

Speaking of the group, it's time to talk about character relationships a bit. Meg and Amy decide that Harper and Saffie have been close ever since they both went through the Chrysalis around the same time, with Saffie functioning as Harper's steady right hand and occasional voice of conscience, while Harper inspires Saffie to apply her mind to larger problems. After talking to Ricky, Meg figures that Saffie sees Colin as a sort of adorable younger brother, while Ricky teases that Colin is always trying to get Saffie to let her hair down and indulge more. As for Lucky… Dan tells Meg that having seen Saffie's Unseelie side before, probably due to her moonlight curse, Lucky is determined to bring it out more, while Meg feels that Saffie probably feigns exasperation at Lucky's sly manner but secretly loves gossiping and pulling pranks with the debonair pooka.

With all these factors in place, Meg takes a moment to sketch out Saffie's mortal life, noting that it will likely develop much more in play but wanting to have at least a basic sense of where she came from and who's still in her life. She decides that Saffie grew up in a quaint old small town in a rural area upstate and still is a bit of a country girl at heart, but came to the city for college and has since come to love city life after being shown around by locals like Harper and Lucky. She has a large family back home in Newton, and still loves to go a few times a year to be out in the wilderness a bit and enjoy the quiet. Meg notes that it might be good to take a little bit of the Nature Realm at some point in the future to reflect Saffie's love of the countryside, while Pete privately thinks it might be fun to have the group take a field trip to Saffie's small hometown at some point, to provide a change of scenery and contrast the urban setting a bit. He writes down "trip to Newton" in his notes to revisit later.

At this point Meg feels that while she's certainly got more she can flesh out and detail, Saffie is ready for her prelude. Just for logistical purposes, Pete asks her to make a few notes about the any weapons or armor Saffie has, as well as what sort of items she routinely carries with her. With that last little bit of bookkeeping out of the way, Meg turns Saffie over to Pete for approval, and gets ready to begin her story.

The Prelude

A prelude is a special sort of personal session, often handled one on one between a player and a Storyteller. As the name implies, it covers events that happened before the opening of the chronicle, and is used to flesh out a character's backstory, establish foreshadowing for later events, and otherwise introduce plot hooks for possible future exploration. Sometimes a prelude may include more than one character, especially if two characters are close, but usually it's best to do them solo so that each character gets a time in the spotlight.

Many Storytellers like to cover a character's Chrysalis during the prelude, as it is a pivotal moment in a changeling's life and often colors their perceptions of other Kithain and the Dreaming in ways large and small. In addition, establishing what a character's life was like before she learned her true nature can provide a sense of contrast to the changeling existence that helps remind a player how magical and different a character's life is afterward.

A prelude is also a good time to test out certain traits and concepts, as well as make adjustments to a character before actual play begins. A player might be interested in a particular Art, for instance, but find out during the prelude that it doesn't work quite the way she wanted, and so trade it for a different Art before the chronicle gets underway. So long as the Storyteller approves of any mechanical changes, it's fine to move points around and change a few decisions.

Storytellers can find more information on running the prelude in Chapter Eight.

The Motley

Although ideally the players will have communicated a lot about their characters and possible ties between them during character creation, it's still a good idea to establish some basic facts about how the characters are connected. Are they a noble household that operates as a unit in Kithain politics? An oath-circle sworn to back each other? Or just a motley of changelings brought together by chance and opportunity? Some groups will want to establish firm connections before the chronicle begins, while others are content to have a few basic ties and then see how relationships develop during the game.



Regardless of whether it's a household, an oathcircle, or a motley, however, there are some basic questions that a group should at least consider before the chronicle begins. Even if they won't be answered right away, it's good to have them in mind as the story unfolds.

Where does the motley get together?

Is there a specific place that the group tends to gather? Is it a mortal spot, a changeling freehold, or a realm in the Dreaming? Is it a private spot, or is it known to outsiders? Does the motley generally stay in one place, or do they travel on a regular basis? If so, what do they do to support themselves on the road? How do the characters justify getting together to the people in their mortal lives, or do they just leave it a mystery and hope no one investigates?

Does the motley have a freehold?

A magical base of operations is not just a wonderful place to help bring the chronicle to life, it's also a source of nearly endless story hooks. Do the characters own or run the freehold? If so, how do they hold onto it, particularly if it's a powerful site? If not, who controls it, and what are relations like between the owner and the motley? Where is the freehold located? What does it look like in the mortal world, and how does it appear to the fae?

What are the motley's goals?

While some motleys may just be groups of friends who hang out simply because they're friends, the nature of the Dreaming often leads to quests and oaths that can bestow a higher purpose on a group, and some motleys come together in the first place precisely because of such obligations. Even a group with no "official" goal or quest often has a purpose of some kind, even if it's as simple as "have fun" or "go on the best road trip ever." Does the motley have any stated goals? Unstated ones? Are there any oaths or bans directing them? If so, what are they?

Who are the motley's enemies?

A motley's enemies help define it as much as its allies do, if not moreso. Who has it in for the group, and why? Does the group know about this animosity, or is it going to surprise them when it finally boils over? Is it a vindictive noble, rival commoner, a marauding chimera, a terrifying Dauntain, or a mysterious Prodigal? Remember that enemies don't have to be "evil" in a purely villainous sense — a concerned mortal parent who's worried about her teenage wilder son staying out all night and hanging with the wrong crowd can cause a lot of serious headaches for a motley without starting a single battle or casting any magic spells.

Who are the motley's allies?

Even the most nomadic group of rootless loners makes connections, sometimes despite themselves. Who does the motley turn to when they need information? A favor? A place to lie low? Who can they count on, and why do they trust them? And if they don't trust them, what is it that keeps the relationship between them productive?

Personality Archetypes: Legacies

Myths and fairy tales are populated with characters in archetypical roles. Likewise, Legacies are the archetypical roles a changeling plays in the narrative of her life. Choosing Legacies is a vital part of creating a character. They help guide the player as to her character's nature. Is the changeling a hero or a coward, selfless or selfish? Her Legacies answer these questions.

All changelings have both a Seelie and Unseelie Legacy. Her current court usually determines which one she follows, her primary Legacy. Her secondary Legacy can influence her actions and add nuance to the character, but it never overrides her primary Legacy. Occasionally, a changeling may change courts. If this happens, her primary and secondary Legacies almost always also switch.

Most changelings cannot purposefully switch courts. The change may be gradual or sudden, but is always the result of a profound insight or a major, often traumatic, experience. If a player believes a court change is appropriate, she and her Storyteller should decide if it's warranted and agree on the circumstances.

Quests and Bans

A changeling who exemplifies his Legacy finds it easier to live out his personal narrative. All Legacies have a Quest and a Ban. Quests are behaviors that model a changeling's archetype. Whenever he accomplishes his primary Legacy's Quest, he receives a point of Willpower at the Storyteller's discretion.

Bans are actions that run counter to the Legacy's archetype. If a character violates his primary Legacy's Ban, he forfeits a point of Willpower. A changeling can go against his primary Legacy's Ban without penalty if he can justify it using his secondary Legacy. However, if the changeling invokes his secondary Legacy too frequently, he might be on the verge of trading Courts.

Seelie Legacies

Known for the vibrancy of spring and the searing heat of summer, followers of the Seelie Legacies tend to put an emphasis on groups and community. They feel the needs of society outweigh the needs of an individual. Unseelie Kithain often see their Seelie brethren as strict and unyielding, but the Seelie see themselves as serving the greater good.

Bumpkin

Solid and practical, the Bumpkin is happiest when she is solving problems. Common sense, pragmatism, and preparation are the tools of her trade. Her logic and uncanny ability to always ask the right questions refocuses any off-topic discussion. The only thing that catches a Bumpkin off guard is how no one else thinks as logically as she does.

Quest: When you overcome adversity with a practical solution, regain Willpower.

Ban: Never pass up an opportunity to use logic or common sense.

Courtier

Dances, parties, and courtly gatherings are the lifeblood of the Courtier. He is endlessly fascinated by the use of politics and etiquette as social glue between disparate people. His wit, charm, and well-timed flirtation make everyone feel welcome or defuse explosive situations. The Courtier often finds himself in the role of a diplomat entrusted with the preservation of order.

Quest: When you successfully maintain social peace and harmony, regain Willpower.

Ban: Never purposefully cause disharmony.

Crafter

The world is made of imperfections crying out for a skilled hand to mend them, and the Crafter is happy to heed their call. For her there's no greater joy than turning the worthless into the indispensable. While she almost always has an in-progress project going — be it mechanical, artistic, or even molding someone else through training — she loves the results more than the process.

Quest: Regain Willpower when you build something that will endure.

Ban: Never pass up an opportunity to improve something with your personal touch.

Dandy

The Dandy is a master of etiquette, but only as a means to an end. Acutely aware of the social hierarchy and his place in it, he knows he must climb higher. He wields gossip and intrigue as weapons in the fight to the top. While he appears outgoing and gracious, he is constantly on the lookout for opportunities to impress his superiors. Though contemptuous of his inferiors, he won't immediately dismiss them. Helping them often adds shine to his rising star in the eyes of those who matter.

Quest: When you solidify your social standing or rise higher, regain Willpower.

Ban: Never pass up the chance to make yourself look good or impress a superior.

Hermit

Reclusive and introspective, the Hermit is most comfortable in the company of her own thoughts. She is not intimidated by or afraid of crowds — but when in the midst of a gathering, she prefers to listen and observe. She only speaks when spoken to unless she has a deep, new insight to contribute in a matter of utmost urgency. Because of this, the Hermit is usually seen as a wise sage whose few words best be heeded.

Quest: When you discover the solution to a problem through thoughtful introspection, regain Willpower.

Ban: Never chat idly. Assert yourself only if you have unique insight and the situation is dire.

Orchid

At home, the Orchid lives a pampered, sheltered life free of suffering — but circumstances always seem to yank him from his place of comfort. When forced into the harsh realities of the

world, he is woefully unprepared. Unaccustomed to deception, the Orchid cannot tell lies from truth. Paralyzed by insecurity, he hides his true self and doesn't trust anyone, yet lets others make his decisions in the hopes a hero will protect him.

Quest: Regain Willpower when you keep your innocence and sense of wellbeing intact through a frightening situation.

Ban: Never reveal yourself to anyone or trust anyone except your closest friends.

Paladin

The Paladin lives for the thrill of challenge. Monsters to slay, enemies to wrestle, causes to champion — these are her life's blood. She is brave, stalwart, and ready to triumph over anything. Constantly on the lookout for worthy challenges, when she overcomes one adversary she moves right on to the next. The one thing the Paladin can't do is sit idle. Without opposition to define her, she becomes listless, hardly able to carry on.

Quest: Regain Willpower when you overcome a truly challenging obstacle.

Ban: Never refuse a fair challenge.

Panderer

The Panderer desires nothing more than to make people happy. He works tirelessly to foster joy, whether playing matchmaker or offering a glass of water to a guest. Preferring anonymity, the Panderer considers his best accomplishments those achieved with a subtle hint here or a gentle nudge there. Onlookers who notice his efforts tend to mistake him for a doormat, catering to every whim and flight of fancy. In truth, he only desires to see faces brightened by smiles.

Quest: When someone achieves happiness due to your efforts but is unaware of the part you played in it, regain Willpower.

Ban: Never purposefully do anything to make someone unhappy.

Regent

Noblesse oblige incarnate, the Regent is equal parts judge and lawgiver. Others look to her for wisdom and guidance. With equal fairness, she rewards loyalty and skill and punishes treachery and lawlessness. The Regent often feels isolated and alone without any peers, but she knows she must



never shirk her responsibilities or let personal feelings interfere with her duty.

Quest: When a situation is resolved due to your strength of leadership, regain Willpower.

Ban: Never avoid your duty or compromise the laws by which you live.

Sage

The Sage has traveled far, experienced much, and gained invaluable insight. Ever-willing to share his learning, he is devoted to the quest for knowledge and the spread of wisdom. Though the Sage does not force his advice on anyone, to those who seek him he gladly provides counsel, recounts sought-after stories, and asks penetrating questions. He savors playing the role of guru, pointing out the path to understanding.

Quest: Regain Willpower when someone heeds your advice to succeed at his task.

Ban: Never impede anyone's chosen course of action. Everyone follows a unique path to wisdom.

Saint

The Saint always strives to ease the burden of others, for she feels their pain as her own. She does not hesitate to give her time, money, or even the shirt off her own back if it helps even one soul in need. She often finds herself in a position of martyrdom, but doesn't mind. Her own comfort is secondary to that of others. The Saint is willing to put herself in danger, but would never consciously risk harm befalling anyone else.

Quest: Regain Willpower when you protect another from harm or alleviate someone's suffering.

Ban: Never knowingly cause distress or harm to anyone.

Squire

The Squire is the exemplar sidekick. Though no less skilled than his chosen hero, he never seeks the spotlight. He cares not for glory or recognition, only the opportunity to help improve the world. The Squire is devoted to his hero. No task is too demanding, no deed too menial, if his hero requests it.

Quest: When you are vital to an accomplishment, but take no credit for your role, regain Willpower.

Ban: Never contradict or undermine your hero.

Troubadour

The Troubadour seeks ideal beauty in all facets of life, for only in purity of form is the essence of truth. When in love, she loves with abandon. When sad, she weeps an ocean. When angry, she is a raging inferno. The Troubadour believes that the world hides a singularly perfect person, place, or situation that will reveal the truth of existence to her. To find it, she explores all of life with uncompromising faithfulness to her own powerful feelings.

Quest: When you achieve a goal in the name of a higher ideal (love, friendship, romance, etc.), regain Willpower.

Ban: Never hide your feelings.

Wayfarer

The endless wanderer seeking the unknown, the great explorer who's seen the ends of the earth, or the dashing rogue with a love in every port; the Wayfarer never stays put for long. Inherently impulsive, he acts first and thinks later. His reactionary nature often lands him in the most improbable, dangerous situations. Clever like a fox, or perhaps just lucky, he always manages to extricate himself. Of course, out of the frying pan and into the fire – the Wayfarer's next adventure begins!

Quest: When you survive a truly dangerous situation by your own wits, regain Willpower.

Ban: Never plan for the future.

Unseelie Legacies

Colorful as an autumn harvest and chaotic and isolated as a winter ice storm, followers of the Unseelie Legacies tend to be passionate individualists. They follow their hearts wherever they lead, even if they do have to break a few rules on the journey. Seelie Kithain often see their Unseelie brothers and sisters as irresponsible and untrustworthy, but the Unseelie believe they are being true to themselves.

Beast

The Beast lives to conquer her foes. Everyone falls into two categories: those who bow before her and those destroyed for refusing. If something exists, it exists for her pleasure. If it displeases her, it didn't deserve to exist. The Beast isn't mindless fury, however. To achieve her ends, she'll play the long game, manipulating her enemies against each other. Little is as entertaining to her as watching her adversaries dance to a tune she orchestrated.

Quest: Regain Willpower when you remove significant opposition to your goals.

Ban: Never retreat; never forfeit that which is yours.

Fatalist

The Fatalist knows that the world is deeply flawed. He expects things to fall apart and counts on the center not holding, but isn't a pessimist. Pessimists *worry* about disaster. The Fatalist doesn't panic or run flailing about. When the ground falls out from under him, he rides it to the bottom. He tries to warn others so they'll share his calm, but they never listen. Nothing is funnier to the Fatalist than people who are surprised when things go wrong after he explained why their plan was doomed.

Quest: Regain Willpower when your warnings of doom come to pass.

Ban: Never laugh except in bitterness, sarcasm, or schadenfreude.

Fool

The Fool is the divine trickster who laughs last and loudest. She knows there's no underlying purpose to the world, so she can't stand anyone so arrogant they actually believe a higher power is guiding them to some destiny. The only true duty is to confound plans, knock heroes off their pedestals, and force-feed them their

own words. The Fool's favorite pranks are ones that maximize the humiliation of her target, resulting in a very public fall from grace.

Quest: When you deflate an overblown ego or knock the self-righteous down a peg, regain Willpower.

Ban: Never search for the "whys" in life; there are none.

Grotesque

The Grotesque is a disgusting freak who loves to push people's buttons and to savage the sensibilities of polite society. A blush, shocked gasp, or stern rebuke is his applause. The more extreme the reaction, the more triumphant he deems his performance. A master of insults, he cuts right through propriety to the heart of outrage. Nothing is too base for the Grotesque if he's the center of attention.

Quest: When someone falters or loses his composure because of you, regain Willpower.

Ban: Never willingly conform to polite society.

Knave

The Knave is a guide to forbidden pleasures and dark desires. She encourages, tempts, or tricks her targets into indulging in their hidden fantasies. For her, nothing is as delicious as transforming the sweet into the sordid, the innocent into the depraved. Still, the Knave doesn't compromise people just for fun — and make no mistake, it *is* fun — rather, she's revealing what base and feral creatures lie in the heart of everyone.

Quest: Regain Willpower when you convince others to do something they oppose and they enjoy it.

Ban: Never shelter anyone from the harsh truths of life.

Outlaw

Take what you can, give nothing back. The Outlaw is a brigand, a highwayman, or a con artist. To him, the world is a dollhouse inhabited by mindless automata deluded by society's rules. He takes what he wants without a shred of guilt. For the Outlaw, rebellion is the ultimate act of freedom against a stifling society. Most people, he reasons, would do the same if only they saw that their oppression is self-imposed.

Quest: Regain Willpower when you commit a selfish act that shakes up society's status quo.

Ban: Never do anything that helps others more than it helps you.

Pandora

The Pandora just can't leave any box shut. She is insatiably curious, but more than that, she realizes that secrets always reveal themselves at the most disastrous time. She reveals what's hidden at the earliest opportunity, for a shock of pain is better than drawn out torment. To her, rules are just another kind of secret. The more forbidden something is, the more necessary it becomes. The Pandora knows secrets never keep forever and prohibitions must be disobeyed.

Quest: When you overcome a situation you created by doing what you were warned against, regain Willpower.

Ban: Never keep a secret.

Peacock

The Peacock is the loveliest, smartest, and best person in the whole world, and he knows it. Everyone else should, too. As long as he's being showered with praise, he's the picture of kindness. But woe be to the usurper who dares steal his spotlight! Tantrums and violence are fine to the Peacock as long as they attract public attention. Occasionally he finds time for generosity, but only if it makes him look good.

Quest: When you conclusively prove you are the best at something, regain Willpower.

Ban: Never admit failure or fault.

Rake

A miserly hedonist, a decadent hoarder, a glutton for all that glitters — the Rake cares not what she's called so long as she's finely adorned. Her extravagances range from the pretty little someone-or-other on her arm to the flashy import she drives. She revels in private congeries of material gratification, which she never shares except to vaunt her good taste. Others may naturally be jealous, but she can't help if they lack her skill for acquisition.

Quest: Regain Willpower when you succeed in your pursuit of pleasure.

Ban: Never part with anything without either hope of reward or a hard fight.

Riddler

The Riddler is an enigma. Everyone seeks his advice, but no one can decipher his words. Is his wisdom just too far above their ability to understand? Of course not! It's all an elaborate ruse. Double entendres, arcane diction, and outright lies are the Riddler's trade. He relishes feeling superior to the many who keep coming back for more. He is careful to shroud his own psyche, for his greatest fear is someone discovering his deception.

Quest: Regain Willpower when you confuse or mislead someone.

Ban: Never allow anyone to discover the truth about you or your origins.

Ringleader

Among her crew, the Ringleader's rule is undisputed. With brutal expertise, she instills in her subordinates submission to her and loyalty to her cause. If any underlings dare step out of line, they become a harrowing example of what not to do. The Ringleader wields her group as a weapon honed to further her own agenda. They are the collective expression of her will.

Quest: When you use your followers to accomplish your goal, regain Willpower.

Ban: Never allow any one person to threaten your organization or goals.

Rogue

The Rogue doesn't understand the desire to expend effort. With so many worker bees already, why shouldn't he indulge? While laborers harangue him, he's picking their pockets; while

champions quest gallantly, he's gallivanting; while innovators blaze new trails, he strolls the path of least resistance. By the time the hero swoops in to slay the beast, he's already called dibs on the reward. (Hey, he never asked anyone to help him.)

Quest: When you achieve something others think you don't deserve, regain Willpower.

Ban: Never choose work over pleasure.

Savage

Predation, reproduction, and the laws of the wild — these are what drive the Savage. Whether in a forbidding forest or an urban jungle, she eats what she catches, mates when she desires, and dominates her world combatively. Polite conversation and etiquette are masks people wear to disguise their true natures. Culture, art, and honor are illusions that hide their essence. The Savage sheds all veneers to satisfy the primal instincts of her soul.

Quest: Regain Willpower when, through your own cunning and might, you conquer foes who believe their culture is superior to wildness.

Ban: Never indulge in civilized folly.

Wretch

The Wretch is the outcast no one relates to, the wallflower never asked to dance, the loser never picked for the team, the freak never invited to a party. Everyone assumes he hates himself as much as they do, but they're wrong. What he abhors are the smug presumptions of phonies and the thought they could ever "understand" him. The few who pity him are those he hates most. It is the Wretch's delight to punish would-be saviors for using him to feel better about their shallow, paltry lives.

Quest: Regain Willpower when others vilify you as worthless or despair of ever getting through to you.

Ban: Never accept praise.

Attributes

All **Changeling: The Dreaming** characters have Attributes — the basic, inherent Traits of all people and creatures of dream. Most Attributes have ratings from 1 (poor) to 3 (good), although some exceptional individuals or powerful chimera may have ratings of 4 (excellent) or 5 (peak human capacity). A few changelings and other beings from the Dreaming may have ratings higher still, such as a sidhe's unearthly beauty or a troll's godlike strength.

Physical Attributes

Physical Attributes represent the qualities of the character's body. They measure how strong, nimble, and sturdy a character is. Action-oriented characters should have Physical Attributes as their primary focus.

Strength

Strength represents a character's ability to lift, jump, carry heavy loads, and inflict physical punishment. Characters with higher strength are typically larger and bulkier, but not always — some are pure lean muscle. In hand-to-hand combat, a character's Strength Trait is added to his damage dice pool.

- ֍ Poor: You can lift 40 lb. (about 20 kg).
- ֍֍ Average: You can lift 100 lb. (around 50 kg).
- ֍֍֍ Good: You can lift 250 lb. (a little over 100 kg).
- ֍֍֍֍ Exceptional: You can lift 400 lb. (close to 200 kg).
- ֍֍֍֍֍ Outstanding: You can lift 650 lb. (nearly 300 kg).

Specialties: Long Jumping, Vice Grip, Broad Shoulders, Reserves of Strength, Mighty Blows

Dexterity

The Dexterity Trait is a character's physical speed, agility, and precision. The Trait governs a character's reaction time, efficiency in combat, and grace while performing. Dexterous characters are light on their feet and have a high degree of control over their bodies, able to manipulate objects and themselves with needle point accuracy.

- ֍ Poor: You are clumsy enough to trip on air.
- ֍֍ Average: You can make your way in the world without hurting yourself.
- ֍֍֍ Good: You're not an expert, but you show potential when holding a sword.
- ֍֍֍֍ Exceptional: You could be a professional dancer.
- ֍֍֍֍֍ Outstanding: You hold your own against Olympic gymnasts.

Specialties: Catlike Reflexes, Preternatural Grace, Swift, Steady Hand, Sure-Footed

Stamina

Stamina reflects a character's health, pain tolerance, and endurance. It indicates how long she can endure physical and mental punishment before suffering trauma. A high Stamina Trait allows a character to keep exerting herself long after others have collapsed from exhaustion.

Specialties

When a character is especially skilled in a particular Trait (meaning, one of their Attributes or Abilities is rated 4 or higher), the player can choose a Specialty for it. This is essentially an expertise they've developed that suits the overall character design. For example, a craftsman might build exquisite clockwork devices, a stunt driver might have an affinity for vintage muscle cars, or a performer might be gifted in traditional oral storytelling. More specifically, a character with Wits 4 might be adept at improvisation, while one with Performance 5 might play the violin the world over. Any time a player makes a roll involving her specializations, all dice that come up "10" count as two successes instead of one.

ᘓ Poor: You get winded from a trip to the mailbox and back.

ᘓᘓ Average: You're moderately healthy.

ᘓᘓᘓ Good: You could go mountain biking, rock climbing, or backpacking.

ᘓᘓᘓᘓ Exceptional: You're ready to take on a triathlon.

ᘓᘓᘓᘓᘓ Outstanding: You could complete the 12 labors of Hercules.

Specialties: Unyielding, Tireless, Resilient, Do-or-Die, Vigorous

Social Attributes

From a rowdy Redcap corby to high courtly intrigue, the Kithain are naturally social creatures. Even the most reclusive changeling must interact with humanity to inspire Glamour. Social Attributes demonstrate a character's ability to do that through his looks, charm, and persuasiveness.

Charisma

Charisma reflects a character's ability to entice others on a purely emotional level. Perhaps she radiates an aura of truth, perhaps she is a glib liar, or perhaps she is simply physically persuasive. No matter the source, her magnetic charm comes into play when she wishes to win another's sympathies or encourage others to place their faith in her.

ᘓ Poor: Others find a reason to avoid you.

ᘓᘓ Average: You are generally likable and easy to get along with.

ᘓᘓᘓ Good: People trust and confide in you.

ᘓᘓᘓᘓ Exceptional: Others are drawn to you like a moth to a flame.

ᘓᘓᘓᘓᘓ Outstanding: An entire kingdom would gladly follow you.

Specialties: Silver-Tongued, Eloquent, Captivating, Infectious Humor, Outgoing

Manipulation

Manipulation measures a character's effectiveness at convincing others to share his perspective or do his bidding, be it by trickery, bribery, sweet talk, or a show of force. The other person need not trust the changeling in question, though outright contempt can easily cause Manipulation to backfire. People are manipulated every day without realizing it; but if it attracts their notice, they may become defensive or irate.

ᘓ Poor: You're a person of few words and for good reason.

ᘓᘓ Average: Sometimes you can get others to believe you.

ᘓᘓᘓ Good: You could be an ace attorney.

ᘓᘓᘓᘓ Exceptional: You'd thrive in politics.

ᘓᘓᘓᘓᘓ Outstanding: You could talk a member of the Shadow Court into becoming Seelie.

Specialties: Cunning, Seductive, Well-Reasoned, Glib, Fast Talker

Appearance

Appearance is more than physical beauty. Expressiveness, body language, fashion sense — anything striking contributes to a character's Appearance. Subconsciously and instinctually, a character's looks have a profound impact. When first impressions are vital, or in situations where Appearance is valued, a character can have no more dice in a Social dice pool than her Appearance Trait.

ᘓ Poor: People tend to avoid you and try not to make eye contact.

ᘓᘓ Average: You easily get lost in a crowd.

ᘓᘓᘓ Good: People find an excuse to talk you, such as buying you a drink.

ᘓᘓᘓᘓ Exceptional: People will cross the street just to meet you.

ᘓᘓᘓᘓᘓ Outstanding: Your first impressions are extreme. No one forgets meeting you.

Specialties: Exotic, Commanding, Unconventional Looks, Captivating, Style

Mental Attributes

Mental Traits represent a character's total cognitive capacity. Encompassing memory, observation, logic, reaction time, and his ability to learn, they are the character's awareness of the world around him.

Perception

Perception is a character's ability to observe her world. This may be a conscious effort, such as studying the detail in a work of art to discover its meaning, but more often it is subconscious. The character might not be certain why, but she knows something is wrong. Perception allows a character to avoid ambushes, spot clues, and read body language.

ᘓ Poor: Whether you're self-absorbed or just oblivious, good luck avoiding that car!

ᘓᘓ Average: You tend to see the big picture, but subtlety eludes you.

ᘓᘓᘓ Good: You can tell the mood of a crowd as soon as you enter.

ᘓᘓᘓᘓ Exceptional: Rarely surprised, nothing escapes your notice.

ᘓᘓᘓᘓᘓ Outstanding: Like Sherlock Holmes, others are speechless at your eye for detail.

Specialties: Vigilant, Clairvoyant, Discerning, Insightful, Detail-Oriented

Intelligence

Intelligence represents a character's raw mental capacity. Whether it's memorization, critical thinking, logical reasoning, problem solving, or evaluating a situation, mental feats fall under this Attribute. Characters with low Intelligence aren't necessarily vacuous; they may have lacked an opportunity to learn or be simplistic thinkers. Likewise, a character with high Intelligence might not be a genius; she might just excel at rote memorization.

ᘓ Poor: Not the brightest crayon in the box, riddles soar over your head.

ᘓᘓ Average: You're smart enough to know when to seek help.

ᘓᘓᘓ Good: Given enough time, you can work through most problems that stump others.

ᘓᘓᘓᘓ Exceptional: You can easily synthesize disparate information to draw new conclusions.

ᘓᘓᘓᘓᘓ Outstanding: You have the wisdom of Solomon; no subject is beyond your ken.

Specialties: Scholarly, Creative, Subject Expertise, Trivia, Logical

Wits

Wits governs a character's ability to think on his feet in stressful and quickly-shifting situations. It reflects his cleverness and adaptability. A character with low Wits is gullible and perpetually caught off guard. A character with high Wits always has a plan and can easily roll with whatever life throws his way. In court or on the battlefield, he is sharp and not to be trifled with.

ᘓ Poor: Go see what the redcap wants for dinner.

ᘓᘓ Average: You can handle polite conversation, but don't go into politics.

ᘓᘓᘓ Good: You can hold your own in a debate and are rarely left dumbfounded.

ᘓᘓᘓᘓ Exceptional: You're known for your sharp tongue; no one can get the drop on you.

ᘓᘓᘓᘓᘓ Outstanding: Like Sinbad or Odysseus, you can overcome any obstacle.

Specialties: Instinctive, Clever Retorts, Pre-Emptive, Change of Plans, Cool Headed

Abilities

Abilities are Traits that represent what a character knows and what she has learned to do. If Attributes are raw potential, Abilities are how a character harnesses it. A character only needs Dexterity to flail to the beat of the music. She needs Performance to dance the waltz. Most actions that require a dice roll will use an Attribute paired with an Ability to create the total dice pool.

There are 30 Abilities separated into 10 Talents, 10 Skills, and 10 Knowledges. Each Ability normally represents a broad range of subjects. Certain Abilities, such as Crafts and Performance, have a Specialty even if a character's rating is not 4 or higher. For example, she might be versed in all forms of Performance, but be especially practiced in dance.

Talents

Talents represent innate Abilities every character possesses without instruction. The only way to improve Talents is through practice. If a character attempts an action using a Talent she does not possess, she uses her full Attribute rating. Talents are so intuitive almost anyone can try them.

Alertness

Alertness indicates a character's attention to the world around him, even when he's not actively looking or otherwise distracted. It measures how connected he is to the tangible surroundings — anything he can see, touch, taste, or smell. Alertness allows the character to notice the subtle details and changes in his environment.

ᘓ Novice: You are alert and pay attention more than most.

ᘓᘓ Practiced: You are attentive and keep an eye out.

ᘓᘓᘓ Competent: You keep a sharp eye on your environment.

ᘓᘓᘓᘓ Expert: You rarely let your guard down.

ᘓᘓᘓᘓᘓ Master: Nothing escapes your eagle eyes.

Possessed by: Detectives, Journalists, Security Guards, Hunters, Thieves

Specialties: Eavesdropping, Danger Sense, Fine Details, Wilderness, Streets

Athletics

Athletics represents a character's basic physical prowess, as well as any experience she has with sports or exercise. Climbing, running, leaping, swimming, and throwing, as well as the rules and play of sports, are all encompassed by Athletics. This Ability does not include activities covered by other Abilities, such as Brawl or Melee.

ᘓ Novice: You were always picked first for teams in primary school.

ᘓᘓ Practiced: You were on your high school football team.

ᘓᘓᘓ Competent: You probably had a college sports scholarship.

ᘓᘓᘓᘓ Expert: You could be a professional trainer or athlete.

ᘓᘓᘓᘓᘓ Master: You compete at the Olympic level.

Possessed by: Athletes, Gymnasts, Jocks, Kids, Dancers

Specialties: Acrobatics, Parkour, Mountain Climbing, Track & Field, Swimming

Brawl

Brawl is any kind of fighting without a weapon. From street fighting relying on punching and kicking to formal martial arts training, a character uses this Trait when he finds himself in a tooth-and-nail situation. Brawling is up close, personal, and messy. To be the last one standing, anyone in a fight must be able to take as much punishment as he gives.

ᘓ Novice: You've been in a fight or two.

ᘓᘓ Practiced: You could hurt someone in a bar room brawl.

ᘓᘓᘓ Competent: You know how to take down an opponent quickly.

ᘓᘓᘓᘓ Expert: The MMA is trying to recruit you.

ᘓᘓᘓᘓᘓ Master: Your hands are considered deadly weapons.

Possessed by: Bouncers, Cops, Thugs, Martial Artists, Soldiers

Specialties: Any Martial Arts Style, Dirty Fighting, Wrestling, Boxing, Warrior's Halo

Empathy

Empathy is a character's understanding of the emotions and feelings of others. She may form a genuine connection with people or feign sympathy to manipulate them. Particularly intuitive characters can discern when someone is lying. A highly empathetic character must be careful: Her own feelings may be affected by others' emotions.

ᔕ Novice: Your shoulder is available to cry upon.

ᔕᔕ Practiced: You may uncover the feelings someone is trying to hide.

ᔕᔕᔕ Competent: You glean insight into another's motivations.

ᔕᔕᔕᔕ Expert: You are particularly sensitive to lies.

ᔕᔕᔕᔕᔕ Master: You know a person's emotional state before they do.

Possessed by: Psychologists, Con Artists, Social Workers, Actors, Best Friends

Specialties: Desires, Falsehoods, Emotions, Motives, Matters of the Heart

Expression

Expression allows a character to convey his message to an audience in any medium — whether conversation, song, story, or SMS message. When people hear a character with high Expression, they sit up and take notice; his words carry weight. Even if the character is factually wrong, he cannot easily be dismissed. Nonverbal forms of communication are the domain of Performance.

ᔕ Novice: You have attended a poetry slam.

ᔕᔕ Practiced: You enjoy debate and could lead a team.

ᔕᔕᔕ Competent: Your op-ed submissions are never rejected.

ᔕᔕᔕᔕ Expert: You have won awards for your writing.

ᔕᔕᔕᔕᔕ Master: Poet, politician, and author: The world is your oyster.

Possessed by: Journalists, Poets, Rabble Rousers, Bloggers, Courtiers

Specialties: Inspiring Speeches, Fiction, Poetry, Rhetoric, Social Media

Intimidation

Intimidation measures a character's ability to pressure someone into doing what she wants. It ranges from subtle threats to physical violence or the mere force of one's presence. Intimidation need not be cruel or vicious. When applied judiciously at the appropriate time, it is often called "diplomacy."

ᔕ Novice: Your threats work on those who won't fight back.

ᔕᔕ Practiced: You can win a stare down.

ᔕᔕᔕ Competent: Your presence gives people chills.

ᔕᔕᔕᔕ Expert: Your air of authority commands respect from bystanders.

ᔕᔕᔕᔕᔕ Master: You could cow a redcap.

Possessed by: Bullies, Gangsters, Businesspeople, Officers, Nobles

Specialties: Veiled Threats, Pulling Rank, Violence, Blackmail, "The Look"

Kenning

Kenning is faerie sight. It allows a character to sense Glamour in all of its forms. He can recognize the power of cantrips and freeholds, identify "slumbering" changelings, and even discover the elusive prodigals and their magic. This insight is usually an impression. Gremayre is required to know specifics about what the changeling senses.

ᔕ Novice: Glamour tickles your senses.

ᔕᔕ Practiced: You get impressions from locations that house freeholds.

ᔕᔕᔕ Competent: You can recognize an Undone changeling.

ᔕᔕᔕᔕ Expert: Even the faintest traces of Glamour are clear to you.

ᔕᔕᔕᔕᔕ Master: The world of the supernatural is laid bare before you.

Possessed by: Powerful Chimera, Psychics, Changelings, Kinain, Some Paranormal Researchers

Specialties: Cantrips, Oaths, Enchantment, Trods, Hidden Magic

Leadership

Leadership is a character's ability to organize and inspire others to her cause. She does not manipulate; she projects an aura of authority that people want to follow. She knows what to say, when to say it, which tasks to delegate, and how to lead by example. She is confident, assertive, and decisive.

ᔕ Novice: You're the one your group of friends looks to for guidance.

ᔕᔕ Practiced: When you see a need, you step in and take charge.

ᔕᔕᔕ Competent: You could guide a large enterprise.

ᔕᔕᔕᔕ Expert: You could run for senate, parliament, or other national office.

ᔕᔕᔕᔕᔕ Master: Becoming a beloved king is well within your grasp.

Possessed by: Officers, Executives, Nobility, Gang Leaders, Politicians

Specialties: Compelling, Military, Oration, Friendly, Dictatorial

Streetwise

Streetwise is a measure of a character's comfort dealing with the streets. He knows who's who and the right words to fit in with the wrong crowd. He can blend in with the scene, dig up information, or find the muscle for the next job. A streetwise changeling is helpful when dealing with criminals, gangs, and other lowlifes who distrust outsiders.

ᔕ Novice: You know the pushers.

ᔕᔕ Practiced: You've earned a measure of respect.

ᔕᔕᔕ Competent: You could organize a gang.

ᔕᔕᔕᔕ Expert: Your connections give you an all-access pass.

ᔕᔕᔕᔕᔕ Master: Nothing happens without your knowledge.



Possessed by: Homeless People, Reporters, Beat Cops, Criminals, Redcaps

Specialties: Fencing, Gangs, Drugs, I Know a Guy, Information

Subterfuge

Subterfuge allows a character to project a facade while concealing her true motives and feelings. Through intrigue, deceit, and double-dealing, she can use people's motives against them. A character skilled in subterfuge can divert blame and adjust situations without others spotting her influence.

- ๑ Novice: You're rarely caught lying.
- ๑๑ Practiced: Diverting attention comes naturally.
- ๑๑๑ Competent: You don't even need to lie to conceal the truth.
- ๑๑๑๑ Expert: You can keep a con going as long as it suits you.
- ๑๑๑๑๑ Master: No one even suspects you.

Possessed by: Pick-Up Artists, Lawyers, Con Artists, Spies, Pooka

Specialties: Diversions, Seduction, The Long Con, Little White Lies, It Wasn't Me

Hobby Talent

This category encompasses anything self-taught. It tends to be more active than intellectual. Before allowing a Hobby Talent, the Storyteller should first determine if it would fit better as a specialty under an existing Talent (for example, Search and Eavesdropping would be specialties under Alertness).

- ๑ Novice: You know the basics.
- ๑๑ Practiced: You have a good grasp on the hobby.
- ๑๑๑ Competent: Other practitioners regard you as competent.
- ๑๑๑๑ Expert: You know your Talent's subtleties.
- ๑๑๑๑๑ Master: Others seek you out for your expertise.

Suggested Hobby Talents: Artistic Expression, Carousing, Fortune-Telling, Negotiation, Style

Skills

Skills require instruction or some form of training period. If a character attempts an action that requires a Skill for which he has no rating, his difficulty is increased by one. A person with no experience in the Skill will never be as effective as someone with even basic training.

Animal Ken

Animal Ken is understanding an animal's behavior and the ability to work closely with them. A character with this Ability understands how an animal will react in a variety of situations, knows what to do to gain a creature's trust, can train a domesticated pet, and possibly even calm an enraged wild beast.

ᔕ Novice: You can convince a cat or dog to let you pet it.

ᔕᔕ Practiced: Basic obedience training is easy for you.

ᔕᔕᔕ Competent: You train service animals.

ᔕᔕᔕᔕ Expert: You win awards for your routines at animal shows.

ᔕᔕᔕᔕᔕ Master: Even wild creatures understand and follow you.

Possessed by: Farmers, Zoo Keepers, Veterinarians, Pet Owners, Wilderness Survivalists

Specialties: Falconry, Big Cats, Attack Training, Sea Creatures, Farm Animals

Crafts

Crafts is the art of building or repairing things with one's hands. It includes carpentry, mechanics, masonry, sculpting, and painting. Skilled crafters can build items of lasting value or beauty. The Crafts skill is necessary for any changeling who creates chimera. A character must have a specialization in this Skill even if she works in a variety of areas.

ᔕ Novice: You can build something functional.

ᔕᔕ Practiced: Your creations have your personal flair.

ᔕᔕᔕ Competent: People wish to buy your creations.

ᔕᔕᔕᔕ Expert: You wrote the book on your area of expertise.

ᔕᔕᔕᔕᔕ Master: Your insight is nearly without equal.

Possessed by: Artists, Mechanics, Designers, House Dougal, Nockers

Specialties: Metalworking, Leatherworking, Sculpture, Machinery, Home Repair

Drive

Drive allows a character to operate motor vehicles, but his knowledge is not universal. Driving a performance Mustang is worlds apart from driving an 18-wheeler. The Storyteller may adjust the difficulty depending on the terrain and the character's familiarity with the vehicle driven.

ᔕ Novice: You can drive an automatic.

ᔕᔕ Practiced: Curvy roads are your best friend.

ᔕᔕᔕ Competent: You could be a professional trucker or chauffeur.

ᔕᔕᔕᔕ Expert: You usually win races.

ᔕᔕᔕᔕᔕ Master: You're at home as stunt or test driver.

Possessed by: NASCAR Drivers, Chauffeurs, Drug Runners, Truckers, Weekend Warriors

Specialties: Off Road, Heavy Traffic, Curves, Muscle Cars, Like You Stole It

Etiquette

Etiquette is understanding the nuance of proper behavior both in mundane social functions and changeling courts. It measures how well-mannered a character is and if she can remain in good standing among polite society. Knowing the proper way to raise an issue is as important as its content. Etiquette ensures she'll be heard.

ᔕ Novice: You know when to stop talking.

ᔕᔕ Practiced: You have a suit for formal occasions.

ᔕᔕᔕ Competent: You know exactly which utensil to use when.

ᔕᔕᔕᔕ Expert: You can get the Duke's ear.

ᔕᔕᔕᔕᔕ Master: Tea with the sluagh, dinner at the troll lodge, then off to the High King's ball.

Possessed by: Courtesans, Diplomats, Executives, Debutantes, Sidhe

Specialties: High Society, Boardrooms, Particular Kiths, Seelie or Unseelie Courts

Firearms

Firearms conveys a general operating knowledge of guns, the ability to clean almost any sidearm, and the skill to shoot a wide range of guns, from a hold-out pistol to an Uzi. Firearms does not, however, encompass heavy artillery or mortars.

ᔕ Novice: You've been to the shooting range a few times.

ᔕᔕ Practiced: You're a hobbyist who has a membership to the local gun club.

ᔕᔕᔕ Competent: You could survive a firefight.

ᔕᔕᔕᔕ Expert: You win trick shooting competitions.

ᔕᔕᔕᔕᔕ Master: Cool and steady, you are a true marksman.

Possessed by: Cops, Criminals, Hunters, Militia Men, Survivalists

Specialties: Quick Draw, Gunsmith, Fast Reload, Pistols, Rifles

Larceny

Larceny is experience with the tools and techniques of criminal activity — picking pockets, breaking locks, forgery, basic hot-wiring, safe cracking, and even some sleight of hand. Larceny also covers evading or improving security measures. The inner workings of advanced systems such as video surveillance and alarm systems fall under Technology.

ᔕ Novice: You can overcome a simple lock.

ᔕᔕ Practiced: You can make money off of card tricks in a back alley.

ᔕᔕᔕ Competent: Locked cars are no obstacle.

ᔕᔕᔕᔕ Expert: Your counterfeit bills could even fool the treasury.

ᔕᔕᔕᔕᔕ Master: Opening a vault underwater while manacled and surrounded by sharks? Child's play.

Possessed by: Burglars, Security Consultants, Con Artists, Street Magicians, Car Thieves

Specialties: Pickpocketing, Misdirection, Hot-Wiring, Forgery, Sleight-of-Hand

Melee

Melee represents a character's ability to use hand-to-hand weapons of all forms, from saps to swords to specialized weapons, like nunchaku and tonfa. While such weapons might seem archaic in the face of modern firearms, a simple gun is rarely a match for a skilled changeling wielding a Treasure sword.

- ๑ Novice: You know the stance and how to hold your weapon.
- ๑๑ Practiced: You have won a few fights.
- ๑๑๑ Competent: You fence at the collegiate level.
- ๑๑๑๑ Expert: You keep order in the Duke's court.
- ๑๑๑๑๑ Master: Your reputation with a blade is known throughout the kingdom.

Possessed by: Fencers, Martial Artists, Assassins, Thugs, Knights

Specialties: Disarming, Improvised Weapons, Riposte, Rapiers, Blessed Opa

Performance

Performance covers a wide range of artistic expression, including singing, dancing, storytelling, and musical instruments. Beyond simply technical skill, this Trait also measures stage presence and the ability to captivate an audience. She knows the history of her art and can draw upon a broad repertoire. A player must choose a specialty for Performance.

- ๑ Novice: As an amateur, you attend jam sessions, but still get nervous in the spotlight.
- ๑๑ Practiced: Your YouTube channel has a dedicated following.
- ๑๑๑ Competent: You have steady work, and the labels are interested in you.
- ๑๑๑๑ Expert: You're a regional celebrity on the cusp of making it big.
- ๑๑๑๑๑ Master: Your work will be the gold standard even long after you're gone.

Possessed by: Actors, Musicians, Comedians, Mimes, Eshu

Specialties: Dancing, Acting, Specific Instrument, Evoke Emotion, Storytelling

Stealth

Stealth is being able to sneak about or hide without being discovered. Sticking to the shadows, hiding in a crowd, trying to lose a tail, and concealing other people or items are all done through Stealth. Stealth is usually resisted by Perception + Alertness.

- ๑ Novice: You can hide in darkness.
- ๑๑ Practiced: You can shadow someone at night.
- ๑๑๑ Competent: You can lose a tail in a crowd.
- ๑๑๑๑ Expert: You move silent as a ghost over dried brush.
- ๑๑๑๑๑ Master: Sluagh are jealous of your ability to slip away.

Possessed by: Spies, Assassins, Reporters, Burglars, Sluagh

Specialties: Hiding, Shadowing, Crowds, Urban, Silent Movement

Survival

Survival allows a character to survive in unfamiliar and hostile environments. She knows how to track, acquire shelter, find safe passage, and defend herself from danger. Note: Some urban environments are bleaker than deserts.

- ๑ Novice: You can camp out for an evening.
- ๑๑ Practiced: You can tell the difference between edible plants and deadly poison.
- ๑๑๑ Competent: You acclimate quickly to any environment.
- ๑๑๑๑ Expert: You could live off the land indefinitely.
- ๑๑๑๑๑ Master: You could thrive even in the Sahara.

Possessed by: Explorers, Park Rangers, Survivalists, Soldiers, Hunters

Specialties: Foraging, Specific Environments, Tracking, Hunting, Urban Exploration

Professional Skill

This category may be anything the Storyteller agrees is a taught Ability and is primarily active in nature. Storytellers should first examine all of the existing Skills to see if the task already fits under one (Lockpicking and Pickpocket are specialties of Larceny).

- ๑ Novice: You're trained.
- ๑๑ Practiced: You have the basics down.
- ๑๑๑ Competent: You could make a living at your activity.
- ๑๑๑๑ Expert: You know the obscure applications of your Skill.
- ๑๑๑๑๑ Master: You are a renowned authority in your field.

Suggested Professional Skills: Brewing, Disguise, Escapology, Traps

Knowledges

Knowledge Abilities stem from the mind. Expertise in Knowledges comes from study and research, often after years of devotion to the subject. If a character does not have any rating in a Knowledge, he cannot attempt a roll with it. However, matters considered common knowledge do not require a roll.

Academics

Academics is a character's grasp of the humanities: literature, history, philosophy, rhetoric, and other subjects under the umbrella of the liberal arts. He is generally considered well rounded in all of these fields, but must have a chosen Specialty in one.

- ๑ Student: You know Benjamin Franklin was fond of the ladies of Paris.
- ๑๑ College: You enjoy casual intellectual discourse.
- ๑๑๑ Masters: You have had papers published in academic journals.
- ๑๑๑๑ Doctorate: You didn't just write the book on the subject, you've written volumes.
- ๑๑๑๑๑ Scholar: In your field, you are one of the foremost experts of your time.

Possessed by: Professors, Historians, Topical Bloggers, Students, Scientists

Specialties: Linguistics, Ethics, Teaching, Clovis Culture, Music Theory

Computer

Computer is a measure of how well a character can use and program a computer, including cell phones and tablets. It also conveys knowledge of Internet forums, wikis, and general web-based research. At higher levels she can create fake websites and exploit software vulnerabilities.

- ֍ Student: You're familiar with touch screen and point-and-click interfaces.
- ֍֍ College: You are comfortable using a wide range of software.
- ֍֍֍ Masters: You can use a command line interface and develop custom software.
- ֍֍֍֍ Doctorate: You can live comfortably as an IT consultant.
- ֍֍֍֍֍ Scholar: You are on the cusp of creating the replacement for Google and Facebook.

Possessed by: Hacktivists, Black Hats, Office Workers, Developers, Tech Support

Specialties: Zero Day Exploits, Specific Programming Languages, Internet Research, Database Administration, Hacking

Enigmas

Enigmas represents a character's ability to solve logic problems, puzzles, and mysteries. With it, he can create or break ciphers, utilize puzzle boxes, or match wits with a particularly confounding nemesis. Enigmas is essential for divining hidden trods, deciphering dreams and prophecy, and answering riddles of the Dreaming's guardians.

- ֍ Student: You enjoy the occasional sudoku puzzle.
- ֍֍ College: You always know whodunit before the big reveal.
- ֍֍֍ Masters: You can find multiple correct answers to most riddles.
- ֍֍֍֍ Doctorate: You can reliably discover the secrets to opening trods.
- ֍֍֍֍֍ Scholar: You understand the deepest mysteries of the Dreaming.

Possessed by: Mystics, Zen Enthusiasts, Detectives, Oneironauts, Soothsayers

Specialties: Cryptography, Ancient Mysteries, Riddles, Lateral Thinking, Logical Leaps

Gremayre

Gremayre is a character's understanding of magic, lore, and the ways of Glamour. She uses it when creating an oath, weaving an enchantment, forging a treasure, and understanding faerie history. Gremayre is essential for comprehending all things related to the Dreaming, including mortal and Prodigal magic and mystic practices.

- ֍ Student: You grasp the fundamentals of faerie magic, such as oaths.
- ֍֍ College: You are able to differentiate between similar Arts in use.
- ֍֍֍ Masters: You have an in-depth understanding of the ebb and flow of Glamour.
- ֍֍֍֍ Doctorate: You know lost secrets that predate the Shattering.
- ֍֍֍֍֍ Scholar: You understand the inner workings of the Dreaming.

Possessed by: Sorcerers, Occultists, Scholars, New Agers, Fortune-Tellers

Specialties: Faerie Lore, Enchantment, Tarot, Prodigals, Glamour

Investigation

Investigation gives a character an eye for details. It represents his ability to perform forensic analysis, procure records, and follow leads. He can recognize relevant clues and piece evidence into a picture of what actually happened. Investigation is rooted entirely in evidence and sequential reasoning. The leaps of logic often found in crime dramas fall under Enigmas.

- ֍ Student: You can narrow down a web search.
- ֍֍ College: You can spot inconsistencies in a witness's story.
- ֍֍֍ Masters: You could make a living as a private detective.
- ֍֍֍֍ Doctorate: The FBI wants to recruit you.
- ֍֍֍֍֍ Scholar: Even Sherlock Holmes is impressed.

Possessed by: Detectives, Reporters, Mystery Buffs, Intelligence Agents, Knights

Specialties: Forensics, Internet Research, Search, Shadowing, Criminal Psychology

Law

Law represents a character's knowledge of legal statutes, rights, enforcement, and jurisprudence both among humans and the Kithain. If she is in trouble with the police, this Ability helps her get out of jail. If she crosses the local Baron, she'll need this Knowledge to defend herself against a faerie legal system stacked against her.

- ֍ Student: You know when to plead guilty or not guilty and have the Escheat memorized.
- ֍֍ College: You could pass the bar exam.
- ֍֍֍ Masters: People want you at their side if they're in trouble with the law.
- ֍֍֍֍ Doctorate: You could sit on the judicial bench.
- ֍֍֍֍֍ Scholar: You can find a loophole even in the most airtight oath or Geas.

Possessed by: Police, Judges, Legislators, Nobles, Knights

Specialties: Courtroom Protocol, Police Procedure, Criminal, Kithain Law, The Escheat

Medicine

Medicine is the study of the human body, how it works, and how to cure its ailments. This ability encompasses first aid procedures, as well as the diagnosis and treatment of infirmities and injuries. It also covers pharmaceuticals, both legal and illegal, and how they may be used to help or harm.

- ֍ Student: You know CPR and can perform first aid.
- ֍֍ College: You could work as a paramedic.
- ֍֍֍ Masters: You could make a living as a general practitioner.
- ֍֍֍֍ Doctorate: Even brain surgery is routine for you.
- ֍֍֍֍֍ Scholar: You are a respected pioneer in your field of medicine.

Possessed by: MDs, Registered Dieticians, Hypochondriacs, Pharmacists, Paramedics

Specialties: Emergency Care, Pathology, Recreational Pharmaceuticals, Neurology, Nutrition

Politics

Politics is an understanding of the political structure of the day, including the people in charge and how they came to power. A character can utilize this Ability to navigate bureaucracies. Familiarity of Kithain politics is essential in faerie courtly proceedings, for "labyrinthine" is an understated description of fae power structures.

- ֍ Student: An activist, you know how to make a petition.
- ֍֍ College: You know how to file a request for information.
- ֍֍֍ Masters: You could be an effective campaign manager.
- ֍֍֍֍ Doctorate: The Duke relies on your advice.
- ֍֍֍֍֍ Scholar: Known as a kingmaker, you could choose the next President.

Possessed by: Politicians, Lawyers, Protesters, Courtesans, Sidhe

Specialties: Congress, State, Neighborhood, Parliament of Dreams, Unseelie Court

Science

Science is a character's knowledge of mathematics and basic sciences — chemistry, biology, astronomy, and so on. He knows the scientific method, and applies it in his day-to-day life. A character must always have a Specialty for this Knowledge.

- ֍ Student: You know the basics and can make a smoke bomb out of household items.
- ֍֍ College: You understand the major theories in your field.
- ֍֍֍ Masters: You could teach high school science.
- ֍֍֍֍ Doctorate: You're a vital researcher in your field.
- ֍֍֍֍֍ Scholar: The Nobel Prize committee would like to speak with you.

Possessed by: Researchers, Inventors, Engineers, Teachers, Technicians

Specialties: Experiments, Theory, Mathematics, Geology, Relativity

Technology

Technology is a character's aptitude with computer hardware, robotics, and circuitry. She can build a computer, repair a cell phone, modify a video game console, or even crack an electronic security system. If a device has a processor or an integrated circuit, it falls under Technology. The Crafts Skill governs mechanical devices. A character must have a specialty.

- ֍ Student: You can make simple modifications or repairs.
- ֍֍ College: You could make a living as a computer technician.
- ֍֍֍ Masters: You can design new equipment to meet your needs.
- ֍֍֍֍ Doctorate: With a screwdriver and soldering iron, nothing is impossible.
- ֍֍֍֍֍ Scholar: You create new ways for people to interact with the world through their devices.

Possessed by: Engineers, Scientists, Makers, Electronics Hobbyists, Nockers

Specialties: Telecom, Computers, Jury-Rigging, Robots, Security

Expert Knowledge

This is a catch-all category like Hobby Talent and Professional Skill. Expert Knowledge is anything the Storyteller agrees is primarily intellectual or mental in nature and requires a degree of study to learn. Storytellers should first check to make sure the field of expertise wouldn't fit better under an existing Knowledge (Cosmology and Astrology would be specialties of Gremayre).

- ֍ Student: You've read up on the subject.
- ֍֍ College: You took a few classes in the field.
- ֍֍֍ Masters: You probably have a degree in the subject.
- ֍֍֍֍ Doctorate: You regularly publish your findings.
- ֍֍֍֍֍ Scholar: You know the hidden mysteries of your field.

Suggested Expert Knowledges: Demolitions, Finance, Area Knowledge, Theology, Media

Backgrounds

Background Traits are special advantages a character gains from her environment, including her station, possessions, social network, and influences. When choosing Backgrounds, the player should always consider how her character came to possess them. How did she become the keeper of her Treasure? What did she do to earn her rank in Title?

A character can use her Backgrounds to obtain information, items, or favors. While they mostly stand alone, sometimes they're used in combination with an Attribute. She might roll Manipulation + Mentor to assert standing in changeling society she doesn't actually possess. Charisma + Title might inspire someone to follow her orders.

Backgrounds fluctuate as the events of the chronicle unfold. They might rise or fall as a character gains a new Dreamer or loses a chimerical item, but they cannot be raised by experience

points. Some Backgrounds may be pooled among changelings in a motley. For more information, see "Pooling Backgrounds" on p. 171.

Chimera

Chimera includes both chimerical items and chimerical companions. The player must designate one or both of these variations on the character sheet. This Background may have up to five dots in both versions. For more information on chimerical items, creating a companion from the points provided by the Background, and examples, see **Chapter Seven: The Dreaming**.

Chimerical Items

Every changeling's voile, his chimerical clothing, forms to suit him upon his Chrysalis. The Chimera Background represents any chimerical items in his possession beyond this. The item's usefulness and power determine the rating for this Background. Each dot represents one rank on the threshold chart under "Creating Chimerical Items" on p. 317.

- ֍ You own a chimerical memento or conversation piece (Basic crafting).
- ֍֍ Your chimerical item conveys some useful benefit (Advanced crafting).
- ֍֍֍ You have a moderately powerful chimerical item (Complex crafting).
- ֍֍֍֍ You own a powerful chimerical item (Masterwork crafting).
- ֍֍֍֍֍ Your chimerical item is legendary (Legendary crafting).

Chimerical Companions

Companions are living chimera either born of unconscious dreams or sculpted into existence from raw dream stuff, then breathed life by a changeling. While the character has either befriended or bound the chimera, powerful ones have motivations of their own that may occasionally conflict with those of their companions. The higher a changeling's rating in this Background, the more points the player has to build the companion, using the system on p. 320.

- ֍ You have a simple chimerical pet (20 points).
- ֍֍ Your chimera is semi-intelligent and able to communicate (25 points).
- ֍֍֍ The chimera is able to speak clearly and often has a mind of its own (30 points).
- ֍֍֍֍ You have a highly intelligent chimera that is often a great help (40 points).
- ֍֍֍֍֍ Your friend is an ancient and/or powerful chimera that is a legend in its own right (60 points).

Contacts

Contacts are the people a character can call upon for information and assistance. While Contacts might be friendly, they will not exert their influence or give up their knowledge without a quid pro quo or expectation of a future favor. The player should describe his major Contacts in some detail, such as their professions or sphere of influence.

In addition to his major contacts, the character also has a number of minor contacts. To get in touch with them, the player rolls his Manipulation or Wits + Contacts rating (difficulty 7). Each success allows the character to speak with one minor contact. He can then bully, bribe, or deal with the contact to get what he is after.

The Contacts Background may be pooled among characters in the motley.

- ֍ One major contact.
- ֍֍ Two major contacts.
- ֍֍֍ Three major contacts.
- ֍֍֍֍ Four major contacts.
- ֍֍֍֍֍ Five major contacts.

Dreamers

Changelings primarily gain Glamour by inspiring Dreamers. This Background represents the number of Dreamers from whom the character draws Glamour. Cultivating a Dreamer is an intimate experience of psychological bonding, whether through trust or fear. A Dreamer is usually willing to perform services for her changeling, but isn't as loyal or efficient as Retinue. The player should describe details such as how the changeling inspires the Dreamer and what form the Dreamer's Glamour takes.

Because of their unique bond, the changeling already knows how to inspire her Dreamer. Each dot of the Dreamers Background provides one automatic success on the initial Perception + Kenning roll when initiating Reverie. For more unsavory changelings, this Background provides a ready pool of Dreamers on which to Ravage.

- ֍ You benefit from one Dreamer.
- ֍֍ You benefit from two Dreamers.
- ֍֍֍ You benefit from four Dreamers.
- ֍֍֍֍ You benefit from six Dreamers.
- ֍֍֍֍֍ You benefit from eight Dreamers.

Holdings

Freeholds, no matter the size, are extremely rare, valuable commodities in faerie society. Though being the keeper of a freehold provides a steady supply of Glamour, responsibility for it comes with a number of obligations. He must maintain it each year to keep its balefire burning. If he's a noble, modernist commoners might see his Holding as a symbol of oppression and seek to liberate it. If he is a commoner, traditionalist nobles might see it as an affront to the natural order and seek to restore the freehold to its proper owners. If he holds it in secret, changelings who get wind of it might jealously seek it for themselves.

The Holdings rating determines the amount of Glamour the freehold produces and its physical size. For more information about freeholds and examples, see **Chapter Seven: The**

Dreaming. This Background may be pooled among the characters in a motley.

- ֍ You preserve a spark of a freehold that produces one point of Glamour.
- ֍֍ You take care of a small freehold that produces two points of Glamour.
- ֍֍֍ You are the keeper of a medium sized freehold that produces three points of Glamour.
- ֍֍֍֍ You are in charge of a large freehold that produces four points of Glamour.
- ֍֍֍֍֍ You oversee a huge freehold that produces five points of Glamour.

Mentor

When a Chrysalis is discovered, other fae move quickly to protect and educate the new changeling before Banality can claim her. Like a parent and child, the bond between Mentor and fledgling often lasts a lifetime. A Mentor can be an invaluable guide to Kithain society, defending the changeling and informing her of advancement opportunities. Some Mentors expect something in exchange, such as assistance with menial tasks or guarding the freehold from rampaging nightmares.

- ֍ Your mentor is earnest, but either knows little of import or is not well connected.
- ֍֍ Your mentor knows some noteworthy information or people.
- ֍֍֍ Your mentor has significant secrets and knows well-connected changelings.
- ֍֍֍֍ You mentor has extraordinary knowledge and has the ear of the Duke.
- ֍֍֍֍֍ You mentor knows the secrets of the Dreaming and can arrange an audience with the High King.

Remembrance

A character's current life as a changeling is not his first lifetime. All who've undergone the Changeling Way have experienced a multitude of lifetimes. An Arcadian sidhe new to the Autumn Realm lived an eternity as an ageless faerie before exchanging his soul with that of a mortal. The Mists normally wipe a changeling's mind clean between lives but a character with Remembrance occasionally has a flash of insight gained from a previous life's experience.

Any time the character interacts with changelings or other creatures and locations of the Dreaming, the player may roll Intelligence + Remembrance to recall details about the subject at hand. The difficulty varies based on the obscurity of the information. Something commonly known would require a difficulty 6, while remembering the location of a freehold lost since the Shattering would require a difficulty of 8. Additionally, the player may substitute Remembrance for an Ability on any roll involving a mundane task. This substitution may be made a number of times per story equal to the character's Remembrance rating.

- ֍ Your memories are hazy when they're triggered by an event.
- ֍֍ You gain accurate information with a reminder.
- ֍֍֍ You experience relevant flashbacks even without a reminder.
- ֍֍֍֍ You remember remarkable information, including major events.
- ֍֍֍֍֍ You clearly remember large swaths of your history including entire lifetimes.

Resources

Resources are a character's financial resources, her net worth and her monthly income. These assets may be cash, but as the Background rating rises, the less likely the Resources are to be liquid. They may be stocks, bonds, land or other property, or even criminal infrastructure — anything the character can cash in or sell off to raise money, even if doing so takes weeks or months. Lacking a Resources rating doesn't necessarily mean the character is destitute; all of her income may go straight to food and bills.

Players may purchase this Background with pooled Background points.

- ֍ Sufficient. You have a working-class residence as long as you're careful with money.
- ֍֍ Moderate. You are a member of the middle class, and can afford to splurge occasionally.
- ֍֍֍ Comfortable. You are a prominent member of the local community and have a generous line of credit.
- ֍֍֍֍ Wealthy. You are wealthier than most of your peers and rarely use cash, preferring other assets that accrue more wealth than paper money.
- ֍֍֍֍֍ Extremely Wealthy. You are the one percent. Your assets are vast and widely distributed, possibly tied to the fates of nations.

Retinue

Retinue are the Kinain, enchanted humans, and other retainers under a character's sway. They answer to him due to loyalty, magical control, or mundane manipulation. They'll follow his command to the best of their ability, though some would betray him if the opportunity presented itself, especially if he mistreats them or if they are bound to him against their will.

While those who make up a character's Retinue are his highly-skilled honor guard or personal attendants, they are not infallible. Nor are they nameless, disposable fodder. The player should define each member of his Retinue, their strengths and weaknesses, and how they came into his service.

Players may spend pooled Background points on Retinue.

- ֍ Your retinue consists of one member.
- ֍֍ Your retinue consists of two members.
- ֍֍֍ Your retinue consists of four members.
- ֍֍֍֍ Your retinue consists of six members.
- ֍֍֍֍֍ Your retinue consists of 10 members.



Title

Title denotes a character's rank within Kithain society. Not all changelings possess a title, and few attain a station above esquire. Title by itself imparts little tangible power. The majority of nobles have no holdings. However, even a landless baron or duke wields tremendous social influence. Changelings are far more willing to trade favors with those in power, whether to further their own social mobility or because most titles, especially knighthood, are earned through skill and accomplishment.

Sidhe are the most common kith to be awarded titles, but since the Treaty of Concord, it is not uncommon to see members of other kiths attain rank, usually as squires and knights. Any commoner inducted into the sphere of nobility gains the Boon and Flaw of the house that takes her in.

- ๑ You are a squire, squiress, or esquire.
- ๑๑ You are a knight or lady.
- ๑๑๑ You are a baron or baroness.
- ๑๑๑๑ You are a count or countess.
- ๑๑๑๑๑ You are a duke or duchess.

Treasures

A Treasure is a mundane item imbued with Glamour. Like changelings, Treasures exist simultaneously in the Autumn Realm and the chimerical world. They are capable of specific magical abilities based on the Glamour fused within them. Usually, this is an Art bound into the Treasure, but occasionally a Treasure will form due to the overwhelming emotions connected with the object.

A changeling cannot forget herself due to Banality as long as she is holding a Treasure. Likewise, mortals become enchanted when touched by a Treasure. For more information about Treasures, their creation, and examples, see **Chapter Seven: The Dreaming**.

- ๑ Common, rank one of an Art.
- ๑๑ Uncommon, rank two of an Art.
- ๑๑๑ Rare, rank three of an Art.
- ๑๑๑๑ Unique, rank four of an Art.
- ๑๑๑๑๑ Legendary, rank five of an Art.

Pooling Backgrounds

Pooled Backgrounds are shared resources — they are the motley's communal property. Members of the motley may wish to pool their Contacts, Holdings, Resources, or Retinue ratings in order to achieve greater things than they could individually. Anyone who contributes to the pooled Background points, whether a single dot or five, has equal access to the pooled Backgrounds.

The Anchor

The players must choose one Background to anchor all of their pooled Backgrounds together. The anchor forms the

nucleus to which all of the players' other shared Backgrounds are tied. No secondary pooled Background may have a higher rating than the anchor.

For example, the members of a motley wish to have a shared household and all the benefits that go along with it. As such, they designate Holdings as their anchor Background. Between the players, they have enough Background points to gain 4 dots in Holdings, giving the motley a large, moderately powerful freehold. The group then decides that it must have an equally impressive staff, so they pool Retinue at 4 dots to match Holdings. The group cannot give Retinue 5 dots because their anchor Background, Holdings, is 4 dots.

The motley enjoys its freehold until a Dauntain attacks. The players fend off the assault, but not before the freehold's balefire is partially extinguished, reducing the group's Holdings to 3. Because Holdings is the anchor Background, the other shared Background, Retinue, can no longer be rated at 4. It must also be reduced to 3. The Storyteller rules that the group's freehold no longer produces enough Glamour to keep everyone enchanted, so some staff must be let go.

Upper Limits

By pooling Backgrounds, they may surpass the normal 5-dot limit. Though there is no absolute upper limit, to prevent things from spiraling out of proportion, the Storyteller might impose a 10 limit on the anchor Background.

The Storyteller should consider adjusting how the Backgrounds scale. Instead of following the progression, she may increase the Background's reliability. For example, if the motley has a freehold with a rating of 8, it doesn't make sense for their freehold to put Tara-Nar to shame. Instead, the freehold may be much more difficult to capture. It's important to balance player expectation with the needs of the chronicle.

Willpower

Willpower is a character's determination in the face of hardship or discipline against temptation. When external forces threaten to overwhelm her or when she is about to lose control of herself, Willpower allows her to steel herself and hold on to her personal narrative.

On the character sheet, permanent Willpower is recorded using dots, while temporary Willpower is tracked using squares below the dots. Spending a Willpower point removes one from the temporary pool, not the permanent rating. A character's permanent Willpower is the upper limit to her temporary pool. If a character spends all of her Willpower, she becomes too physically and mentally exhausted to push past her limits.

Willpower Ratings

●	Spineless
●●	Weak
●●●	Unassertive
●●●●	Diffident
●●●●●	Certain
●●●●● ●	Confident
●●●●● ●●	Determined
●●●●● ●●●	Controlled
●●●●● ●●●●	Iron-Willed
●●●●● ●●●●●	Unshakable

Using Willpower

Some uses for Willpower include:

- Automatic Success
- Overcoming Compulsion
- Clearing Bedlam
- Ignoring Injury

Chapter Six: Systems and Drama contains more details about using Willpower.

Recovering Willpower

If a character fulfills his primary Legacy, he may regain Willpower. The Storyteller may award the player up to 5 Willpower points depending of the magnitude accomplishment.

The character may also regain a point of Willpower after a restful, uninterrupted sleep in which he dreams. If his sleep is troubled, the Storyteller may choose not to award any Willpower.

Characters may completely regain their Willpower at the end of a story. If the characters end the story defeated or demoralized, the Storyteller may restrict how much, if any, Willpower they regain.

If a character's temporary Willpower is depleted, he may convert one permanent point into a number of temporary points equaling his new permanent Willpower.

Glamour

Glamour is raw dream-stuff: passion and tragedy, hope and fear, joy and sorrow. It is anything that drives a person to experience intense emotion, break out of her daily drudgery, and fulfill her potential. It is seen in the artist who forsakes a safe career to realize her vision. It radiates from the astronomer who works to unlock the secrets of the universe. It reveals itself in the devout believer inspired to bring her community social justice.

The Glamour Trait represents a character's connection to the building blocks of the Dreaming. The higher the permanent Glamour rating, the more control she may exert over the chimerical world. Like Willpower, temporary Glamour may not exceed permanent Glamour.

Uses for Glamour

A few uses for Glamour include:

- Casting Cantrips
- Calling the Wyrd
- Enchanting a Mortal
- Sealing an Oath

Chapter Six: Systems and Drama contains more information about using Glamour.



Gaining Glamour

Changelings have a variety of ways to gather Glamour, called the five paths to epiphany:

- **Revelry:** A changeling may recharge her glamour by acting according to her fundamental nature. The method varies from kith to kith.
- **Reverie:** Changelings can inspire mortals to staggering feats. The fruit of the dreamer's labor provides the inspirational changeling with Glamour.
- **Rapture:** Through introspection, imagination, and great difficulty, a changeling may unite his faerie and human halves in inspiration and refresh his Glamour reserves.
- **Ravaging:** Using a brutal psychic assault, the changeling channels her Banality into a mortal to force all of the Glamour out, stealing it for herself.
- **Rhapsody:** Forbidden by the Kithain, a changeling may imbue a mortal with so much raw Glamour he explodes in one final burst of creativity, never able to create again.

Additional sources of Glamour include dross and spending time in freeholds. For more information about gaining Glamour and the five paths to epiphany, see **Chapter Six: Systems and Drama**.

A changeling may sacrifice a dot of Glamour to regain a number of temporary points equal to the new permanent rating.

Banality

Banality is disengagement, existence by rote with no aspirations and nothing to lose. It saturates the world, suffocating everyone. It can be seen in the minimum wage worker holding down three jobs, living off food stamps, and still unable to make ends meet. He is too busy just surviving to dream. Banality also infects the corporate executive working for less than a year, fired for incompetence, and awarded a golden parachute in the tens of millions. She has no desire to dream and take risks, so she wanders aimlessly through life.

The Banality Trait describes the extent to which Banality has tainted a character's outlook on life and ability to feel passion or aspire to something beyond his day-to-day routine. Like Willpower and Glamour, Banality has both a permanent rating and a temporary pool. Banality's temporary pool is not limited by the permanent rating.

Effects of Banality

Once inside, Banality slowly snuffs out a changeling's spark of Glamour. A young changeling who becomes permanently Undone can usually rebuild a life for herself, albeit without her full potential. A changeling Undone after living a full life is often mistaken for a senile geriatric in the throes of dementia.

To affect anything with her Glamour, a changeling must overcome Banality. If a changeling attempts to cast a cantrip, enchant a mortal, or take any other action that involves Glamour, the target's Banality affects the difficulty of the roll.

Likewise, a changeling may use her own Banality to negate Glamour, countering cantrips targeting her or summoning the Mists to escape chimerical reality temporarily. This is called "Invoking the Autumn," and is described on p. 271.

Gaining Banality

A changeling's adopted humanity is an imperfect shield against Banality. Certain situations and actions may trigger a moment of apathy, causing her faerie half to disengage. A moment is all it takes for Banality to enter her soul.

When a character is triggered, the player rolls her Glamour at a difficulty of 8. If the roll fails, the character gains a Banality point. If the roll is a botch, the character also gains a point of Banality for every one rolled (see Botches, p. 245).

For severe triggers, the difficulty can go higher. In egregious cases, such as killing a changeling with cold iron, the Storyteller may rule that the character takes Banality automatically. If a character's Banality points exceed 10, all points are removed and the character gains a Banality *dot*.

Triggers

The Banality triggers affect all changelings, for the most part. However, the mindset of a changeling, his seeming, protects him from certain triggers and opens him up to new ones. If an event isn't listed but seems like it should be a trigger, the Storyteller has the final say if a trigger occurs. All changelings also have one unique trigger, their antithesis (discussed anon).

- Invoking the Autumn to resist a cantrip or chimerical effect.
- Failing to overcome a target's Banality while enchanting them (this does not apply to childlings).
- Willfully destroying a Treasure or any other irreplaceable faerie artifact.
- Killing a changeling's chimerical self (wilders are immune to this trigger under most circumstances).
- Ending a changeling's mortal life.
- Killing one of the enchanted, a mortal Dreamer, or Kinain.
- Wielding cold iron.
- Ravaging or Rhapsodizing a mortal.
- Breaking an oath.

Childlings

Trigger: A childling risks Banality when she denies a novel idea.

Immunity: Nothing can stop childlings from trying new things. Failing to overcome Banality does not trigger them. For childlings, it's better to try and fail than not try at all.

Wilders

Trigger: A wilder invites Banality when he denies an opportunity for adventure.

Immunity: Conflict is part of any adventure. A wilder is not triggered by chimerically killing changelings and chimera as long as it occurs in service of his latest escapade.

Grumps

Trigger: When a grump fails to provide a necessity for someone or something in her care, she is triggered.

Immunity: Sometimes unpleasant things must be endured. A grump may spend as much time around high Banality people or places as needed without gaining Banality (p. 268).

Antithesis

All changelings have an antithesis, something that runs counter to the core of their being. Each antithesis is deeply personal — no two are exactly alike. Any time a changeling encounters her antithesis, it triggers her. The player and Storyteller should discuss what would be an appropriate antithesis. Her antithesis may change as she changes seemings. Chapter Six offers additional details about triggers and a character's antithesis.

Removing Banality

A changeling may stave off Banality with Glamour. Whenever the changeling gains a point of Glamour, she may spend it to remove one point of Banality. This may only be done at the time the point of Glamour is gained.

It is possible to remove Banality dots by embarking on a difficult and dangerous quest:

- **Quest of Deed:** The changeling recovers something vital to the Dreaming.
- **Quest of Inspiration:** She inspires a mortal to such heights he becomes an inspiration himself.
- **Quest of Dreaming:** She guides a mortal consumed by Banality to touch the Dreaming.

The changeling must swear an oath to undertake the quest. If successful, the player removes one Banality dot. If the quest fails, the character gains one Banality dot. These quests are described in greater detail in Chapter Six (p. 271).

Health

Changelings are half faerie and half flesh. While their faerie side is immortal, their human half very much isn't. A changeling can shrug off most chimerical sources of damage — and if they do manage to injure him, he'll soon be back on his feet. Mundane injuries are another story. Something that wouldn't scratch his faerie side could lay him for out a week or more if it harms his mortal half.

Health measures how injured a character is, with separate ratings for his mundane and chimerical halves. Each wound level applies a penalty, though he only suffers whichever wound penalty is highest — chimerical or mundane. As he accumulates wounds, his ability to act is diminished. For example, a character who is Hurt loses a single die from his dice pool. If Crippled, he loses five dice from his dice pool. He cannot attempt an

action with no dice in the dice pool. For more information about health, healing, and sources of damage, see **Chapter Six: Systems and Drama**.

Bruised: (0) The character is only bruised and has no action penalties.

Hurt: (–1) The character is mildly hurt, and his movement is unhindered.

Injured: (–1) The character has a minor injury and little hindrance to his movement.

Wounded: (–2) The character is seriously wounded. He can walk but not run.

Mauled: (–2) The character has substantial damage and can barely hobble.

Crippled: (–5) The character is severely injured. He can no longer stand, only drag himself on the ground.

Incapacitated: The character is unconscious and incapable of any actions.

Experience

During the course of a chronicle, characters — much like players over the course of their lives — learn from their mistakes and grow. Change is inevitable, especially for the mercurial and dreamlike fae.

The most important changes to a **Changeling** character aren't reflected on the character sheet (or, if they are, they don't cost points to notate). Characters learn, love, suffer, and (perhaps) triumph over the course of a chronicle. Indeed, the chronicle is *about* those changes.

In addition, though, characters improve themselves in skills magical or mundane. A system of rewards, called *experience points*, is used to reflect these more quantitative changes. Experience points reflect the Traits that a changeling hones as time passes.

At the end of each chapter, the Storyteller awards experience points to each character. The players then write down how many experience points the character earned. Between stories (or, if the Storyteller agrees, between chapters), players may spend their characters' experience points to purchase or increase Traits.

Experience points can be used to improve Attributes, to acquire new Abilities or enhance ones the character already has, to raise existing Arts and Realms or purchase new ones, or to increase Willpower and Glamour. Backgrounds may not be purchased through experience points, though they may be acquired through roleplaying if, for example, the character makes a new friend, acquires a windfall, or steals a Treasure. The costs for all of these different changes vary greatly, as shown on the chart on p. 176.

Experience points are spent to increase Traits (most of them, at least; see below). The chart in the sidebar shows the various costs for each kind of Trait. Most costs are based on the Trait's current rating multiplied by a particular number. If, for example, a player wanted to increase her Kenning from 3 to 4, it would cost six points. Gaining the first dot in a new Trait has a flat cost. If the player wants to gain a new Ability the character doesn't currently possess, she pays three points to get the first dot.

The Storyteller is the final arbiter of how many experience points each character receives, as well as which Traits may be raised. Accordingly, the Storyteller should oversee where experience points are spent. Players may wish to put points into areas that don't honestly reflect what the character has learned during the story or chronicle, in which case the Storyteller can veto their actions. For example, if a character did not use his Melee Ability at all during a story, he could not have improved it, and thus the Storyteller should not allow him to increase the number of dots in that Ability. Note that a character does not have to use his Traits *successfully* to be eligible for an increase. We often learn more from failure than from success, and the fae are no different.

As Storyteller, try to be fair about experience-point expenditure, and never take things to the point at which the player feels he has no control over the character any longer. Ask the players what they feel their characters learned before awarding any points, and use that as part of the basis for giving them experience points. These limitations are put forth to add a level of reality to the game. If the changes in the character are completely random, the impact is lost. Weave the changes into the course of events, and make the changes reflect what has occurred.

No Trait may be increased by more than one point during the course of a story. Vast changes in Traits take time, and the game should reflect that limitation.

New Traits

Increasing existing Traits can be done fairly readily, so long as the character uses or practices the Trait in question. Learning new Traits, however, is a little more difficult. Learning an entirely new Skill, Knowledge, Art, or Realm requires some tutoring and study, in addition to the required experience-point expenditure. This study can be simple (a few days training with a friend to learn the basics of Melee) or brutally difficult (a quest into the Near Dreaming to discover the principles behind the Oneiromancy Art), but it must always be accomplished. Having the Mentor Background helps, but even a mentor can teach only what she herself knows.

Storytellers: Do not allow players to neglect this requirement! Particularly for more esoteric Traits such as Arts, pursuit of new knowledge — and payment for the same — can lead to all manner of incredible stories.

Awarding Experience Points

Awarding experience points is a double-edged sword. As a Storyteller, you can hurt your chronicle by giving away too many as well as too few. If you give more to some players than you do to others, you might seem as if you're playing favorites, and you also risk unbalancing the game. However, the characters who do the most, who take the risks and learn from their mistakes instead of simply sitting on the sidelines, deserve the experience points to reflect the changes they're going through. The rules

below should help you avoid most problems, but you should feel free to experiment and fine tune them to fit your needs.

End of Each Chapter

At the end of each game session, or chapter, you should award the characters between one and five experience points. One point is awarded automatically, simply because the character experienced the chapter's events. Despite ourselves, we tend to learn from the follies of others as we do from our own.

One Point — Automatic: Each player gets one point at the end of each chapter.

One Point — Learning Curve: Ask the player what his character learned in the course of the night's events. If you agree with the answer, give the player one experience point.

One Point — Roleplaying: The player carried out the role of her character well, not only entertainingly but appropriately. The player performed as the character should in the circumstances. Truly inspired roleplaying might merit two experience points.

One Point — Heroism: Changeling is a game of heroism, of holding fast to ideals and vows in the face temptation or, worse, Banality. Changelings risk all to let friends or Dreamers escape from disaster or death. If a character acts heroically and manages to survive, he should be rewarded. Some players might try to take advantage of this idea. Don't let them. Stupidity and suicidal behavior should not be mistaken for heroism.

The End of the Story

The Storyteller should also give out extra experience points at the end of a story, if the players have done their part and the characters have faced down substantial trials. Only a few points should be given this way, as they are effectively "bonus points" for a job well done.

One Point — Success: The characters achieved all or part of the goals they set out to accomplish. Even minor victories can be rewarded if they pushed the game forward.

One Point — Danger: The characters survived against harsh odds and grave dangers.

One Point — Wisdom: The player, and thus the character, came up with a brilliant plan or even a spontaneous strategy that enabled the troupe to survive when it would likely have failed otherwise.

More points can be awarded if the Storyteller decides they should be, or if she wants the characters to advance more quickly than they currently are.

Experience Point Costs

Trait	Cost
Attribute	current rating x 4
Ability	current rating x 2
New Ability	3
Art	current rating x 4
New Art	7
Realm	current rating x 3
New Realm	5
Willpower	current rating x 2
Glamour	current rating x 3

Merits and Flaws

Merits and Flaws are Traits used to further customize characters in both advantageous and detrimental ways, adding new layers to a game. The Storyteller should agree to using these Traits — or not — before the character creation stage concludes, as while some Merits and Flaws adjust concepts and mechanics at a character level, others can influence the entire chronicle.

Merits and Flaws must be chosen during character creation and are purchased using freebie points. Merits have individual point costs, while Flaws generate additional freebie points. The number of Merits a character can receive is only limited by the number of freebie points a player has to spend. Characters are limited to taking up to seven points' worth of Flaws, as too many can debilitate a character to a degree where play becomes difficult. If the player takes seven points of Flaws, a character will have 22 freebie points in total at the character creation stage, to spend among the array of options detailed on p. 144 as well as on Merits.

Merits and Flaws fit into four categories: physical, mental, social, and supernatural. Physical Merits and Flaws deal with a character's appearance and physical abilities. The mental category addresses intellectual aptitudes and limitations. Social Merits and Flaws encompass the reputations and relationships changelings possess in different circles and circumstances. Otherworldly abilities possessed by changelings are covered in the supernatural category.

Storytellers are encouraged to read through the Merits and Flaws in advance of the chronicle so they can note any that may need to be restricted. Some Merits and Flaws will not fit in with all chronicles or for specific characters. Storytellers can create their own to reflect unique elements within their games, add restrictions to existing ones, or enhance them along with increasing the point value.

Physical

Acute Sense (1pt. Merit)

You have one exceptionally sharp sense: hearing, touch, smell, vision or taste. The difficulties for tasks involving the sense in question are decreased by two.

Sifting Merits and Flaws

While players can choose Merits and Flaws during character creation, don't fear awarding particularly good roleplay with these Traits. The heroic sidhe who passionately eliminates a gang of malicious Thallain as they attempt to slay her injured duke earns the Boon Social Merit, for a rating of anywhere up to four points if the threat was true and the duke particularly important. Similarly, the eshu who in the same battle had a cold iron blade run across his face may conclude the conflict with the Bad Sight Physical Flaw. A permanent scar is left as a reminder of the cost of defending the changeling's liege.

Flaws provide players new opportunities for roleplay, and experience points should be awarded alongside to remove the sting if the Flaw is particularly crushing. The Storyteller should keep in mind the negative impact a Flaw will have on a character, and arrange for a Merit, or some other reward, to follow later in the chronicle. This karmic cycle in the background of a chronicle leads to rewarding arcs for characters as they suffer tragedy one day, only to receive their just rewards later in the story.

Of course, the reverse is also true.

Ambidextrous (1pt. Merit)

You have a high degree of off-hand dexterity and can perform tasks with the "wrong" hand at no penalty. The rules for taking multiple actions still apply, but you do not suffer a difficulty penalty if you use two weapons or are forced to use your off hand.

Double-Jointed (1pt. Merit)

You're unusually supple. Reduce the difficulty of any roll involving body flexibility by two. Squeezing through a tiny space is one example of a use for this Merit.

Friendly Face (1pt. Merit)

You have a face strangers are inclined to trust. The effect doesn't fade even if you attempt self-deprecation, leaving you at –2 difficulty on all appropriate Social rolls (yes for first impressions, no for Intimidation, for example) when a stranger is involved. This Merit only functions on a first meeting.

Poison Resistance (1pt. Merit)

It could be you've a natural resistance, or perhaps you've built up your defenses against all known types of poisons. Any time you need to make a soak roll against the effects of a poison or toxin, reduce your difficulty by three.

Wheelman (1pt. Merit)

You have a natural affinity for driving motorized wheeled vehicles. The difficulties of all rolls requiring risky or especially difficult driving maneuvers are reduced by two.

Crack Shot (2pt. Merit)

Whether pointing a gun, arrow, or dart, you hit your target with great accuracy. You receive no increased difficulty when targeting any specific location and reduce the difficulty of rolls not involving specific targeting by one.

Dexterous Toes (2pt. Merit)

Anything you can do with hands (firing a gun, drawing, playing a musical instrument, etc.) can be done just as well using your feet. Polite society tends to frown on such behavior, but sluagh and pooka laugh at such prissiness.

Granite Skin (2pt. Merit)

A Trait held most commonly by trolls and redcaps, Granite Skin is quite literally an epidermal layer of thin, hard stone. You're a great deal tougher than you might be normally, but have the undesirable effect of leaving small flakes of stone behind every time you bend or flex. You possess the equivalent of chainmail armor at all times (see p. 285). Granite Skin does not cause a Dexterity penalty, but does impose a +1 difficulty to all rolls involving moving quietly.

Murderous Mien (2pt. Merit)

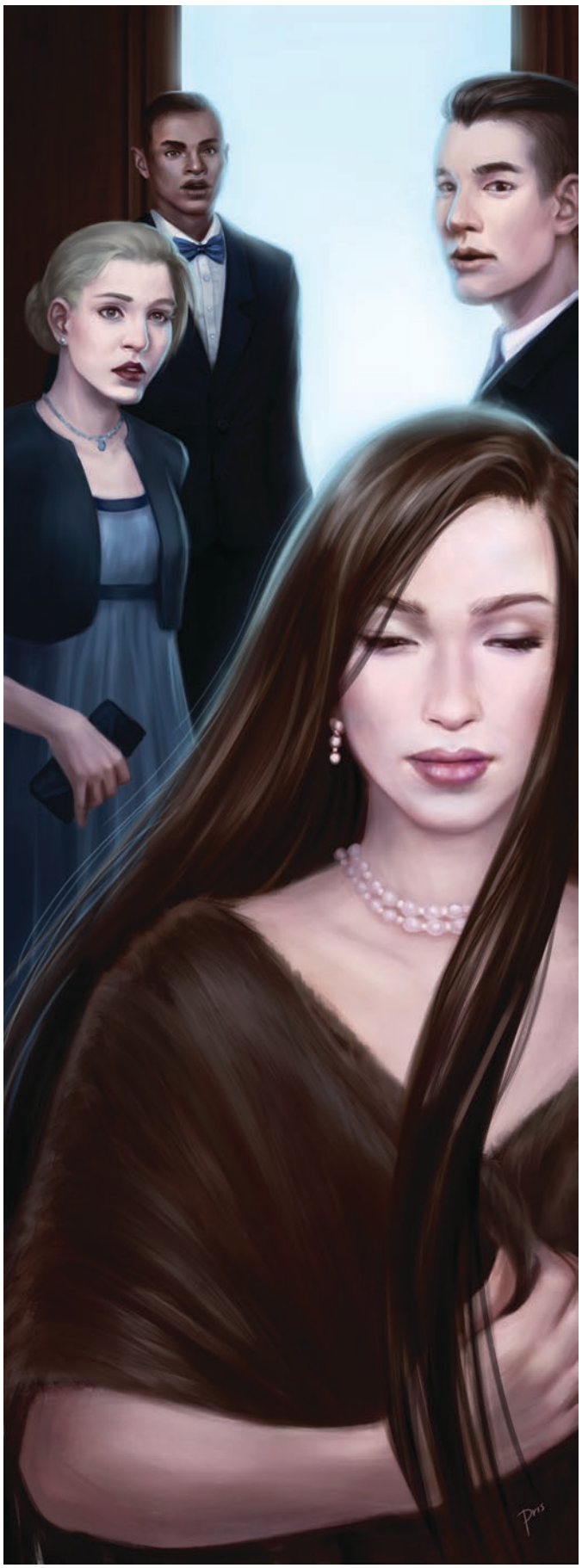
Something about your mien screams danger. Previous infamies mark your appearance like open wounds. With a look or gesture, you can terrify another changeling into obedience. Any rolls you make to threaten or coerce changelings and faetouched humans have their difficulties reduced by three. Other beings find you unsettling, imposing a +1 difficulty to attempts at charming.

Nightsight (2pt. Merit)

Night blinds many eyes, but not yours. Regardless of the lighting conditions, your eyes adjust automatically, so you can see equally well at high noon, midnight, or entering pitch darkness. The adjustment is instantaneous, so if you are standing in a dark room and someone lights a candle, you're not blinded.

Surreal Beauty (2pt. Merit)

You possess a beauty far beyond that of normal mortals, unsettling in its perfection. People stand in awe of your ideal, yet alien, form while an inexplicable nausea subconsciously rises to the fore. Reduce the difficulty by three on any roll in which you try and acquire a changeling or faetouched individual's attention, or win them over with your looks. Other beings find your beauty unnatural, imposing a +1 difficulty on attempts at winning such a person's trust.



Increased Pain Threshold (3pt. Merit)

You feel pain as much as others; it just doesn't affect you to the same degree. Legends are rife with tales of heroes who fight on, even while mortally wounded, only collapsing into death once the battle is won. The dice penalty for each of your Health Levels is reduced by one level. For example, a troll who is Hurt reacts as if Bruised, and is only incapable of action when killed.

Perfect Balance (3pt. Merit)

Whether through constant training or inherited skill, your sense of balance is akin to that of a circus performer or bird on a wire. It's very unlikely you'll ever fall during your life. You may trip, but you'll always catch yourself before you fully lose your footing or handhold. This Merit functions for such actions as tightrope walking, crossing ice, and climbing mountains. All difficulties involving such feats are reduced by three.

Prehensile Tongue/Tail (2 or 4pt. Merit)

An additional prehensile limb is a useful, yet potentially disgusting, feature to possess.

At two points, your tongue acts as a two-foot (60cm) long limb, capable of grasping and wielding objects. While not the best of weapons, it can be used for a poke in the eye or revolting slap. When the tongue is extended, speech is incomprehensible.

In order to use a prehensile tongue successfully, you must roll Dexterity + Athletics (difficulty 7). A success allows full control of the extra limb for the scene. A failure indicates the specific attempt fails; a botch leaves the protruding tongue hanging disgustingly limp down your front.

At four points, you possess a tail like a monkey's. This tail is two feet long (60cm), and can perform simple manual tasks such as pushing buttons and lifting objects with a Strength equal to half the changeling's rating (rounded up). A prehensile tail can wield a weapon with a Melee rating equal to half the changeling's rating (rounded up).

You may use a prehensile tail with the same dexterous capability as any of your other limbs.

Sex Appeal (3pt. Merit)

You put it down to your looks and charm, but the dark truth is you have a dangerous, and perhaps unconscious, level of control over your pheromones. Your sexiness and sensuality attracts lovers to you like moths to a flame. You are the irresistible center of attention at any gathering. All rolls where sexual attraction matters have the difficulty reduced by three. This Merit cannot be used to seduce someone lacking a baseline of sexual attraction to the character.

Huge Size (4pt. Merit)

Your mortal seeming is abnormally large in size, over 6'10" and 300 pounds in weight (well over two meters tall and over 130 kgs). You are extremely noticeable in public, but gain one additional Bruised Health Level.

Eidetic Taste (4pt. Merit)

Possessed most commonly by redcaps, Eidetic Taste allows you to remember the taste of everything you've ever eaten, and be able to identify it instantly if you taste it again. Furthermore, you're granted the ability to sense where the nearest supply of that taste might be. If you've ever had a bite of someone, it serves as an excellent way to track that meal. Creative changelings have found other uses for this power, including tracking down poisons.

Blessing of Atlas (5pt. Merit)

Remarkable among trolls and seen as a true miracle among other kiths, the Blessing of Atlas permanently raises your Strength by one, and raises the potential maximum Strength rating by one. You're only slightly larger than your fellows, but defined as if carved of marble. Should it become known by others you possess this Merit, you'll be expected to act the hero or be feared as a budding warlord.

Addiction (1–3pt. Flaw)

You suffer from an addiction to a substance or experience. If the addiction is to something sedative and a fix cannot be obtained, you should roll to avoid triggering a gain of temporary Banality, as the mists of fugue gnaw at you. If the addiction is to something stimulating and a fix cannot be obtained, the Storyteller can choose to give you a point of Nightmare or even an Imbalance. For a one-point Flaw, the addiction must be satiated weekly; for a two-point Flaw, the addiction must be satiated daily; for a three-point Flaw, the addiction must be satiated after an hour of sobriety.

Allergic (1–4pt. Flaw)

You're allergic to a substance. For one point, you get hives, sneeze or become dizzy upon prolonged contact with your bane, for two points, you swell up uncomfortably in the affected area, increasing all difficulties by one, and for three points, your reaction actually incapacitates you, increasing all difficulties by three. If the substance is really common in your chronicle, add an additional point to this Flaw.

A redcap who accidentally eats something he's allergic to is in trouble. A Stamina roll is required, otherwise he'll immediately vomit everything in his stomach. Furthermore, any time he wants to do anything more strenuous than walk for the next half hour, a Willpower roll is necessary to see if another attack of nausea hits.

Asthma (1pt. Flaw)

You have difficulty performing strenuous tasks because you cannot breathe properly. With asthma, your lungs only pull in a fraction of the air lungs require. Any time you exert yourself, you must make a Stamina roll or be unable to perform any action on the next round while you catch your breath.

Bad Sight (1, 3, or 6pt. Flaw)

Your sight is defective. The difficulties of any die rolls involving the use of your eyesight are increased by two. As a one-point Flaw, this condition can be corrected with glasses or contacts, as a three-point Flaw, the condition is too severe to be corrected, and as a six-point Flaw, you are blind and difficulties of all Dexterity-based rolls are increased by two with Perception rolls based purely on eyesight failing automatically.

Impaired Hearing (1, 2, or 4pt. Flaw)

You have flawed hearing. The difficulties of any die rolls involving listening are increased by two. As a one-point Flaw, this condition can be corrected with a hearing aid or ear implant, as a two-point Flaw, the condition is too severe to be corrected, and as a four-point Flaw, you are completely deaf and all hearing based rolls fail.

Short (1pt. Flaw)

You are well below average height, and find this world is not built for changelings of your stature. You suffer a difficulty penalty of +2 to all pursuit rolls, and you and the Storyteller should make sure your height is taken into account in all situations. In some circumstances, this will give you a concealment bonus.

Twitch (1pt. Flaw)

You've some sort of repetitive motion that manifests in times of stress, and it's a dead giveaway as to your identity. Examples include a nervous cough, constantly wringing your hands, cracking your knuckles, and so on. It costs one Willpower point to refrain from engaging in your tic.

Deformed (2–3pt. Flaw)

A disfigurement makes your appearance disturbing and memorable. When in the presence of those who judge based on appearances, the difficulties of die rolls relating to social interaction are increased by two. You may not have an Appearance rating greater than 2. As a three-point Flaw your deformity also raises the difficulty by two for rolls of one chosen Physical Attribute, as your deformity afflicts your mobility.

Too Human (2 or 5pt. Flaw)

Your fae side struggles to penetrate that of your mortal seeming. As a two-point Flaw, this makes all changelings view you warily. Social rolls increase in difficulty by two until you make an action inarguably proving your fae nature. As a five-point Flaw, the wariness other changelings feel towards you becomes antipathy, as you also lose one of your kith's Birthrights. You choose which one to sacrifice.

Lame (3pt. Flaw)

Your legs are injured or otherwise prevented from working effectively. Difficulties of all dice rolls related to movement increase by two. A character may not take this Flaw along with the Merit Double-Jointed.

Parfum de Goat (4pt. Flaw)

The goat musk is a unique, horrific scent that makes the eyes water. You are a walking, breathing sachet of smelly goat. This Flaw isn't restricted to satyrs, but is most common among them. Satyrs and redcaps are not bothered by your musk. Other kiths must be convinced against maintaining a distance from you, no matter the situation. This hinders your chances for romance, titles, and even simple chats. The difficulty of all social rolls involving any beings with sense of smell other than satyrs and redcaps is increased by three.

Mental

Common Sense (1pt. Merit)

You possess significant practical, everyday wisdom. Whenever you're about to act in a way contrary to common sense, the Storyteller can make suggestions or warnings about the implications of said action. This is a very useful Merit for beginning players unfamiliar with the game.

Concentration (1pt. Merit)

Nockers have an uncanny way of shutting out distractions, but this Merit isn't limited to that kith. You're unaffected by any penalties stemming from distracting circumstances (e.g., loud noises, strobe lights, or a troll holding you upside down).

Higher Purpose (1pt. Merit)

All changelings have some vision of their path, but you've a special commitment to it. You don't concern yourself with petty matters, because your higher purpose is everything. Though you sometimes behave in ways contrary to the needs of survival, your purpose grants you great personal strength. The difficulty of any roll that has something to do with this higher purpose is reduced by two. Decide what your higher purpose is, and make sure you discuss it with the Storyteller.

Introspection (1pt. Merit)

You routinely meditate on your own ulterior motives, applying them to others like you. Through this nightly exercise, your incredible insight reduces the difficulty by two when you use a Perception-based action against someone in your Court.

language (1pt. Merit)

You know a language in addition to your native one. You can take this Merit multiple times, each reflecting a different language.

lightning Calculator (1pt. Merit)

You are a savant when it comes to mental arithmetic, making you a natural when working with computers or betting at the racetracks. The difficulties of all relevant rolls are decreased by two.

Mechanical Aptitude (1pt. Merit)

You are naturally adept with all kinds of mechanical devices. The difficulties of all dice rolls to understand, repair, or operate any kind of mechanical device are reduced by two. This Merit doesn't help you drive. This Merit affects your aptitude with chimerical mechanical objects as well as the mundane.

Specific Interests (1pt. Merit)

You are specialized in an obscure or arcane field or niche interest and on this subject specifically you are an encyclopedia. Choose one rare area of knowledge. In this field, reduce the difficulty for all mental rolls by two. Example fields include the study of a dead language, a culturally-specific hobby, expertise in mythical demon names, and in-depth biographical knowledge of one celebrity.

Eidetic Memory (2pt. Merit)

You remember, with perfect detail, things you see and hear. Documents, photographs, conversations, etc., can be committed to memory with minor concentration. If you as the player forget an important piece of information the Storyteller believes your character would recall, the Storyteller will jog your memory. Under stressful conditions involving numerous distractions, you must make a Perception + Alertness roll to concentrate and absorb what your senses detect.

loyal heart (2pt. Merit)

While all fae are conscious of the bonds of oaths, for you it's almost of a religious nature. Whenever you're overwhelmed, the thought of your duties is enough to give you the strength to persevere. In game terms, you reduce the difficulty of rolls pertaining to the fulfillment of your oaths by three. Similarly, the power of your sense of duty may be sufficient to allow temporary immunity to other supernatural effects (Storyteller's discretion). No Willpower may be spent on actions having to do with the breaking of oaths. This is not cumulative with the effects of the Merit True Love (see p. 185), though it can be combined for purposes of roleplaying.

Natural linguist (2pt. Merit)

The well-travelled changeling knows the use of being able to comprehend many languages. You may reduce the difficulty of any task involving the study of written or spoken languages by three, and each purchase of the Language Merit gives you two languages instead of just one.

Iron Will (3pt. Merit)

To your detractors your head is full of rocks. In truth, your determination and stubbornness makes you unshakable once your mind is set. Characters attempting any mind-altering magic against you are at +3 difficulty, up to a maximum difficulty of 9. This Merit does not affect powers dealing with emotions. Characters with Willpower scores below 5 cannot take this Merit.

Master Craftsman (3pt. Merit)

When designing, building, or repairing something, the difficulty of your rolls is reduced by two. Additionally, you require three fewer successes on any extended rolls required when working on large or complex projects.

Gut Instincts (4pt. Merit)

You've got a direct line into the more primal of your instincts, and benefit from the ability to act without thinking first. You may not always know why you do what you do, but once the dust clears, you realize the correct move was made. This Merit nullifies the effects of surprise and permits you to act normally, though you may only defend. In cases where you're not surprised, you may preempt your opponent's action.

Jack-Of-All-Trades (5pt. Merit)

You've a large pool of miscellaneous skills and knowledge obtained through extensive travels, the jobs you've held, or all-around know-how. You automatically have one dot in all Skill and Knowledge Dice Pools. This is an illusory level, used to simulate a wide range of abilities. If you spend experience in any untrained Skill or Knowledge, you must still pay the point cost for the first level.

Because I Think I Can (6pt. Merit)

When you declare you are using a point of Willpower and roll for successes, your self-confidence may allow you to gain the benefit of that expenditure without losing the Willpower point. You do not lose the point of Willpower unless you fail your roll. This also prevents you from botching. This Merit may only be used when the difficulty of your roll is 6 or higher.

Impatient (1pt. Flaw)

Action always trumps inaction, and standing around is for grumps. Once per story, if you're forced to wait around instead of acting, make a Willpower roll (difficulty 5). Failure makes you repeatedly insist on action, to the likely annoyance of your motley. If they do not follow your advice, you likely act no matter their attempts to stop you.

Nightmares (1pt. Flaw)

You experience dreadful nightmares whenever you sleep, your consciousness touching some forbidden part of the Dreaming. Fractured recollections haunt you during your waking hours. Upon awakening, you must make a Willpower roll (difficulty 7) or add two to the difficulty of all actions until you sleep again. A botched Willpower roll indicates that, even when awake, you believe you are locked in a nightmare.

Amnesia (2pt. Flaw)

Your life is a blank slate. However, your shadowy past may someday come back to haunt you, and the Storyteller is under no obligation to be merciful. You can, if you wish, take up to five points of other Flaws, leaving the Storyteller



to eventually specify what they are. Over the course of the chronicle, you and your character will slowly discover them.

Curiosity (2pt. Flaw)

You're a naturally curious person, your curiosity easily overriding your common sense. To resist temptation, make a Willpower roll. The difficult varies based on the temptation; difficulty 5 for simple things like, "I wonder what's in the armoire," but difficulty 9 for things like, "I wonder why young men keep going missing around the baron's freehold. I'll just slip in and check it out."

Phobia (2 or 4pt. Flaw)

From a fear of clowns to one of the dark, the whole gamut of phobias exists across the Kithain, capable of scaring the boldest changelings out of their wits. As a two-point Flaw, a Willpower roll overcomes the object of your fear each time you encounter it. The difficulty of the roll is determined by the Storyteller. If you fail the roll, you must retreat from the object. As a four-point Flaw, even the mention of your phobia requires the Willpower roll. Even if you pass, all manual dexterity-based tasks have their difficulty increased by two as you uncontrollably shake until you return to a safe environment.

Short Fuse (2pt. Flaw)

The slightest provocation against you or one of your close companions compels you to lash out with fists, feet, or whatever comes to hand. When incited, you must make a Willpower roll to compose yourself, with the difficulty decided upon by the Storyteller based on the severity of the insult.

Soft-hearted (2pt. Flaw)

You cannot stand watching others suffer. You object to any situation involving causing someone pain, and will leave the immediate area unless you make a Willpower roll.

Vengeful (2pt. Flaw)

There's a score to settle with someone in your life. The thought of sweet revenge skews every plan you make whether you know it or not. Whenever you encounter the focus of your vengeance, little can stop you from taking reparations. You may temporarily resist your need by spending a Willpower point.

Wyld Mind (2pt. Flaw)

Your mind is extremely chaotic and unpredictable. As a result, you have difficulty concentrating on any one task. You must make a Willpower roll (difficulty 4) for every extended action roll after the second.

Absent-Minded (3pt. Flaw)

Though you do not forget such things as Knowledges or Skills, you do forget such things as names, addresses, and the last time you gained Glamour. In order to remember anything more than your own name and the location of your freehold, you need to make a Wits roll or, as a last resort, spend a Willpower point. This Flaw may not be taken with the Merit Concentration.

Flashbacks (3pt. Flaw)

You're prone to flashbacks if you're in either high-pressure situations or circumstances similar to the event that caused the trauma itself. Either positive or negative stimulation could result in an episode. Returning to a good and happy vision can be just as dangerous or distracting as suddenly being surrounded by demonic hallucinations. During the flashback, you're unaware of what's really around you. Even people speaking to you will be viewed as people or objects from the vision. To you, reality has shifted, and you are back there again. These flashbacks must be played out, or forced away through expenditure of a Willpower point.

Lifesaver (3pt. Flaw)

You believe life is a sacred gift, and will not take — or allow someone else to take — a person's life except in the most extreme of circumstances. You have no problems with killing animals (for the right reasons), and will kill inhuman creatures to protect others if necessary. Senseless death in all forms repulses you, and you feel that those who commit murder should be punished. You must resist the inclination to tend the wounds of any injured parties in your presence with a Willpower roll (difficulty 7).

Weak-Willed (3pt. Flaw)

You're highly susceptible to mind-altering magic, hypnosis, and intimidation by others; your difficulties to resist Social abilities such as Intimidation or Leadership, as well as mind-altering spells, are increased by two. Your Willpower Trait may never rise above 4.

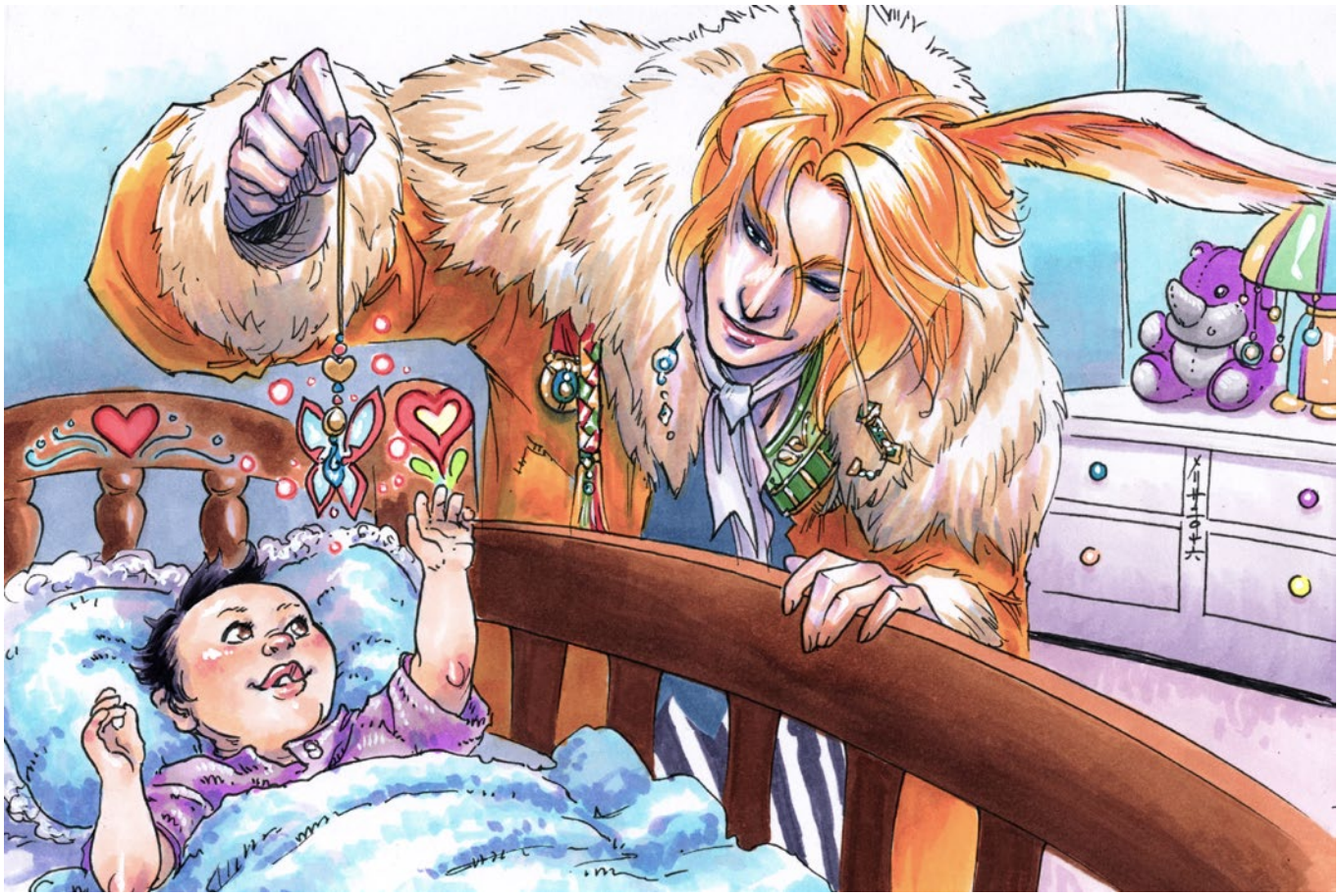
Guilt-Wracked (4pt. Flaw)

You did something appalling enough to burden you with guilt in every waking hour. Whether it was murder, neglect, or destruction of something dear, you committed a crime and cannot put it right. Whenever you're presented with a situation similar to your crime, you must make a Willpower roll (difficulty 8) to remain composed. Failure results in a breakdown for the remainder of the scene, rendering most tasks impossible and increasing the difficulty of all rolls by three. Even with a success, your body reacts nervously and the difficulty of all rolls increases by one as you attempt to conceal your guilt. Few will be sympathetic should your guilt become known.

Social

Benevolent Patron (1pt. Merit)

You intrigue a changeling ranked more highly than yourself. So long as the reason for this intrigue remains — whether it be looks, a field of expertise, or the way you composed yourself in the freehold — you hold the other changeling's attention and he has a vested interest in keeping you around. This Merit should be played like a 1-dot Mentor with a specific interest. However, unlike a Mentor, Benevolent Patron does not imply a permanent relationship.



Boon (1–6pt. Merit)

Someone is in your debt. It could be a lowly fledge or the count of a freehold; it all depends on how many points the Merit costs. You only have that single favor owed you (unless you take the Merit multiple times,) so using it properly is of paramount importance. Depending on status and other factors, the being who owes you a favor may well go out of his way to "settle" it early — even going so far as to create situations from which he must "rescue" you and thus clean the slate.

Calming Presence (1pt. Merit)

Common among the pooka is the ability to calm any animal or child with a quiet word or even a look. Something in your aura conveys safety and security to the animal or child. Guard dogs and wild animals never attack you, and babies in your presence calm and gaze up at you in fascination and wonder.

Good Listener (1pt. Merit)

Pooka excel at the ability to get others to open up to them; however, you are a master confidant. A word here, a gesture there, you crack people open like oysters and harvest their secrets like pearls. Your ability to listen makes others tell you their feelings, concerns, and hidden dreams. They don't know why they're telling you, but they usually feel better afterwards. All rolls related to obtaining information from others are at a –2 difficulty.

I Know You (1pt. Merit)

You have one of those faces, or a way of acting, that makes others just assume you are someone they already know. Perhaps you resemble someone from their childhood, or their favorite television show. When introducing yourself at social gatherings, you always succeed in grabbing someone's attention. You cannot be immediately dismissed without at least a few curious questions first.

Natural Leader (1pt. Merit)

You're gifted with a certain magnetism to which others naturally defer. Difficulties of all attempts to rally people with your words are reduced by two. You must have a Charisma rating of 3 or greater to purchase this Merit.

Protégé (1pt. Merit)

An important changeling once mentored you, and spoke glowingly of you to acquaintances. Others may be inclined to look favorably on you by dint of the recommendation; you are at –2 difficulty on Social rolls with all those who've heard good things about you.

Your Best Advocate (1pt. Merit)

You are especially convincing when telling tall tales about your exploits. You receive a –2 to your difficulty on Social rolls related to recounting your deeds, whether true or not.

Nature's Child (2pt. Merit)

You are one with nature and beasts. You receive a –2 to your difficulty on rolls when dealing with nonsapient animals in their natural environment, whether training them, tracking them, or simply petting them. Changelings should take care relying on this Merit when dealing with chimera, however; some of them are much more intelligent than they appear.

Reputation (2pt. Merit)

You have a good reputation among the changelings of your Court. This may be your own reputation, or it may be derived from your mentor. Reduce the difficulty of all social dealings with others of your Court by two. However, those who desire to bring down the hierarchy will seek to besmirch your fine standing.

Scholar of Others (2pt. Merit)

You have taken the time to learn about and specialize in one particular group outside your kith or Court. You are aware of at least some of the group's customs, strategies, and long-term goals, and can put that knowledge to good use. This Merit is worth a –2 difficulty for all non-combat rolls pertaining specifically to the subject of your specialization. On the other hand, you are at a +1 difficulty when it comes to dealing with other groups, simply because you are so thoroughly focused on your field. This Merit can be taken multiple times for multiple groups.

Voice of a Songbird (2pt. Merit)

The satyrs say your voice could charm apples from the trees. You have perfect pitch and can sing a cappella without missing a single note or going off key. Even when only speaking, your voice has a seductive quality that attracts people to you. Whenever you make a roll that involves inspirational speaking or singing, you are at a –2 difficulty.

Sage (2pt. Merit)

Other changelings come to you for counsel. Maybe they believe in your wisdom, age, or experience. Perhaps they think you are touched, or capable of seeing the bigger picture. The trust others place in you means, in most cases, you are approached first in matters requiring discussion, and may either use this advantage to provide wise counsel, or to influence others to consider your own agenda.

Heir to the Throne (3pt. Merit)

You can produce a convincing claim to ownership or title over land, people, or inventory. This rank allows you to influence your peers and lessers with ease, as when invoking your title the difficulty of Social rolls is reduced by two. Nobles likely treat you with respect and most other changelings defer to you. A contingent — possibly comprising rival heirs — will however see you as a ripe target for kidnapping or assassination.

Fake It (3pt. Merit)

You talk a convincing game. Sometimes you are even convincing enough to be right. Maybe you claim you can "make that jump," "ace that test," or "hit that target." You may be criminally lucky or possess hidden talents. When you successfully lie about your proficiency in a task with a Subterfuge + Manipulation roll and then attempt to prove your claims, the difficulty of the roll to carry out your ambition is reduced by two.

Rising Star (3pt. Merit)

You are one of the up-and-comers in the freehold. Everyone wants to know you and be your friend, even as those in power groom you for positions of greater responsibility. You are at a –3 difficulty on all social rolls against any changelings who aren't actively opposing your ascent.

Soul of the Muse (4pt. Merit)

You are an inspiration to creators of all types. Whether you are artistically gifted or not, other artists find it far easier to create masterworks when you are around. If you are in the presence of any creator — whether you are acting as a model, providing counsel, or singing a song — that creator reduces the difficulty to create his work by three. This creative stimulation applies to works of wonder and destruction alike, as you inspire all.

Trusty Companion (4pt. Merit)

You have a reputation as trustworthy, stalwart, and unfaltering in your dedication to your companions. Your very presence in a motley or circle bolsters the Willpower of companions, allowing them each one additional temporary Willpower point per chapter. You will always be relied upon to risk your life for them, as only a trusted companion might. Should you ever complain about your lot, the Willpower bonus you provide disappears until you once again risk physical or reputational peril for your friends.

Dangerous Mentor (1pt. Flaw)

Your mentor is lost to Bedlam, or engages in acts that could cause a tremendous uproar. Any wrong committed by your mentor may affect your reputation, and some of your mentor's dangerous schemes may somehow involve you.

Dark Secret (1pt. Flaw)

You have a secret that, if uncovered, would be of immense embarrassment and make you a pariah among your peers. This can be anything from having murdered a noble to secretly being a member of the Shadow Court. While this secret weighs on your mind at all times, it will only surface in occasional stories. Otherwise, it begins to lose its impact.

Enemy (1–5pt. Flaw)

You have an enemy, or perhaps a group of enemies, who want you harmed. The value of the Flaw determines how powerful these enemies are. The most powerful enemies (kings or impossible horrors from the Dreaming) would be five-point Flaws, while someone nearer to your own power would be worth only one point. You must decide who your enemy is and how you earned such enmity in the first place.

Insubordinate (1pt. Flaw)

Following the orders of leaders you do not respect rankles you like nothing else. Whenever such a leader makes a command or request of you, roll Willpower (difficulty 5) and on a failure, you will work against their decree.

Intolerance (2pt. Flaw)

You have an unreasoning dislike of a certain thing. This may be a class of person, a situation, or just about anything else. The difficulties of all dice rolls involving the subject — such as conflict, dealing with the lower classes, or having to break bread with a certain kith — are increased by two. Note that some dislikes may be too trivial for this Flaw. The Storyteller is the final arbiter on what you can pick to dislike.

Foul Mouth (2pt. Flaw)

Most people swear, but your use of profanity puts nockers to shame. Your mouth spews forth a never-ending torrent of obscenities. Others know when enough is enough, but you just keep going. This Flaw precludes you from ever holding a respectable job of any kind in human society and increases the difficulty of Social rolls by two, when politeness is necessary.

Possessive (2pt. Flaw)

You obsess over and jealously hoard your possessions. When others attempt to use your equipment — whether it be your car, sword, clothes, or bed — you must make a Willpower roll (difficulty 7). On a failure you vehemently refuse to allow anyone to touch your things, and will lash out if they push the subject. On a botch you immediately act violently when someone attempts to handle anything you own.

Shrinking Violet (2pt. Flaw)

As a shrinking violet you're only comfortable with your own. Around others, you're constantly aware of the differences between you, and are consequently ill at ease. This manifests as clumsiness (fear of breaking things and people), difficulty speaking in social situations (only able to speak of things as they are), etc. In game terms, this Flaw adds two to all difficulties of Social rolls when not primarily among your kith or motley.

Fallen Noble (3pt. Flaw)

Once, you held near-absolute power in a freehold, but those days are gone. Perhaps you stepped down, or your city fell to a rival Court; it matters little now. What matters is your replacement is aware of your prior position, and has concerns you might be trying to make a comeback. If the new ruler sees an opportunity to get rid of you, she just might take it.

Recruitment Target (3pt. Flaw)

An enemy organization wants you, and they want you bad. Every effort is being made to recruit you, willing or no, and the press gangs usually show up at the worst possible time. For every friend you have who will defend you, another will wonder what is so special about *you* that draws this malevolent group to your doorstep.

Sleeping With the Enemy (3pt. Flaw)

You have some sort of intimate connection with a member of an opposing faction your own has reason to despise. You may have a lover, a friend, or a contact working the other side of the fence, but regardless of politics, you retain a friendly (or more than friendly) relationship with your putative foe. Your superiors would regard your close ties to someone on the other side as treason, and if you are discovered, the penalty will be severe.

Ward (3pt. Flaw)

You are devoted to the protection of a mortal or Kinain. This character may be a friend or relative from your pre-Chrysalis days. Wards get caught up in the action of stories, and they're frequent catalysts for dangerous situations. Describe your ward to your Storyteller in advance of your chronicle's commencement.

Indecisive (3pt. Flaw)

When you're given an opportunity, you know you've got to act quickly, or it just might pass you by. Yet, you can't seem to make up your mind fast enough; it takes you a while to sort through all your options, examine the pros and cons, and then decide which is the best decision. You must make a Willpower roll whenever your character must make a decision, otherwise you remain undecided about what to do.

Hunted (4–5pt. Flaw)

A fanatical monster hunter who believes (perhaps correctly) that you are anathema to humanity pursues you. All those with whom you associate, be they mortal or Kithain, may be hunted as well. At four points, the hunter is mortal, while at five the hunter is a different kind of monster, such as a vampire or werewolf.

On Probation (4pt. Flaw)

You defected from an enemy faction, and still have much to prove before the group you turned to accepts you. Other changelings treat you with distrust and even hostility, and your reputation will even sully those with whom you regularly associate.

Supernatural

Faerie Eternity (1pt. Merit)

After you went through your Chrysalis, you had a birthday, and then another, and then another. Strangely, however — you didn't seem to be growing or getting older. You're touched with a vestige of the immortality that was the birthright of all fae. As long as your fae seeming is active, you will age at one-tenth that of a normal human or changeling. Should your fae seeming be permanently destroyed, or should you retreat into Banality, you begin to age normally.

True Love (1pt. Merit)

You have discovered, and possibly lost, true love, providing you true, if painful joy. Whenever you are suffering, in danger, or dejected, the thought of your true love is enough

to give you the strength to persevere. In game terms, this love allows you to succeed automatically on any Willpower roll, but only when you are actively striving to protect or come closer to your true love. In addition, the power of your love may be powerful enough to protect you from other supernatural forces (Storyteller's discretion). However, your true love may also be a hindrance and require aid from time to time.

Danger Sense (2pt. Merit)

You have a sixth sense warning you of danger. When in danger, the Storyteller will make a roll against your Perception + Alertness; the difficulty depends on the remoteness of the danger. If the roll succeeds, the Storyteller will say you have a sense of foreboding. Multiple successes may refine the feeling and give an indication of direction, distance, or nature.

Medium (2pt. Merit)

You possess the natural affinity to sense and hear ghosts. Though you cannot see them, you can sense them, speak to them and, through pleading or cajoling, draw them to your presence. You may call upon them for aid or advice, but there will always be a price. Your difficulty is reduced by two for all rolls involving the spirits of the dead.

Poetic Heart (2pt. Merit)

You have a truly inspired soul within you, your Glamour repelling the ravages of Banality. You may make a Willpower roll (difficulty equal to your permanent Banality) to avoid gaining a point of temporary Banality once per story.

Animalistic Favor (3–5pt. Merit)

Your mien possesses a minor animalistic feature from the below table. Where you have a feature allowing you a special attack, you use your standard dice pool.

Animal Feature	Merit Cost	Effect
360° Vision	3	–2 difficulty when looking for something or someone. +2 difficulty on attempts to surprise you.
Tough Hide	3	–1 difficulty to soak damage.
Whip Tail	3	Natural weapon with reach. 2B damage.
Extra Legs	4	Near impossible to trip. Can run at twice the normal speed.
Fly Fingers	4	Fingers end in tiny, stiff hooks, capable of supporting your weight. You can climb sheer walls and hang from ceilings providing the surface can support your weight.
Stinger	4	Natural weapon. 1L damage. Paralyzes opponents for one turn unless they succeed on a Stamina roll (difficulty 4).
Venomous Bite	5	Natural weapon. 3L damage. 1L damage each subsequent turn for six hours (may be soaked).

Lucky (3pt. Merit)

You were born lucky — or else the Devil looks after his own. Either way, you may repeat any three failed or botched rolls per story, but you may try only once per failed roll.

Blood of the Wolf (4pt. Merit)

Your connection to the wolfchanger Prodigals is stronger than that of your peers. You have the blood of the werewolves in your veins, and some shapeshifters call you kin. The werewolf tribe whose blood you share may call on you to perform certain tasks for them, and in turn aid you when necessary. You may be expected to take a werewolf spouse, the better to strengthen your bloodline.

Iron Resistance (4pt. Merit)

Cold iron has no physical effect on you, though constant exposure to the metal still causes you to suffer Banality. This is a double-edged sword, as you may not realize when you're sitting on a cold iron bench or leaning against a fence made of the foul metal. A Perception + Kenning roll (difficulty 7) is required to avoid exposing yourself to the dangerous element.

Art Affinity (5pt. Merit)

You're able to utilize one of the Arts with a greater degree of ease than other changelings. In a previous incarnation, you were extremely proficient in one of the Arts — so much so you can draw a portion of that knowledge into this lifetime. Select an Art; the difficulty to use this particular Art is always reduced by two. This Merit may only be purchased once.

Living Legend (5pt. Merit)

You are the living, breathing incarnation of a great hero or heroine; this does not have to be an actual, historical figure, but can be a character from mythology or even a figure from more contemporary fiction. Note that you are an incarnation, not a reincarnation. You are the embodiment of an individual legend. Your fae mien matches your heritage perfectly. Any Kithain with even the slightest knowledge of the original tale will recognize you immediately, and you are likely to attract a great deal of attention from the cultures that give birth to the legend. When people recognize you, the difficulty of your social rolls reduces by two. You gain access to one of your ancestor's Attribute or Ability ratings once per chapter. At the Storyteller's discretion, this Merit may also allow you to have knowledge of, if not access to, certain chimera or Treasures related to your legend. Your appearance and your memories may make it hard to get along unnoticed in ordinary society. It can also be very hard to live up to what is expected of you.

Regeneration (7pt. Merit)

Your faerie nature is hardy, and as a result, you heal much faster than other Kithain. For every turn spent resting, you recover one Health Level of chimerical damage. Physical damage regenerates at a rate of one Health Level per hour. While



in a freehold, your wounds heal at twice this speed. This Merit does not heal wounds inflicted by cold iron.

Bard's Tongue (1pt. Flaw)

You speak the truth, uncannily so. Things you say tend to come true. This is not a facility for blessing or cursing, or an effect that can be ruled by any conscious control. At least once per story, an uncomfortable truth regarding any current situation will appear in your head and through your lips. To avoid speaking prophecy, you must expend a Willpower point and take a Health Level (bashing) from the strain of resisting.

Changeling's Eyes (1pt. Flaw)

Your eyes are a startling color, maybe emerald green, violet, or yellow. This is a sign you are a changeling, recognizable to those who know the ancient lore.

Cursed (1–5pt. Flaw)

You are the recipient of a supernatural curse. The strength and pervasiveness of the curse depend upon how many points you wish to incur. Examples follow:

If you pass on a secret you were entrusted with, your betrayal will come back to harm you in some way. (1 pt)You stutter uncontrollably when you try to describe what you have seen or heard. (2 pts)Tools break or malfunction when you try to use them. (3 pts)You are doomed to make enemies of those whom you most love or admire. (4 pts)Every one of your accomplishments or triumphs will eventually become soiled or fail in some way. (5 pts)

Geas (1–5pt. Flaw)

You are under a geas at the beginning of play, most likely a Ban, but possibly a long-term quest. This geas may be a family curse or duty you inherited, or a changeling Art imposed it on you. The difficulty of the geas determines how great a Flaw it is. Something minor, such as a Ban against harming animals, would only be worth one point. More difficult geas are worth more points. A five-point geas is something that rules your entire life, like a quest that requires you to render aid to anyone in need you encounter. The Storyteller decides the exact value of whatever geas you choose.

Oathbound (1–5pt. Flaw)

Your life depends on something you must or must not do. It may be something that has always been upon you, or a sacred oath you swore. Someone who witnessed it will always hold you to it. If you disobey, the consequences will be dire. You may have several oaths, and these may come into conflict. Most changelings keep their prohibitions and imperatives secret, lest enemies use them as weapons.

Storytellers should examine each oath and assign a point value to it, as well as to the punishment for violating it. Easily avoided circumstances, such as "Never break bread with a red-haired man," are worth one point, while more common, or difficult, things, such as "Stop and pet every cat you see," are worth two points, and particularly drastic or dangerous circumstances, such as "Never back down from a fight," are worth three (or more) points. Consequences are worth points as well. Automatically botching the next major cantrip you do is worth one point, having bad luck for the rest of your life is worth two, losing all your friends and worldly possessions is worth three, dying is worth four, and being deserted by your faerie soul five.

If you accidentally violate your oath, you may attempt to atone for the crime, fixing whatever you did wrong. However, if you violate an oath willingly and with full knowledge — and survive — you become an oathbreaker, one of the foulest epithets among changelings.

Slipped Seeming (1–5pt. Flaw)

Your fae seeming bleeds into your mortal seeming and makes you obvious to mundanes who know what to look for. A one-point Flaw would be a slight bluish cast to the skin of a troll, and a five-point would be a pair of satyr's horns. This may make it difficult to explain yourself to mortals.

Bizarre Quality (2pt. Flaw)

Mortals find something about you disturbingly fascinating. At inappropriate times, mortals stare at you and strike up conversations in the hopes of getting to know you better. Worse still, mortals of less savory natures will choose you over other potential targets for their illicit acts.

Echoes (2–5pt. Flaw)

Your connection to the Dreaming is strong. Because of this powerful connection, you're more susceptible to the tales of things which traditionally affect faeries. Although Echoes is purchased as a Flaw, it often has a beneficial side effect. The points received with this Flaw reflect the level of your connection to the Dreaming and even to Arcadia. The effects of this Flaw are cumulative. A character with a five-point Flaw also suffers the setbacks of the two through four-point Flaws.

Minor: Salt thrown over the shoulder for good luck protects a mortal from faerie powers. The same is true of bread. Your cantrips cannot affect any mortal who does so for the duration of the scene. Cantrips simply do not work, and may backfire. Any mortal knowing your full name can command three tasks from you, which you must accomplish before achieving freedom from that mortal's influence. However, you need only follow the exact wording of the mortal's request, not the desire behind the request. (2 pts)

Moderate: You may not enter a home without invitation, unless you perform some small favor for the owners of the dwelling. The invitation to enter a home may come from anyone at all, it need not be the owner. Cold iron in a residence will bar you from entering the building; religious symbols have the same effect and will prevent you from physically or magically affecting mortals. The sound of ringing church bells causes you pain, just as cold iron does (at this level only pain, but as a four-point Flaw, you gain one point of Banality for every turn you endure the sound). (3 pts)

Serious: Four-leaf clovers in the possession of a mortal prevent you from using your Arts against that mortal. However, four-leaf clovers picked by you are sure to bring good luck (you cannot botch) for as long as the petals of the clover remain intact. This luck only remains for as long as the clover is worn. Any mortal wearing their coat inside out is invisible to you. You may not cross running water, save by means of a bridge. Religious symbols are now repellent to you, forcing you away from those who wear them. The shadow of such a symbol falling upon your person causes one Health Level of chimerical damage for each turn the shadow touches you. You may no longer enter holy ground without suffering chimerical injuries (one Health Level per turn,) though this damage may be soaked. (4 pts)

Extreme: Wherever you dwell, mushrooms bloom in a faerie ring — even on your plush carpet. The Mists no longer hide your powers. Many people will remember you if you use your Glamour while around them. Chimerical creatures tend to become more real for you than for others, and their attacks cause real and permanent injury. Contrarily, your chimerical weapons can cause damage to anyone, even mortals. People will likely follow you if you request it, often gaining a dazed look and following you even into dangerous situations. Your difficulties in casting cantrips might be reduced by a substantial amount (Storyteller's discretion), but those wearing cold iron or religious symbols are immune to any Arts you might use. You must make a Willpower roll (difficulty 7) in order to enter holy ground. Even if you succeed in your Willpower roll, actual physical damage (one Health Level per turn) occurs whenever you enter holy ground. (5 pts)

Winged (2pt. Flaw / 4pt. Merit)

You have beautiful wings, be they feathered bird's wings, bat wings or colored butterfly wings. They are chimerical, but they need to be free, or they increase the difficulty of Dexterity rolls by one. You may have to explain why you have cut slits in all of your coats. If you have taken this as a Flaw, you are not able to fly. If you have taken this as a Merit, you may indeed fly for short periods of time. See Inanimate Chimera on p. 55 for dangers using these wings in human sight.

Cleared Mists (3pt. Flaw)

Your magic and abilities are not in any way hidden by the Mists. Should a mortal witness your actions, she will not forget the effects of your fae abilities. You may therefore inadvertently reveal your nature to the mortal world, triggering potentially dire consequences.

Haunted (3pt. Flaw)

A ghost haunts you that only you (and mediums) can see and hear. It actively dislikes you and enjoys making your life



miserable. It has a number of powers it can use against you chosen by the Storyteller, who is free to use the wraith Prodigals (see p. 352) for inspiration.

Iron Allergy (3–5pt. Flaw)

Most of the Kithain only suffer pain when in contact with cold iron. You suffer from actual wounds. Cold iron reacts like a hot brand when touching your skin. For each turn in contact with iron, you suffer one Health Level of chimerical damage. As a four-point Flaw, you take one Health Level of real damage for every three turns in contact with cold iron. As a five-point Flaw, you suffer this damage if you stand within a foot (30cm) of the iron and you take one Health Level of aggravated damage for every turn spent in contact with cold iron.

Chimerical Magnet (5pt. Flaw)

Chimera notice you more often than usual. In some cases, this is beneficial, but more often than not it causes problems. Chimerical beasts on a rampage will tend to turn on you before attacking others. Nervosa find you irresistible, and sprites of all types prank you constantly.

Dark Fate (5pt. Flaw)

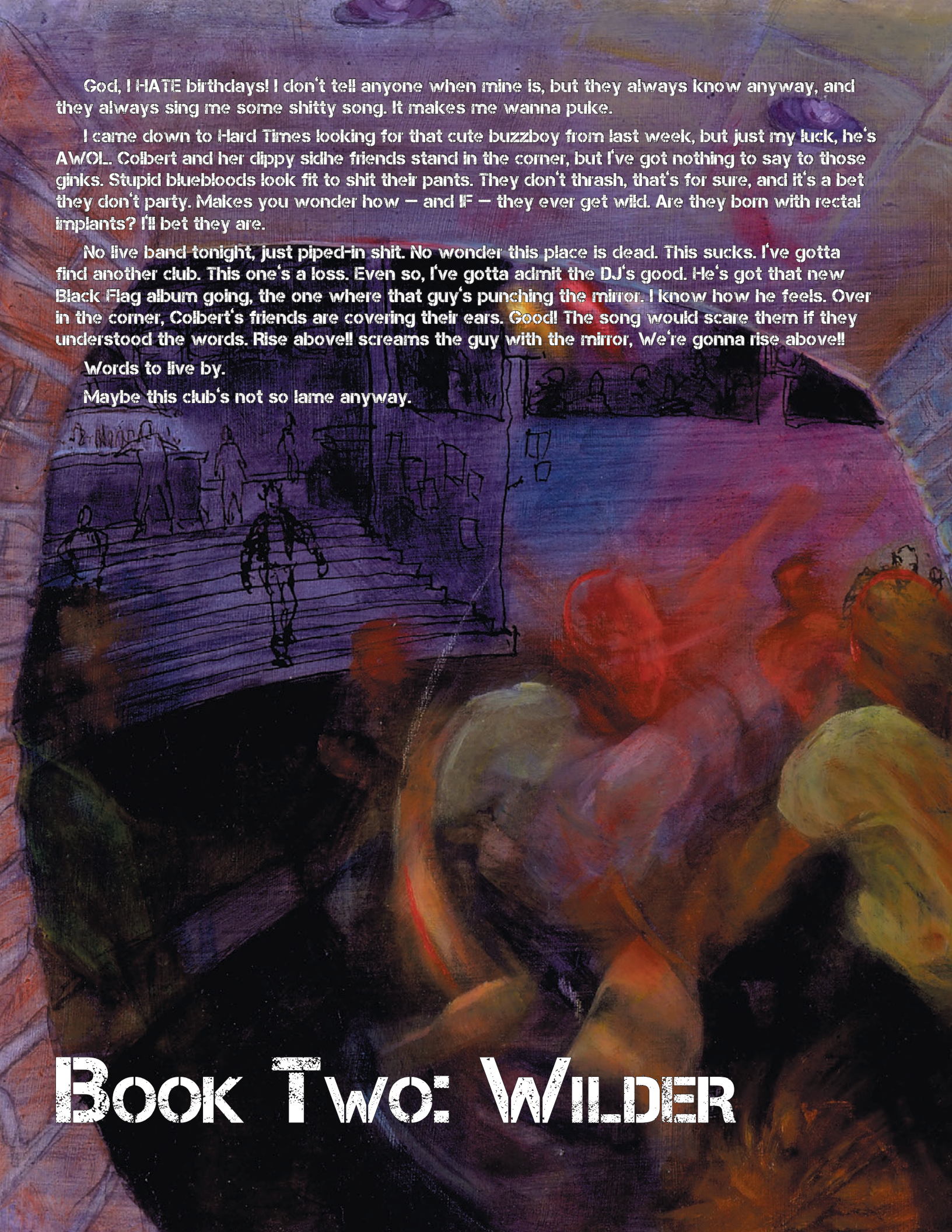
You are doomed to experience a most horrible demise. In the end, all your efforts, your struggles, and your dreams will come to naught. Your fate is certain, and nothing can be done about it. Even more ghastly, you have partial knowledge of this through occasional visions of your fate — and they are most disturbing. The malaise these visions inspire in you can only be overcome using Willpower, and will return after each vision. At some point in the chronicle, you will indeed face your fate. Though you cannot do anything about your fate, you can still attempt to reach some goal before it occurs.

Psychic Vampire (5pt. Flaw)

The spark of life is dying within you and can only be fed from outside forces. Plants and insect life wither or die in your presence as you feed on their energies, and any person you touch for more than an hour will suffer one non-aggravated Health Level as you siphon away their life. Those already injured (including those whose Bruised Health Level has been sucked away) will not heal while in your presence. If you do not feed the emptiness within yourself at least once a day, you will begin to die. The rate at which you take wounds follows the progression for natural healing in reverse: you take a Health Level after one day, a second in three days, a third in a week, a fourth in a month, and, finally, one wound every three months.

Sidhe's Curse (5pt. Flaw)

The sidhe live in mortal terror of Banality, due to it taking root in their souls more easily than any other of the kith. Although you are not sidhe, you are subject to this frailty as well. Whenever you would gain a point of Banality, you gain two instead. Sidhe characters may not take this Flaw.



God, I HATE birthdays! I don't tell anyone when mine is, but they always know anyway, and they always sing me some shitty song. It makes me wanna puke.

I came down to Hard Times looking for that cute buzzboy from last week, but just my luck, he's AWOL. Colbert and her dippy sidhe friends stand in the corner, but I've got nothing to say to those ginks. Stupid bluebloods look fit to shit their pants. They don't thrash, that's for sure, and it's a bet they don't party. Makes you wonder how — and IF — they ever get wild. Are they born with rectal implants? I'll bet they are.

No live band tonight, just piped-in shit. No wonder this place is dead. This sucks. I've gotta find another club. This one's a loss. Even so, I've gotta admit the DJ's good. He's got that new Black Flag album going, the one where that guy's punching the mirror. I know how he feels. Over in the corner, Colbert's friends are covering their ears. Good! The song would scare them if they understood the words. Rise above!! screams the guy with the mirror, We're gonna rise above!!

Words to live by.

Maybe this club's not so lame anyway.

Book Two: Wilder





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Chapter Four: Arts and Realms

"I taught you to fight, and to fly. What more could there be?"
—J.M. Barrie, *Peter Pan and Wendy*

Every changeling walks a perilous tightrope between the chaotic tides of the Dreaming and the heavy anchor of the mundane. With one foot in both worlds, Kithain developed potent abilities by channeling Glamour from the Dreaming into the Autumn world. Changelings weave Glamour to marvelous and terrifying ends, giving rise to the legends of faeries who steal mortal memories, bound over mountains, and reshape the world into an effigy of their forgotten dreams.

The magics of the fae are collectively known as Arts. Learning an Art requires mastering a progression of talents allowing the changeling to rework the chimerical and the mundane in various ways with Glamour. Kithain must also devote time to learning how their power interacts with and bends their intended target. Arts describe the faerie magic available to a character, while Realms determine the scope and focus of the character's Arts.

Historically, knowledge of certain Arts was restricted or taboo. The two courts guarded the knowledge of Winter and Summer, but when powerful Kithain slid from Seelie to Unseelie — or vice versa — they shared and taught the secrets of their seasons. Nobles and aristocrats often snubbed "commoner" Arts such as Chicanery and Legerdemain while jealously guarding the magic of the sidhe like Naming and Chronos. In the modern age, such prejudices still exist, but are no longer enforced, magically or otherwise. Kithain can no longer deny that that any changeling, regardless of court, rank, or attitude, is capable of learning any Art.

Cantrips

Changelings use cantrips, the act of channeling Glamour into an Art, to rework the chimerical and even physical worlds to their whim. The Kithain's fae nature serves as a conduit for Glamour to pass from the Dreaming into the mortal world, and her level of mastery in any given Art dictates what sort of mayhem and magic she creates.

All cantrips include a particular skill within an Art (represented by the dot rating of the Art used), one

or more Realms (indicating the focus or target of the Art), and typically a bunk (see below). A Kithain's magic is limited by her mastery of Realms; the character may not focus an Art on anyone or anything outside the scope of her character's Realms when using a cantrip. Unleashing (page 196) ignores the need for Realms as the character directs a flood of Glamour directly using an Art.

To invoke a cantrip, the player decides which level of the Art her character will use, adds at least one Realm known to the character to determine the target of the power, and spends Glamour based on the type of cantrip: chimerical or Wyrd. Changelings may apply the effects of a cantrip to different kinds of targets simultaneously by using multiple Realms, but doing so increases the difficulty.

Cantrip Types

The description for each level within an Art states whether the effect is chimerical, Wyrd, or chosen by the player. Chimerical effects typically do not manifest in the Autumn world, and are thus invisible to nonenchanted witnesses, while Wyrd cantrips exist in equal measure in both worlds. If an Art can be invoked as either type, the player chooses and spends the appropriate amount of Glamour.

Cantrip Glamour Cost

Chimerical cantrips do not require the player to spend Glamour. Wyrd cantrips require the player to spend one point of Glamour. Using a Realm or level of a Realm the character does not possess (p. 232), increases the total cost of the cantrip by one Glamour for each Realm "cheated." Players pay all Glamour costs for a cantrip before rolling the dice.

Cantrip Dice Pool

Players roll a number of dice equal to their character's Art rating plus the rating of the lowest primary Realm used (Fae, Actor, Nature, Prop). The modifier Realms (Scene and Time) change the scope of the cantrip, but do not alter the number of dice in the pool. All cantrips begin with a difficulty of eight, but several factors modify the cantrip difficulty (see table).

The player must replace dice in her cantrip pool with a number of distinct dice (all the same color, for example) for the roll equal to the character's Nightmare rating. A full description of Nightmare dice and their effects are on p. 274.

Bunks

Changelings use bunks, actions and events which remind the mundane world of the Dreaming, to ease the friction of focusing Glamour into the mortal world with a cantrip. The more elaborate or risky the bunk, the less difficult for the changeling to invoke the Art with the cantrip. A character can do just about anything when attempting a bunk, but it most often involves willingly putting herself in danger or taking a risk, drawing attention to herself, using or destroying some object or thing, timing the cantrip around a certain event, and/or repeating something a particular number of times.

Cantrip Difficulty	Modifiers
Target's Banality > 7	+1
Current location has Banality > 7	+1
Using Scene Realm	+1
Using Time Realm	+1
Targets changeling with higher Title without their consent	+1
Voluntarily replace at least 3 dice with Nightmare Dice	–1
Cantrip cast in a freehold	–1
Cantrip cast on an enchanted mortal or Kinain	–1
Cantrip cast with a bunk	–1 to –5
Using Kith's affinity Realm	–1

Performing a bunk isn't about being silly or obnoxious per se, but about disrupting Banality's hold on the area just enough to make magic easier. As such, showy, shocking bunks tend to be more effective. Of course, if the changeling is going for subtlety or dignity, she needs to tailor her bunk accordingly; sidhe are particular masters at making an impression without looking ridiculous.

After a player describes what the character does to perform the bunk, the Storyteller determines if the bunk itself requires a roll with a separate dice pool and how drastically the bunk modifies the difficulty of the cantrip roll. Failing a bunk roll does not necessarily reduce the impact of the bunk on the cantrip's difficulty.

Storytellers should use a few factors when deciding the impact of the bunk on the cantrip's difficulty:

How much risk, time, and/or personal investment is the character putting into the bunk?

Spending a turn dancing a waltz would yield a –1 difficulty in most circumstances, but performing an elaborate, ritualized dance at 11:11PM every day for three days would likely lower the difficulty by 4.

How effectively does the bunk bring the rules and reality of the Dreaming into the mundane world?

Shattering a mug on the floor in the neighborhood diner where everyone is used to the motley's shenanigans might grant –1 difficulty, but throwing a wine glass in a fancy restaurant should grant –2, maybe –3 if the manager calls the police.

How do the other players react to the described bunk?

If the other players in the group laugh out loud, gasp, or are otherwise impressed by the character's bunk, make sure to reward the player for creating a great moment with an additional –1 or –2 to the cantrip difficulty.

Example: Rosita decides her character, a redcap trying to escape from the local court's enforcers, will use Chicanery to hide herself. She describes her character lowering the fly of his pants and urinating an elaborate glyph onto the ground around

Bunk Examples	Modifier Guideline
Loud burp	–1
Spontaneous monologue	–1
Photobombing a group picture	–1
Throwing playing cards in a hat	–1
Burning a dollar bill	–1
Stuffing a whole cheeseburger in your mouth	–1
Casting the cantrip at sunset/sunrise	–1
Casting the cantrip at exactly 12:34	–1
Saying the same thing as the target at the same time (Jinx!)	–1
Cutting a finger for blood	–1
Insulting a stranger	–1
Picking a fight	–2
Insulting a police officer	–2
Streaking in a crowded campus	–2
Performing for a large crowd	–2
Doing anything that makes people film you with their phones	–2
Destroying an expensive item	–2
Synchronized movement with target or partner(s)	–2
Re-enacting a relevant moment or scene from a movie	–2
Using a ceremonial sword in an elaborate ritual	–3
Being interviewed on the nightly local news	–3
Mooning the jumbotron at a packed football game	–3
Juggling chainsaws	–3
Getting or giving a tattoo	–3
Burning a cherished keepsake	–3
Running across a busy street	–3
Telling a dark secret to a lover	–3
Scattering thousands of dollars in a crowd	–4
Getting your picture on the front page of the paper	–4
Burning down your home	–4
Repeating an elaborate ritual at the same time over 3 days	–4
Casting a cantrip just as Halley's Comet passes overhead	–4
Playing Russian roulette	–4
Giving a televised speech broadcast worldwide	–4
Starring in a viral video with millions of view	–4
Putting a mustache on a famous painting	–5
Dropping a priceless gem into the ocean	–5
Killing a son on the anniversary of his father's death	–5
Standing in front of a speeding car	–5
Dueling with deadly weapons	–5
Leading an army into war	–5
Skydiving without a parachute	–5

him. A running joke in the game revolved around Rosita's character urinating on the motley's enemies, and the bunk gets laughs from everyone at the table. The Storyteller decides the bunk provides a –2 to the cantrip difficulty.

Later during the same game, Rosita's character casts a Wayfare cantrip and leaps from one rooftop to another. The Storyteller asks Rosita to roll her character's Dexterity + Athletics. Whether the roll succeeds or fails, the Storyteller decides the bunk grants a –3 to the cantrip difficulty, but a failed Athletics roll will mean she misses the rooftop.

Bunks as Actions

Typically, bunks require the character to spend at least one turn acting before the changeling invokes the cantrip. Players may opt to split their dice pool (p. 244) and accomplish both the bunk and the cantrip in the same turn (assuming the action required for the bunk can be completed in a single turn) or the player may wait until after the actions necessary for the bunk and then use a full dice pool for the cantrip.

Cantrips: Step by Step

Step One: Art

The player decides on a specific dot rating of a particular Art to use.

Step Two: Realm(s)

The player determines the necessary Realms she needs for the desired use of the Art, including the modifier Realms (Time and Scene).

Step Three: Spend Glamour

The player spends one Glamour for any Wyrd cantrip, and adds an additional Glamour if she uses more than one Realm or "cheats" a Realm.

Step Four: Determine Dice Pool

The player rolls the character's Art rating plus the rating of the lowest primary Realm (Fae, Actor, Nature, Prop) used in the cantrip. Time and Scene never influence the dice pool. The player replaces a number of dice in the pool equal to her current Nightmare rating, not to exceed the dice pool.

Step Five: Bunk

The player decides whether or not the character performs a bunk, and then either splits her dice pool or delays the cantrip roll until after the actions necessary for the bunk resolve.

Step Six: Determine Difficulty

The Storyteller determines the difficulty (base difficulty 8) with all relevant modifiers.

Step Seven: Complete Cantrip

The player rolls and consults the specific Art used for how to interpret the results of the roll.

Some bunks do not provide a benefit to the cantrip unless the accompanying action succeeds. For example, Amaria the eshu jumps up onto the steps of the court building and begins singing to attract the attention of everyone nearby. The Storyteller calls for a roll for the performance, but the player fails the roll. Everyone pretends not to notice the strange woman singing to herself, and Amaria's bunk does not lower the difficulty of the cantrip because she did not draw attention to herself as intended.

On the other hand, some bunks benefit the cantrip regardless of the character's success or failure. In the earlier example, Rosita's redcap jumped from one rooftop to another. If Rosita fails the Athletics roll and her character suffered injury as a result, she still receives the reduced difficulty from the bunk, provided the character remains conscious after hitting the pavement.

Unleashing

Changelings perform cantrips to focus Glamour through their Arts in specific, deliberate ways, but every Kithain possesses another, more dangerous method to do magic. Learning an Art unlocks a new door into the Dreaming, and a changeling desperate enough can kick that door open.

Because the Unleashed Glamour reaches through the Dreaming by way of the changeling's kith, an Unleashed Art always reflects the changeling's nature. A redcap Unleashing Wayfare yanks the target violently through the air or sends him hurtling through a nightmare world of blood and pain before emerging blocks away. An eshu Unleashing Contract, on the other hand, surrounds the target with the noises and smells of a busy marketplace as she is forced to accept a future favor from the changeling in return for handing over an item the character seeks.

The player chooses an Art to Unleash and states her character's intent in a short, simple statement ("hurt that man," "save my friend," "restore the grove"). She spends two points of Glamour and adds one to her character's Nightmare rating. The player is not constrained by the character's Realms. Unleashed Glamour can affect anything, regardless of the caster's knowledge of Realms.

The player rolls a number of dice equal to the character's Glamour rating plus a number of dice equal to her Nightmare rating (difficulty 7). This is an exception to the usual rule about other Traits being added to Tempers (p. 244). If the roll succeeds, the player must compare the number of successes to the rating of the Unleashed Art (see below).

Unleashing Results

If the roll is a botch, the Dreaming floods through the character completely unchecked until Banality violently responds to the breach of the Mists. The character gains an Imbalance (but does not reduce her Nightmare dice pool as a result) and the Unleashed Art causes havoc around her for one turn. At the beginning of the next turn, Banality responds and cuts the character off from the Dreaming. The character suffers a Banality trigger, and she cannot spend Glamour or use Arts for the remainder of the scene.



If the roll fails, the character is unable to Unleash. This triggers Banality, and the character cannot use the Unleashed Art for the remainder of the scene.

If the roll succeeds, but garners a number of successes equal to or fewer than the character's Art rating, the changeling successfully invokes and controls the Dreaming. The character automatically invokes the Wyrd for a number of turns equal to her Glamour (the player can spend a point of Willpower to make it last for the rest of the scene), her fae mien becomes visible, and the player narrates the effect of the Unleashed Art.

If the player rolls *more* successes than the Art rating, though, the character loses control. The character's intent is fulfilled, but in a twisted or unintended way that adds complications or puts everyone nearby at risk. The character gains one Nightmare, and the Storyteller narrates the effect of the Unleashing and should incorporate a complication or conflict into the result. The character automatically invokes the Wyrd for the remainder of the scene.

Arts

Each of the Arts detailed below begins with a summary of the Art and a description of how the magic of the Art manifests when Unleashed. Each power corresponding to the five dots includes the name of the ability, a summary of the effects, the game system for the power, and the type (Chimerical, Wyrd, or either).

Autumn

The Autumn Art is among the oldest magic still practiced by the Kithain. Regarded by some as the most fearsome of the four seasonal Arts, this is the magic of the fall, of Samhain, of the turning from light into darkness. It possesses none of the creative energy or passion of the Spring or Summer Arts, nor the solemn dignity of Winter. Instead, it is an art of shadows and decay, of withering away, of death not yet accepted and doom still befalling its victims.

The Autumn Art is regarded by most Kithain as black magic of the most unwholesome sort. While many would like to believe such Glamour would only be wielded by the most dark hearted of Unseelie, the truth is that the Autumn Art has a long history among sluagh of both Courts, as well as certain satyr grumps and Unseelie boggans.

Unleashing Autumn

Unleashing the decay of Autumn is an act of true desperation or wanton cruelty, and is useful for causing the massive breakdown of systems or weakening enemies. It is often invoked by desperate commands such as "rot away," directed at an ob-

stacle, "wither" howled at a group of enemies, or "come to ruin" uttered against a venture or system. The exact manifestation of Autumn's decay is rarely predictable, and the eshu have many tales of woe far beyond the caster's original desires brought into the world through such Unleashings.

Autumn Bunks

Autumn bunks tend to involve the trappings of fall, funerals, harvests, and Halloween. Examples include: Crush a dead leaf, wear a scary mask, dress up as something you're not, extinguish a lantern or candle, toggle a light switch rapidly, utter an eerie moan, design and construct a special costume, veil your face, stand vigil until the sun sets, pick a ripe fruit, spill mead on the ground, burn your wallet with everything in it, or get lost in a place you're not familiar with.

Creeping Shadows

The changeling commands nearby shadows to bend to her whim. A satyr summons the shadow of a reluctant partner to dance with her. A sluagh curdles the nighttime shadows of a bully's bedroom into a theater of menace. This Art may be used subtly, twisting or slightly manipulating shadows to grant a sinister aspect to the scene, or it may be used to commandeer shadows to become great leering things, utterly disconnected from the actions of those that cast them, or even to swallow the changeling (or another) up and hide the subject from sight.

System: The Realm selected determines who or what casts the shadows this cantrip manipulates. Subtle uses of this power lower the difficulty of all Intimidation rolls by the caster by one per success rolled. Overt uses of this power simply tend to announce the changeling's power as a sorcerer to other Kithain and terrify mortals (at least until the Mists obscure the wildly leaping, monstrous shadows they witnessed). Used to swallow up a subject in its own shadow, an individual lowers the difficulty of Stealth rolls by one per success, while a shadowed object raises the difficulty to find it by one per success rolled (to a maximum of 9).

Type: Chimerical or Wyrd, depending on how overt the use

Autumn Eyes

The duke leans forward, scrutinizing the wanderer before him, eyes burning with the orange light of Samhain. Glimpsing the great curse dogging his visitor's footsteps, he withholds hospitality and sends the eshu on his way, igniting a flurry of whispers.

Infusing the Glamour of Autumn into her eyes, the changeling attunes her senses to decay and doom. She can see the illness and infirmity in those around her, recognize the weaknesses and stress points of objects, or even recognize those marked by some great or impending doom.

The changeling's eyes always take on some unearthly characteristic when using this cantrip — her irises may become the orange of fresh-fallen leaves, or might glow white with ghostly limbal rings. Although every other element of this cantrip is chimerical, the change to her eyes can be spotted even by astute mortals (difficulty 8 to do so).

System: The Realm used determines who or what the character can scrutinize. If used on a person, the character learns the general state of the individual's health (this can act as a diagnosis roll if the character has the Medicine Ability), gaining more detailed information the more successes she rolls. Alternately, the changeling might identify a weak point in an opponent, adding one additional die of damage to her next attack against that target for each success rolled. Objects may be scrutinized to similar effect to identify weak points. If the subject of Autumn Eyes is the subject of some curse, debilitating magic, or great impending doom (such as the Dark Fate Flaw — see p. 189), then this fact is revealed with three or more successes, along with the nature of the doom or supernatural malignance.

Type: Chimerical

The Poisoned Apple

A young redcap brings a pan of her mother's cookies to her third-grade class, enough for each student to have one. She's very careful to hand the boy who throws rocks at her after school one very special cookie — one infused with all of her fear and anger.

This terrible cantrip has given generations of mortals ample reason to fear both the gifts and wrath of the fair folk. Condensing her ire into a deadly infusion of Glamour directed at something within arm's reach, the changeling poisons her subject.

System: The Realm used determines who or what is poisoned. If used on a person, the target is simply struck down with poison. If used on an object, the object becomes poisonous to the next individual who uses it in a manner decided by the Storyteller and the nature of the object. (A poisonous apple would need to be eaten, while an envenomed book would likely deliver its deadly enchantment to the one who reads it.) This cantrip inflicts damage equal to the successes rolled, and is resisted as normal for a poison (see p. 292). Supernatural beings resist it as a category 3 poison, while for mortals it is resisted as a category 5.

Type: Wyrd

The Withering

A legbreaker backs a satyr up against his door and draws a wrench from his pocket. But the satyr clenches his fist and leers across it and, in so doing, snatches away fifty years. The legbreaker is suddenly an old man, weak, tottering, liver spotted — and light enough for the satyr to push him over the apartment building's railing with one hand. The curse abates as the tough falls, but it's all in gravity's hands by then.

With a vicious gesture, the changeling steals away a target's vitality, leaving only the seeming of age and decay.

System: The Realm determines who or what is withered. Used on a mundane object, this Art's effects are permanent. Otherwise, successes must be split between duration and severity of the withering inflicted by this Art. Each success ages the subject by one decade, or may be dedicated to the duration chart below. For every two successes dedicated to withering a living subject, it suffers a –1 penalty to all physical dice pools.



0 successes	The withering lasts for the caster's Glamour in turns.
1 success	The withering lasts for one scene.
2 successes	The withering lasts for one day.
3 successes	The withering lasts for the caster's Glamour in days.
4 successes	The withering lasts for twice the caster's Glamour in days.
5 successes	The withering lasts for thrice the caster's Glamour in days.

Multiple castings have no effect unless they garner more successes than the curse already afflicting the target. No matter how badly this cantrip withers its target, it cannot kill it outright with advanced age.

Type: Wyrd

Shivers

A quietly angry sluagh slips into the nursing home's employee lounge. There — that's the jacket belonging to the orderly who is too rough with his nana. He slips a fistful of crushed leaves into its pocket, and across this place of old age and despair, the shades of the dead stir to attention. The jacket's owner will find little peace any time soon.

The changeling draws out her own dreams of death and darkness, and bequeaths them to a target. The person or thing so cursed becomes a beacon for ghosts, and suffers the attentions of the restless dead for a time thereafter.

System: The Realm used determines who or what is haunted. The exact effects of being haunted by ghosts can vary tremendously, based on the location, object, or person being haunted, the likelihood that any ghosts already have an interest in them, and so forth. At the extreme end, non-mechanical calamities may occur such as the walls dripping blood during an

Crossover Shivers

Storytellers familiar with **Wraith: The Oblivion** may be curious as to exactly what this cantrip does from a ghost's perspective. If you want to use the more detailed rules of **Wraith**, then Shivers makes its target stand out in the shadowlands like a burning beacon to Lifesight. Whenever a ghost gathers Pathos from the marked person or object, they gain one more point than they otherwise would have. The Shroud is considered 2 points lower than it should be in the presence of the haunted subject, and finally, the difficulty to directly target the subject with all Arcanoi is lowered by 2.

important business meeting. As general advice, the attention of the unquiet dead may produce results such as –1 penalties to actions requiring intense concentration, or to actions using a haunted object, or they may prevent characters from regaining Willpower when they sleep, as their dreams are haunted.

The haunting lasts for a number of days equal to the successes rolled times the caster's permanent Glamour.

Type: Chimerical

Chicanery

Practitioners of Chicanery bend and weave Glamour, knowing the Mists will follow to obscure the magic from the mundane world. Commoners were the first to harness the Mists to alter perception and memory, and considered the resulting Art a small act of rebellion against the force which normally limits their power. Perhaps because of the Art's origin, Chicanery was long considered an Art fit only for commoners. Knowledge and use of the Art still carries a stigma in courts ruled by elder nobles.

Unleashing Chicanery

Chicanery focused through raw Glamour bends perception, rewrites memory, and makes fantasy and folly irrefutable. Example commands when unleashing Chicanery include "hide this house from our enemies," "make the world forget this day," or "what was found will be lost again."

Chicanery Bunks

Chicanery bunks often involve the caster's voice, disguises, and lies. Example bunks: Insist that your friends call you a different name for a day, dress up as a doctor and treat patients, repeat a secret three times in front of a crowd, or burn a photograph.

Trick of the Light

A subtle manipulation of Glamour to muddle perceptions, Trick of the Light creates misunderstandings and mistakes. A pooka running a kidnapping con sounds just like the mark's mother over the phone. An eshu hounded by a deranged hunter walks into a market and blends into the crowd. Down on her luck, a sidhe passes off a one-dollar bill as a 100 so she can eat tonight.

System: Casting Trick of the Light on a target causes anyone perceiving the target to misinterpret what they see or hear as determined by the player, but the effect does not hold up to prolonged scrutiny. The changeling invoking Trick of the Light uses the Realm to determine what becomes changed or altered with the illusion. Each success on the cantrip roll maintains the subterfuge for one turn. A character spending longer than a turn paying close attention to the target can roll Perception + Occult (difficulty 8) to see through the cantrip. This cantrip cannot be used to weave elaborate illusions; if a target couldn't reasonably mistake the target object for the genuine article without much attention, it's probably too involved for Trick of the Light.

Trick of the Light is considered chimerical even when used on mundane targets because the effects are subtle and do not withstand prolonged examination.

Type: Chimerical

Veiled Eyes

Where Trick of the Light makes the viewer mistake one thing for another, Veiled Eyes uses the Mists to make the target of the cantrip instantly forgettable. A Kithain dressed in courtly robes can walk through a crowd of mortals unnoticed, a troll's ornate broadsword hangs freely on her hip but goes ignored as she enters a bank, and the changeling's enemies remain oblivious to the storm clouds rolling across the sky toward their home. The target does not become physically invisible, just not worth noticing. Changelings can create malicious applications of Veiled Eyes, making speeding cars or incoming enemies go unnoticed until it's too late.

System: The Realm determines the thing that everyone else ignores, but additional Realms can be used to create exceptions to the effect. Using Fae and Nature, for example, could allow the character to cloak herself with Veiled Eyes, but allow animals to still sense her. The number of successes determines the duration:

1 success	One turn
2 successes	One minute
3 successes	One hour
4 successes	One scene
5 successes	One day

Changelings can counter the enchantment with a resisted action using Perception + Kenning (difficulty 8), but must be looking for either the focus of the cantrip or searching for something hidden. Other supernatural creatures also have the same chance to see through the illusion, provided they possess some form of supernatural senses or mystic insight.

Type: Chimerical or Wyrd, depending on the target

Dream Logic

Disjointed and illogical connections thrive in the chaos of the Dreaming, and changelings adept in Chicanery capitalize on the weirdness of dream logic to confuse and manipulate. As the target's mind becomes shrouded by Glamour and the ensuing Mists, she becomes disoriented and does not question statements or commands that would normally make little sense to her. Covert eshu pass messages and packages with confused mortal couriers. The troll zookeeper tames new animals that no one else can safely approach.

System: The Realm for Dream Logic determines the target. After successfully casting the cantrip, the changeling imposes a confused, suggestible state of mind onto the target(s) causing +3 difficulty to any Mental or Social tasks throughout the duration. The target(s) also become highly sensitive to the caster's suggestion, going along with actions and ideas that would normally make little sense or that the target would rebuke.

Any time the character attempts to manipulate or command the target(s), the player or Storyteller may resist by rolling Willpower (difficulty 8) and scoring as many or more successes as the player rolled for the Dream Logic cantrip. Players of affected characters may spend a point of Willpower to overcome the cantrip if the changeling suggests anything which shocks their consciences or puts them in mortal danger. The duration of Dream Logic depends on the number of successes rolled when cast:

1 success	One turn
2 successes	One minute
3 successes	One hour
4 successes	One scene
5 successes	One day

Type: Chimerical

ᔕᔕᔕᔕ Veiled Mind

Legends and mythology paint fantastic, and well deserved, scenes of faeries stealing mortals' memories. Moving beyond mere sight or sound, the changeling shrouds the focus of the cantrip with Glamour and the accompanying Mists to temporarily wipe the focus of the cantrip from everyone's mind. The lover who scorned a Kithain may find her family staring at her with blank faces as she comes home for a holiday, or the changeling's opponent forgets to draw her sword during the duel.

System: The Realm determines what everyone else forgets, and multiple Realms can be used to create exceptions. A character using Veiled Mind to make everyone forget her long enough to escape her enemies could add Fae or Actor so that her motley does not regard her as a stranger. The number of successes determines the duration:

1 success	One hour
2 successes	One scene
3 successes	One day
4 successes	One week
5 successes	One month

Changelings employing Veiled Mind may unravel the effects any time they wish during the duration. As with Veiled Eyes, changelings and other supernatural creatures can resist the Art provided they have some reason to try to remember the subject.

Type: Chimerical or Wyrd

ᔕᔕᔕᔕᔕ Lost in the Mists

What is worse than being unable to trust your senses, being invisible, or even being forgotten? Masters of Chicanery employ the ultimate manipulation of the Mists to wrest away their target's identity. The focus of this cantrip not only forgets who he is, but the changeling can employ her knowledge of other Realms to make him believe he is something else entirely. The nocker's rival begins acting like a dog when presenting a new invention. The vampire terrorizing a local motley wakes up with no memory of her undead state and panics when she steps outside and the sunlight burns her skin. A clurichaun makes a mortal believe he is a rain cloud to create instant performance art.

System: As with Dream Logic, the Realm determines the target but additional Realms allow the changeling to define the inflicted delusion. In addition to their normal function as modifier Realms, including Scene or Time also allows the Kithain to build a different place or different time period into the effects. For example, using Scene the character could opt to have the target retain their normal identity, but believe she is in prison. Similarly, use of Time could transport the target into the past or an imagined future, at least in her own mind.

When the character casts the cantrip, the target's player should roll Perception + Kenning (difficulty 9) to determine if she is aware of the invasion into her mind. If successful, the character can resist the effects each turn with a successful Willpower roll (difficulty 8), or for the entire scene by spending a point of Willpower. The number of successes determines the duration:

1 success	One hour
2 successes	One scene
3 successes	One day
4 successes	One week
5 successes	One month

Type: Chimerical or Wyrd

Chronos

Once the purview solely of noble houses and the sidhe, the commoner Kithain now consider time magic fair game. Many sidhe remain jealous of this Art and may react with hostility when they see a commoner wielding it. At first, changelings studying Chronos deal entirely in the perception of time, but with sufficient practice (and courage) the Kithain can learn to relive a moment or stretch something temporary across eternity.

Unleashing Chronos

The changeling distorts time around her, slows down her foes, grants sight into the past or future, and confuses the normal order of chronological events. A changeling wielding Unleashed time magic can seek vengeance by making a wound refuse to heal ("suffer eternally"), cause those around her to lose days, and possibly even travel into the recent past.

Chronos Bunks

Bunks for Chronos cantrips most often depend on a using a confluence or repetition of some sort, but also tend to use timepieces or clocks, or objects that are either ancient or brand new. Example bunks: Smash a clock just as it strikes midnight, repeat a poem three times, cast the cantrip as the sun eclipses the moon, walk backward in slow motion, or sing a song in reverse.

Backward Glance

To start, the student of time magic learns to look backward in time. Although considered a rudimentary use of Chronos, the cantrip's utility makes even novices sought after in freeholds and motleys. A sidhe investigating the disappearance of her vassal looks through the past of where she was last seen. Suspicious of his lover, a troll peers into her day and sees a rendezvous with her paramour.

System: The Realm determines the focus of the postcognition, while the number of successes determines how far back in time the changeling can look. The player can specify a time or event on which to focus, but if the event she looks for is outside of the timeframe allowed by the number of successes rolled, the cantrip fails.

1 success	Up to one hour
2 successes	Up to one day
3 successes	Up to one week
4 successes	Up to one month
5 successes	Up to one year

Type: Chimerical

Effect and Cause

The first cantrip dealing with time distortion, Effect and Cause scatters the normal progression of time for the target of the cantrip. The sound of shattering glass might precede the tumbler falling to the ground, or a body would hit the floor prior to the gunshot ringing out.

System: The cantrip's Realm determines the focus of the magic, and anyone or anything perceiving that target experiences the distortion. Only a sentient creature can suffer the effect imposed by the cantrip, because this level of Chronos does not alter the flow of time, just the perception of those around the target. Effect and Cause creates serious confusion in anyone trying to view or interact with the target, causing a three-die penalty for anyone experiencing the cantrip's effects.

Characters with knowledge of Chronos or similar magical mastery over time may take an action, and the player rolls Wits + Gremayre (difficulty 8) to ignore the negative effects for the scene.

The number of successes determines how long the cantrip lasts:

1 success	One turn
2 successes	One minute
3 successes	One hour
4 successes	One scene
5 successes	One day

Type: Wyrd

Set in Stone

Minor manipulations to the flow of time precede the Kithain learning to dam the river and temporarily stop time itself. Casting Set in Stone on a target prevents the normal effects of aging and exposure to the outside world, but does not prevent the target from normal interactions or intentional destruction. Time no longer has the same effect for the target, preventing growth, aging, deterioration, and sometimes progress. Weather patterns could remain constant for weeks, while food would stay ripe and edible indefinitely. The cantrip does not prevent intentional harm or damage, meaning the Kithain's car may never need maintenance, but would still sustain damage in a crash.

A boggan determined not to lose her aging dog keeps it from growing any older. Determined to extract valuable information, a sidhe torturer keeps any of his victim's wounds from healing. A troll stops progress on the construction of a new bridge, despite a construction crew continuing work every day.

System: The Realm determines the target and the number of successes indicates how long the cantrip removes the focus from the normal flow of time. Note that sufficient levels of Fae allow the character to prolong other cantrips with Set in Stone, but the specific interactions should be arbitrated by the Storyteller.

1 success	One day
2 successes	One week
3 successes	One month
4 successes	One year
5 successes	One decade

Type: Wyrd

Déjà Vu

Beyond the manipulation of temporal perception, past halting the flow of time around the target, the changeling next learns to relive a recent moment and re-experience the present armed with future knowledge. As time moves forward, the branching possibilities make any long-term application of the cantrip useless, but for up to a few minutes, the adept of Chronos becomes a time traveler. With such undeniable power, the changeling also accepts the risk of becoming overwhelmed with possible futures. Repeated use of Déjà Vu during the same scene becomes increasingly more difficult as the threads of fate become tangled.

A piskey courier relives the moments before she is cornered by her rivals and avoids the danger altogether; the troll bodyguard sees his client gunned down, but then experiences the moment again to push her out of the way and take the bullet; a dying selkie relives her final breath to kiss her true love one last time.

System: The Realm determines who or what is sent back in time, although anyone subjected to Déjà Vu without warning will be disoriented and justifiably confused. Even the caster and other masters of time magic must overcome the strain of traveling through time in order to change the future. The turn the player declares her character has used Déjà Vu, the target(s)

(including herself) cannot take an action while they orient to the current flow of time.

The player must describe any bunk her character used while casting the cantrip and the Storyteller lowers the difficulty appropriately. After the player rolls the cantrip, the target(s) receive a –3 to the difficulty of all rolls for a number of turns equal to the number of successes from the cantrip roll.

Each use of Déjà Vu increases the difficulty of the next use of Déjà Vu during the current scene by one.

Type: Wyrd

Time Dilation

The source of the Rip Van Winkle legends, dilating time pushes the target forward through time and sends her out of sync with the rest of the world. The target will age and suffer the normal effects of time passing, but the world around her barely changes.

Helpful and generous, a troll quickly ripens fruit to help feed some lost children. Furious about the motley aiding his enemy, a powerful sluagh ages their house a century, causing it to rot and decay before their eyes. Under the care of the boggan gardener, newly-planted saplings grow into towering trees in a matter of moments.

System: As with the previous Chronos cantrips, Realm determines the target(s) but successes dictates the amount of time the subject experiences. The entire cantrip lasts mere moments even when decades pass for the target.

1 success	Up to one week
2 successes	Up to one month
3 successes	Up to one year
4 successes	Up to one decade
5 successes	Up to one century

Type: Wyrd

Contract

Oaths have always been of paramount importance to the fae. Legends speak of ages past, when reality bowed to the least whims of the lords of Arcadia, and the Dreaming served as the medium for tests of will between fae magicians. In such a wild age, the only constants among the fae were those promises to which they bound themselves, and those agreements they entered into and sealed with Glamour.

While oaths still play a great role in the society of the Kithain, the simple and codified rituals of common oaths pale in comparison to the Art of Contracts, which allows the power brokers of the changeling world to bind oaths of power, punish oathbreakers, and seal witting or unwitting participants into binding agreements enforced by the power of the Dreaming itself.

Contract is most often practiced by nockers, eshu, sidhe, and some trolls. Boggans generally disdain the Art, believing that if a fellow cannot be trusted on a simple handshake, he is unworthy of their attention or efforts, while pooka and piskies prefer not to be bound at all.

Unleashing Contract

Contract Unleashings are unusual in that they allow the changeling a great degree of power to make demands of the Dreaming, focused on either the deployment of the Art itself or on those who have been bound by it. Contractual Unleashings are best used with great caution, as the Dreaming gives little heed to anything other than their core demand. For example, a sidhe noble looking for a warrior willing to undertake an oath to complete a difficult quest might demand that the Dreaming reveal to him one who would be willing to assent to the contract, and the Unleashing might comply…by revealing a fearless blackguard of a redcap. Unleashings directed at existing contracts are more common. Something like "show me Sir Caobahn's progress upon our matter of business" is a common Unleashing, as are "bring the oathbreaker Silas Miller to my court, *now*" and the fairly risky "I call upon the Dreaming to send some aid to speed this matter toward successful resolution."

Contract Bunks

Contract bunks tend to involve common binding rituals, displays of sincerity or vexation, and writing. Examples include: Draw up a formal contract, mix up a batch of high-quality ink from scratch, bite your thumb, spit in your hand, kiss someone on both cheeks, drain a drink and toss the glass into a fire, step on a bottle, give someone a ring, sign your name in wet concrete, graffiti your name on a highly-visible wall, recite a target's name, social security number, and home address thrice, read the fine print of any advertisement or contract aloud, very quickly, sign your name in blood, or convince someone to tattoo your name on their body.

Done Deal

"Very well," the sidhe says, clasping hands with the pooka. "Should you bring the warlock to face the justice of my court, you have my word that knighthood will be your reward." A warm glow of Glamour suffuses their hands, scribing the promise onto the heart of the Dreaming.

This powerful cantrip allows the changeling to enter into binding oaths with others, or to sanctify oaths she formally witnesses. Those who break agreements and contracts sealed with Glamour are punished by the very forces of the Dreaming itself.

System: Done Deal is an unusual cantrip, in that Realms modify its basic effect rather than strictly dictating who and what can be targeted — the "primary target" is always the agreement itself.

As long as at least one Realm can be brought to bear, the changeling may always use Done Deal to enter into contracts with other people; if she lacks Fae or Actor, she may use Prop or Nature to weave an object or locale into the deal as the binding element. Officiating a contract between other individuals requires the relevant ratings in applicable Realms (thus, sanctioning a contract between a troll and a mortal would require Fae and Ac-



tor), though the changeling may still weave in Prop or Nature as well if she desires.

Done Deal can only sanctify formal agreements between the changeling and other characters, or between other characters who have agreed that the changeling should act as a witness or notary to the contract. Casual agreements ("sure, I'll pick up the check" or "I'll try to make it to your little-league game") aren't valid targets for Done Deal — at bare minimum, a formal promise is required.

When an individual breaks an agreement bound by Done Deal, they normally suffer a number of automatic botches equal to the successes on the cantrip's activation roll, which the Storyteller doles out at the most dramatically appropriate and poetically ironic moments. If the oath was sanctified around a place (with the Scene Realm), that place becomes the oathbreaker's bane; for a number of scenes equal to the successes on the cantrip's activation roll, while the oathbreaker is in the binding location, 1s, 2s, and 3s all subtract successes and can create botches. (These scenes are only 'spent' when the oathbreaker is present; one cannot wait out a Contract curse by any means save total avoidance of the baneful ground.) If the oath was sanctified around an object, that object becomes the oathbreaker's bane. All attempts by the oathbreaker to use it suffer the same penalty as with cursed ground, and any attempts to use the object *against* the oathbreaker gain a number of bonus dice equal to the successes on the activation roll.

Type: Chimerical

Liar's Bell

The selkie looks up from her motley's conversation, suddenly heartsick. Somewhere, she knows, her husband has just betrayed her. She rises without a word, and before her friends can ask what's wrong, she is gone.

As the changeling's mastery over Contracts grows, she becomes highly attuned to breaches in the binding Glamour she laid down. She becomes instantly aware whenever someone has broken a contract

she sanctified — she doesn't necessarily know where or why, but she does know who and when. Moreover, it becomes easy for her to use the Arts of Glamour to seek the oathbreaker.

System: This cantrip modifies Done Deal, and doesn't need to be invoked on its own. In addition to alerting the changeling to broken oaths, it reduces by one the difficulty and Glamour cost of any cantrips used to locate or travel to the oathbreaker's location for a number of days equal to the changeling's Glamour rating, or until she stands in the oathbreaker's presence, whichever comes first. Liar's Bell's effects are automatic and permanent.

Type: Chimerical

๑๑๑ Castigate

Denied her promised reward, the sluagh retreated to her home. If the sidhe knight would not raise his blade to protect her as promised, then she saw no reason why he should be able to wield it at all and, with a vicious gesture, dreamed up a poison and sent it to live in the hilt of his favored sword.

The changeling not only knows when someone has broken an oath she sanctified, she may reach out to inflict her own punishment upon the oathbreaker, in addition to the normal penalties of violating a Contract.

System: This cantrip modifies Liar's Bell, creating an automatic bridge between the changeling and the oathbreaker at the moment a contract is violated. The changeling may reflexively target the oathbreaker with any one cantrip she knows in that moment, as though they stood before her, even if she lacks the Fae or Actor Realms; she may target her cantrip through whatever Realm she used to sanctify the oath.

Type: Chimerical

๑๑๑๑ Casual Contract

This fearful enchantment grants the changeling power over even the most casual of agreements, allowing her to sanctify careless commitments ("sure, I'll be there"), idle boasts ("if that redcap sets foot in this bar, I'll whip him and his whole motley all at once"), and even sarcastic rejoinders ("oh, *of course* I'll support Duke Dray, *loving* nobles so much as I do").

System: This cantrip permanently modifies Done Deal.

Type: Chimerical

๑๑๑๑๑ Sanctified Words

This awesome cantrip allows the changeling to weave additional Glamour into a contract, granting potent blessings to those bound by it. The power of Sanctified Words can only be used to assist in carrying out the contract, but some oaths can be very broad indeed ("I swear to protect the Duke with my life").

System: Successes on the activation roll for Done Deal, in addition to setting the severity of the oath, may be used to buy enchantments from the list below. Spending successes to purchase enchantments does *not* lessen the severity of a broken oath.

- **Favor of the Mists (1 success per die):** The oathbound gains a pool of extra dice to draw upon in each scene, which may be added to any roll that upholds the contract. This pool refreshes at the beginning of each scene.
- **Fortified Will (1 success per Willpower point):** The oathbound gains a pool of extra Willpower points to draw upon, which may be spent at any time to uphold the contract. This pool refreshes at the beginning of each story.
- **Questing Token (1 success):** The oathbound gains a chimerical token, seal, or sigil they may display as proof that they are undertaking the terms of whatever their contract might be. This blessing is most often given to questing knights undertaking contracts at the behest of powerful nobles. Beings of the Dreaming inherently recognize and understand the meaning of such tokens.
- **Bond of Glamour (2 successes per Glamour point):** The oathbound gains a pool of additional Glamour to draw upon, which may be spent at any time to uphold the contract. This pool refreshes at each sunrise (if the oathbound is Seelie) or sunset (if Unseelie).
- **Arcadian Inspiration (2 successes):** In the moment when all seems hopeless and it appears that the contract cannot be fulfilled, the oathbound may call upon Arcadian Inspiration to show some path, clue, or blazing inspiration that might lead them to a solution. The exact form this takes is up to the Storyteller. Arcadian Inspiration can only be used once per story.
- **Bestowment (3 successes):** The oathbound is granted a single Bestowment (see p. 462) so long as they uphold the tenets of the contract.
- **Vindication (3 successes):** At the moment the contract is successfully completed, the oathbound loses three points of Banality. A character may only benefit from this enchantment once per story.

Type: Chimerical

Dragon's Ire

Once upon a time, so the stories go, a brave sidhe knight slew a dragon and ate its smoking heart. Or perhaps a king of the fae outwitted the dragon, and the great wyrm pledged its power to Arcadia. Or perhaps a great beauty seduced the dragon with honeyed words and dreams of passion. The stories vary, as is the way of the Dreaming, but the point is always the same — long ago a great hero secured a mighty power of war and ferocity and placed it at the disposal of the fae, should they possess the valor and fortitude to bend it to their will.

Dragon's Ire is a mighty Art of battle and conflict, and has been rare among the fae throughout the long centuries of the Interregnum. Its use experienced a great revival with the return of the Arcadian sidhe, whose noble knights never flagged in their attempts to master this challenging and potent sorcery. Many sidhe consider Dragon's Ire a proprietary Art which can only be properly mastered by a noble warrior of unstinting dedication, but in truth it also sees some practice among the commoner kiths — most frequently redcaps and trolls. To the (often fatal) surprise of many, this Art is also popular among nockers, who delight in infusing its strength into weapons of their own design.

Unleashing the Dragon's Ire

Dragon's Ire Unleashings are fairly straightforward—usually "protect us" or "destroy them"—and always express themselves as vibrant displays of unbound Glamour, often taking the form of walls of flame, burning auras that bestow titanic strength, rains of golden fire from the sky, or even the brief manifestation of an actual chimerical dragon.

Dragon's Ire Bunks

Dragon's Ire bunks incorporate violent action, daring and drama, noble gestures, and draconic imagery. Examples include: Shout a formal challenge, wave a weapon with a dramatic flourish, fire a gun into the air, light a circle of flames and step into or out of it, leap from a high place, throw a fistful of money at the cantrip's subject, quote Shakespeare, throw down a gauntlet or glove, drip your blood upon a weapon, smash a piece of furniture, cast aside your weapon, set a building ablaze, wreck a car, take a knee for a moment while you prepare yourself for battle, or slowly don armor in full view of your foes while maintaining eye contact.

Burning Thew

A troll roars as he holds up the collapsing building, muscles glowing from within. Fire dances across the edge of a redcap's deadly axe as it bites through armor like mere paper. A sidhe focuses ancient power into a single arrow for a single moment, and with it, slays a monster.

This cantrip infuses its target with the burning might of legend, granting them tremendous strength and destructive power. To those with Changeling eyes, the subject seems faintly limned in a golden aura, which rises and flickers like flames.

System: The Realm used determines who or what is empowered. If the subject is a living creature, then this cantrip raises her Strength rating. If the subject is an object, then all attacks made with that object gain extra damage dice. Successes on this cantrip's activation roll must be split between efficacy and duration. Each success allocated to efficacy adds one dot of Strength or one die of damage. Each success allocated to duration extends the effects of Burning Thew by one round; if no successes are allocated to duration, this cantrip lasts for only a single round.

Type: Chimerical

Confounding Coils

A sidhe dances across the battlefield, felling her foes while remaining untouched even by the blood she lets. The subject of this cantrip is granted the grace of a coiling serpent. Her motions become sinuous, almost hypnotic, and she may easily



avoid harm. Even an inanimate object blessed by this cantrip seems to subtly writhe and shift, throwing off attempts to strike it.

System: The Realm determines who or what gains a defensive blessing. All attacks directed against the subject increase their difficulty by 2, to a maximum of 9. This cantrip lasts for one round per success rolled. It is ineffective against attacks made with cold iron.

Type: Chimerical

ᔕᔕᔕ Dragonscales

A knife scrapes off a troll's hide, which is suddenly hard as stone. A nocker grins as he aims his car head-on at that of the loan shark, tempering its frame to be nearly indestructible while hoping the improvements he made to the airbag system work.

The changeling infuses her subject with the mystical toughness of dragon hide. To those capable of seeing past the Mists, the subject seems to shimmer with a heat haze, and its skin or surface gleams in direct light.

System: The Realm used dictates who or what is enchanted. All damage rolls against a subject protected by this cantrip raise their difficulty by 2 (to a maximum of difficulty 9). This cantrip lasts for one round per success. It is ineffective against attacks made with cold iron.

Type: Chimerical

ᔕᔕᔕᔕ Holly-Strike

A sidhe stirs his blade through fallen leaves, lifting them into the air, and a cracking surge of emerald lightning propels them, suddenly iron-hard, into his opponent.

Named after the legendary warrior's plant, this is a cantrip of pure destruction which suits its outward manifestation to the nature of the changeling who wields it. It always takes the form of a blast of eldritch power, but this could be anything from a cold wave of withering darkness, to an emerald flash that cracks a target to pieces, to a roaring wave of dragon-flame.

System: The Realm used determines the target of the cantrip — who or what is destroyed. The activation roll for this cantrip doubles as an attack roll. This cantrip has a maximum striking range of (changeling's Willpower x 10) yards/meters, and inflicts dice of lethal damage equal to the changeling's (Willpower + Glamour + additional successes on the activation roll).

Type: Wyrd

ᔕᔕᔕᔕᔕ Tripping the Ire

On the one hand, Billy was 10 and facing down a bully two grades above him and half again his size. On the other hand, Billy was Sir William of Murfreesboro, sidhe and sworn knight to the Countess Denzel. He looked down to his hands and found them glowing with the power of ages.

The changeling calls down the martial wisdom of countless warriors of Arcadian legend to dwell within his subject, enabling a terrifying battle dance against which no enemy can hope to prevail.

System: The Realm used determines who is blessed by this cantrip. If used on an object, then the cantrip's benefits are passed to whomever wields that object in battle. Tripping the Ire produces a pool of additional dice equal to the successes on its activation roll. Each round, this pool may be divided any way the subject desires among any of their combat dice pools — attack, damage, soak, even other combat cantrip rolls. This pool refreshes itself at the beginning of each round, but loses one die from its total until the cantrip burns itself out. A single subject cannot Trip the Ire more than once per scene.

Type: Chimerical

Legerdemain

Mortals may mistake some of the magic of the fae as sleight of hand, but changelings versed in Legerdemain mold and sculpt Glamour to manipulate the world around them. Popular among commoners and entertainers, Legerdemain stands as one of the oldest and most well-known Arts of the Kithain. Those with title and wealth may look down on such magic, but anyone who must fight to survive knows the value of a free meal or a clean escape.

Unleashing Legerdemain

Legerdemain grants mastery over sleight of hand, using Glamour to move and manipulate physical objects. Unleashing Legerdemain may result in the character's surroundings becoming a storm of items hurled by invisible hands, grand or terrifying scenes played out in illusions indistinguishable from reality, or replicas of a prized possession suddenly appearing in everyone's pockets.

Legerdemain Bunks

Legerdemain bunks often involve performances, sleight of hand, stealing or replacing items, and repeating actions. Example bunks: Make a rabbit appear out of a child's ear, mirror the movements and actions of another, and catching a knife thrown at the changeling.

ᔕ Ensnare

Useful for running from a mark or catching up to someone who owes the character money, ensnare causes the target to become slowed down or immobile. Furniture seems to jump into the target's way, pot holes flatten tires and crack axles, or the ground raises to divert rushing water. Even with no nearby plausible reason for a hindrance, the tendrils of Glamour created by this cantrip still trip, slow, and weigh down the target.

System: The Realm determines the target to be slowed or stopped. Ensnare causes the target to move half her normal speed and inflicts a +3 difficulty to all physical actions for the duration of the cantrip. The number of successes determines the number of turns the target remains hindered.

Type: Chimerical or Wyrd (depending on target)

ᔕᔕ Mooch

Mooch provides changelings a quick and easy method of paying for a meal, or collecting an impressive set of keys, mobile phones, or any other objects that catch their eye. If successful, Mooch instantly transfers one inanimate object from the pos-

session of the target to the changeling. The item can appear in the character's hand, pocket, or sock — anywhere on her person she desires.

System: The Realm must indicate the current owner, holder, or container of the object in question, but so long as the character knows the target has the item, she does not need to see it when she casts the cantrip. The shoelaces from a nocker's new boots requires Fae, Actor for the business card handed to the security guard, Prop to filch the count's favorite coffee mug from the cupboard, and Nature to get the childling's kite stuck up in a tree. If an item is simply left unattended with no owner, container, or guardian, Mooch becomes useless. The changeling needs to steal the desired trinket the old fashioned way.

The target can roll Perception + Alertness (difficulty 8) as a resisted action to notice the item is missing.

Type: Chimerical or Wyrd (depending on if the item mooched is purely chimerical or not)

ᔕᔕᔕ Effigy

Manipulation of Glamour complex enough to copy something takes time and patience to perfect, but once mastered, can create replicas good enough to fool an observer, at least for a while. A pooka thief can make a good facsimile of the painting she agreed to steal and sell, but now wants to keep for her collection. The redcap door-to-door salesman might sculpt a replica of the pug he just ate to keep the family from noticing that their dog is missing until he leaves.

Effigies of anything sentient, like people or animals, can only perform a single, repetitive action. Objects appear exactly as the original, meaning that a book open to a particular page would be open to that same page as an effigy, but the remaining pages would be blank. The copy otherwise has the same properties as the original and exists in the physical world with the same capabilities. The character could (briefly) drive in the effigy of a car, shoot the replica gun she created with this Art, or climb the effigy of a tree. Effigy food has little taste and no nutritional value, but can smell delicious.

System: The character must use a Realm based on what she wishes to copy, and can create the effigy anywhere within her line of sight. The number of successes determines the duration the effigy remains intact. If the effigy is destroyed prior to the duration ending it simply melts or fades away as the Glamour no longer can hold the form.

1 success	One turn
2 successes	One minute
3 successes	10 minutes
4 successes	One hour
5 successes	One scene

Type: Chimerical or Wyrd (depending on the target copied)

ᔕᔕᔕᔕ Gimmix

Mortal magicians spend countless hours staging elaborate tricks to convince others they can move and control objects with the power of their mind. By casting Gimmix, a changeling need only expend Glamour to move and manipulate anything she can see with considerable precision and force. A sidhe knight stops an arrow inches from his liege's chest. The sluagh parking attendant sends a car driven by a vampire hurtling off the side of the parking deck. A redcap surgeon keeps his "patient" still long enough to apply the restraints. The nocker picks the lock of his cell door with no tools.

System: As with Effigy, the Realm determines the target. The changeling can either focus her Glamour into a sudden, powerful movement or maintain a more prolonged, but precise control. For the former, Legerdemain plus the Realm acts as the character's Strength. For the latter, Legerdemain plus the Realm should stand in for Dexterity.

For a single, powerful action, the changeling only controls the target for a single turn. If used as an attack, the cantrip roll serves as the attack roll. When attempting to use Gimmix for precision, the number of successes determines the number of turns the character can continue to use Gimmix on the target before needing to cast the cantrip again.

If used on an animate target, the effects may be resisted with Strength + Athletics (difficulty 8) or other appropriate dice pool as determined by the Storyteller.

Type: Wyrd

ᔕᔕᔕᔕᔕ Smoke and Mirrors

Masters of Legerdemain move beyond paltry copies or temporary manipulations and can conjure long lasting, convincing illusions with their Glamour. A dilapidated, broken bridge could appear sturdy enough for a car to travel over it, or the troll enforcer may back down after seeing the satyr with a whole crowd of angry (and illusory) friends behind him. The character could even create an entire party with food, guests, and music.

System: The changeling requires knowledge of all relevant Realms when creating the illusion. Sufficient levels of Actor, Prop, and Scene would all be necessary for the party mentioned above. The illusions look, sound, and smell quite real, but do not have mass in the mundane world. A vampire brave or stupid enough to chase the character outside after she conjures illusory sunlight would not burn, but may run afoul of a seemingly empty street actually teeming with high-speed traffic.

The number of successes determines the duration, but the player may opt to make the cantrip an extended action to accumulate up to five successes. Each additional roll costs only one extra Glamour regardless of the base cost of the cantrip.

1 success	One minute
2 successes	One hour
3 successes	One scene
4 successes	One day
5 successes	One week

Type: Chimerical or Wyrd (chimerical illusions are only visible to those who can see chimera)

Metamorphosis

Metamorphosis is the fae Art of transformation. It is the source of legends of wicked boys turned into frogs, and enraged faeries becoming terrible dragons. While such overt miracles have become taxing and difficult to perform as the world slides from Autumn to Winter, the Kithain have nevertheless retained nearly their full command of this glorious and storied Art.

Or at least, the commoner Kiths have. Metamorphosis is a rare Art among the ranks of nobles; many sidhe regard it as a form of base magic, and would never dream of transforming themselves into lesser beings, or marring their beauty with beastly features, no matter how useful they might be. The pooka, of course, claim that Metamorphosis was their original invention and gift to the Kithain as a whole, and are some of its most enthusiastic practitioners. The Art is also common among sluagh, clurichaun, and boggans.

Unleashing Metamorphosis

Because the Kithain have retained such extensive mastery of Metamorphosis, Unleashings using the Art are fairly uncommon — there's not a lot within its purview that a true master of the Art can't already accomplish. Most Unleashings, then, are either used to gain access to advanced powers the changeling can't normally use, or to call upon the Dreaming to deliver its own judgments and justice. "Let him wear the nature of his heart for all the world to see" is a classic Metamorphosis Unleashing.

Metamorphosis Bunks

Metamorphosis bunks incorporate animal symbolism, colors, transformations, alterations, and utterances. Examples include: Make the sound an animal makes, burn a feather, curse someone, paint your nails, rub ash on your subject, reverse your shirt and put it back on, speak your target's name thrice, then thrice again backwards, catch a cat, frighten a flock of pigeons, pretend to be an animal for a full scene, carve a figurine from soap, paint your target, then paint over it again, deface a portrait, put on a silly disguise, or strip off all your clothes.

Sparrows and Nightingales

A sidhe wilder wears hair of a different hue each day. A clurichaun, freshly arrived in Honolulu, gives himself the cast of an islander, naively thinking this will help him approach the native fae. A grinning pooka takes on the seeming of a troll, the better to rook a gullible young knight.

This cantrip allows the changeling to set her target apart from himself, changing one fundamental feature into some plausible alternative. She could change a man into a woman, a redhead into a brunette, make a short woman tall, or a black man white. She could make a boggan into a nocker, a cheap pressboard table into gleaming mahogany, an oak tree into an elm tree, a black cat into a calico, a stick shift car into an automatic, or a five-dollar bill into a 100-dollar bill. The only restrictions on this metamorphosis are that the changeling may change only one fairly discrete physical feature about her target, and she must change it into an alternative feature that the target might reasonably possess. A person might be dark-skinned rather than light-skinned, but couldn't generally be green-skinned, for example (some Kiths notwithstanding), a table might be made of teak rather than oak, but certainly wouldn't be made of depleted uranium, and a car might be the 2014 model rather than the 2009 model, but would never be able to fly or to contain ejector seats.

System: The Realm selected determines who or what is transformed. The number of successes rolled dictates how long the transformation lasts:

1 success	One scene
2 successes	One day
3 successes	Changeling's Glamour in days
4 successes	One month
5 successes	A year and a day

If she wishes, the changeling may always attach a condition to the duration of the transformation that, if met, will end the cantrip early, such as "when you return with the Duke's ring," "when you speak my name thrice into a mirror," or even "when you come to truly repent of your crime."

Type: Chimerical or Wyrd

Worms and Giants

This legendary cantrip may be used to shrink or enlarge its subject, producing riding mice for pooka hedge knights, shrinking boggans down to do truly fine detail work on shoes, making table knives into impromptu swords, or punishing uncouth mortals with a true worm's-eye view of the Autumn World.

System: The Realm delineates who or what shrinks or grows. The successes rolled determine the extent of the subject's size alteration:

1 success	Shrink to 3/4th of normal size or grow to 1 1/2 times normal size.
2 successes	Shrink to 1/2 normal size or grow to 2 times normal size.
3 successes	Shrink to 1/4th of normal size or grow to 2 1/2 times normal size.
4 successes	Shrink to 1/8th of normal size or grow to 3 times normal size.
5 successes	Shrink to 1/16th of normal size or grow to 3 1/2 times normal size.

Unlike most cantrips, repeated castings *do* stack. Regardless of the severity of growth or shrinking, this cantrip lasts for only a scene, although Unleashings have been known to produce transformations of greater duration.

Type: Wyrd

Thousandskins

A mousy pooka becomes a mighty lion. An angry sluagh pushes his redcap tormentor into an old cobweb, where the



astonished redcap becomes a scuttling spider. A troll claps his hands, and the gun in the thug's hand becomes a hissing snake.

This mighty cantrip allows the changeling to transform a person or object into an animal. Individuals so transformed retain their own mind and instincts, but gain the physical traits, sensory abilities and limitations, and special capabilities of whatever animal they've been turned into. Objects transformed into animals gain the mind of a "typical" member of whatever species they have become for the duration of the transformation, so that a rabbit will be skittish, a lion will hunt, and so forth. Transformed humans and fae retain the power of speech, but only to those capable of perceiving chimerical reality.

System: The Realm used determines who or what is turned into an animal. The changeling must split successes between the severity of the transformation and its duration. Duration breaks down like so:

0 successes	The transformation lasts for the caster's Glamour in turns.
1 success	The transformation lasts for one scene.
2 successes	The transformation lasts for one day.
3 successes	The transformation lasts for the caster's Glamour in days.
4 successes	The transformation lasts for twice the caster's Glamour in days.
5 successes	The transformation lasts for thrice the caster's Glamour in days.

Meanwhile, the more successes allocated to severity, the more extreme the possible transformation:

0 successes	The target may only be transformed into a creature of roughly the same size, with no extraordinary capabilities (such as flight, breathing underwater, poison, superhuman senses, etc.).
1 success	The target may be transformed into a creature of roughly the same size, with no more than one extraordinary gift.
2 successes	The target may be transformed into a creature up to half its size, or half again its size, with one extraordinary gift.

3 successes	The target may be transformed into a creature up to one-fifth its size, or twice its size, with one extraordinary gift, or one of similar size to itself with two exceptional capabilities.
4 successes	As with three successes, but the target may either completely ignore size restrictions *or* may have an unlimited number of special capabilities.
5 successes	The target may be transformed into any animal the changeling desires, from a buzzing fly to a mighty elephant.

Type: Wyrd

ꕥꕥꕥꕥ Beastskin

This handy blessing or curse refines Metamorphosis to permit partial transformations. A churlish mortal might be granted a pig's face, while a noble steed could gain the wings of a swan, and a cornered commoner might grant herself fierce claws or poisoned fangs with which to fight.

System: The Realm used determines who or what gains animalistic features. (Prop is an exercise in creative thinking for this cantrip. While furry rocks tend to be of limited usefulness, envenomed swords and enemy clothing granted the stench of a skunk are among some of this cantrip's more notorious applications.) Each success may grant the subject either one animal feature of the changeling's choice, or may be used to extend the cantrip's duration according to the chart below:

0 successes	The caster's Glamour in turns.
1 success	One scene.
2 successes	One day.
3 successes	The caster's Glamour in days.
4 successes	Twice the caster's Glamour in days.
5 successes	Thrice the caster's Glamour in days.

As with Sparrows and Nightingales, the changeling may set a condition to end this cantrip's duration prematurely.

Type: Wyrd

ꕥꕥꕥꕥꕥ Chimeric Exultation

Cornered, the sidhe magician sets his cane alight and hurls it to the ground, where it becomes a roaring wyrm. He escapes out of a concealed door in the chaos that follows.

This fantastic cantrip allows the changeling to transform her target into a creature of legend, or even a fantastic beast of her own imagining, by mixing together the traits and natures of different creatures. Dragons, manticores, gryphons, the kraken of legend — any can be called forth by Chimeric Exultation.

System: Much like Thousandskins, Realm determines who or what is transformed. Each success allows the changeling to name one fantastic ability to be granted by the transformation (a dragon, for example, might possess flight, fantastic strength, fantastic toughness, and flaming breath). Unlike Thousandskins, the duration of this cantrip is always the caster's Glamour rating in minutes, although this duration can be "reset" each time the changeling (or the transformed subject) pays a point of Glamour to do so.

Type: Wyrd

Naming

Names hold power, and few are so keenly aware of the potency of titles than the Kithain. Discovering a changeling's True Name grants authority over the faerie, but those who seek a mystic understanding of Naming cantrips can reveal hidden truths, set others on dangerous or heroic paths, and even fundamentally alter someone or something by inscribing a new name into the ledger of the Dreaming.

Unleashing Naming

The study of Naming begins with revealing what is hidden, and graduates to enforcing one's will through new titles and definition. Unleashed Naming puts awesome power into the voice and eyes of the changeling brave or foolish enough to invoke it with raw Glamour. Unleashed Naming can uncover secrets or something hiding, empower the changeling temporarily, or rework a small piece of reality to her whim.

Naming Bunks

Naming cantrips often involve meticulous ritual, but can also focus more on word play, songs, and writing. Example bunks: Write a novel and then burn the only copy, repeat the full name of the target three times in her presence, inscribe runes of blood onto your skin, name every bone in the body, or yell the names of the seven dwarfs in seven different languages.

ꕥ Between the Lines

Discernment is the first lesson of Naming magics. Until the changeling can understand the real message in anything said or written, she cannot understand the intimate knowledge hidden within True Names. Deceptively powerful, Between the Lines empowers the Kithain to understand any language or learn the intended meaning behind anything she can see or hear.

An eshu deciphers the ancient warning of a guardian's curse written outside the cave before journeying inside, a clurichaun understands a request for help in a language he has never heard before, or the sidhe effortlessly constructs a puzzle box containing a clue to his lost king's whereabouts.

System: The Realm dictates the source of the message. The changeling would use Prop to read a book written in code, Actor to understand someone speaking in a foreign language, Nature to understand messages passed by songbirds, or Fae to unravel the riddles spouted by an ancient chimera. Any number of successes allows the changeling to understand a written cypher or foreign language, but each success adds an extra die to any pool for contested actions meant to reveal the truth or see through lies during the current scene.

Type: Chimerical

Nickname

Before a changeling develops the talent and discernment needed for uncovering True Names, she learns to apply a more cursory label to something or someone. The effect fades over time, but the target's identity warps and bends to the nickname provided by the changeling. While the cantrip stays in place, everyone around the focus of the cantrip sees them through the lens of the Nickname.

A nocker begins calling her mother-in-law "warthog," and the poor woman begins to snort when she laughs. After an arrogant sidhe stole her girlfriend, the jilted piskey nicknames her ex "stilts," causing people to see her long, beautiful legs as too long and comical.

System: The Realm determines what can be given a Nickname. For the duration of the cantrip, people (even strangers) unconsciously refer to the target by the given moniker. If the target is an inanimate object, it conforms to the spirit of the nickname. A car nicknamed "clunker" doesn't start reliably and sputters down the road. An impressive magnum revolver nicknamed "peashooter" fires bullets that barely break skin. Nickname a street "Murder Lane," and suddenly it attracts those making illicit deals and seeking violent confrontations.

If applied to a changeling, mortal, or other sentient creature, the target cannot regain Willpower unless she acts in accordance with the spirit of the Nickname. The number of successes determines the duration:

1 success	One scene
2 successes	One day
3 successes	One week
4 successes	One month
5 successes	One year

Type: Wyrd

Saining

The ability to discern True Names is the heart of Naming magic. Once the changeling can label the inherent nature of the subject, she gains profound insight into who or what they are, as well as power to wield any magic against them with little resistance. The power the Naming mystic gains over someone may first seem beneficial, but loyalties shift, friends become enemies, and nothing remains secret forever.

System: The number of successes required to uncover a target's True Name depends on the sophistication of the subject. A block of wood does not significantly change in the time spent searching for the name, and possesses no self determination to complicate the cantrip. The True Name of a changeling, Prodigal, or powerful chimera, on the other hand, can require an extensive amount of time and quite a bit of danger.

Saining cantrips normally involve an extended action, but each roll requires either the immediate presence of the subject or some intimate attachment or piece of information about her or it. The changeling must accumulate a number of successes equal to the target's (Willpower x 3).

Once she discerns the subject's True Name, she receives a –5 to the difficulties of all cantrips and contested rolls where magic is involved with the target.

Type: Wyrd

Runic Imprint

Having learned to see the true nature of anything around her, the changeling now becomes versed in the ancient language of runes and how to apply them to strengthen her allies or weaken her foes. The Runic Imprint cantrip always involves writing or physical movement to form the rune on or near the target. Afterward, the changeling can mold the basic attributes of the cantrip's focus as she sees fit.

The sidhe's bodyguard becomes stronger and faster while protecting her. A boggan's spiteful boss curses while his brand new sports car sputters down the road like an old jalopy.

System: The character begins an extended action and the player must spend a point of Glamour each time she rolls to add successes to the cantrip. After completing the cantrip and drawing (even if just in the air or dirt) the rune, the subject of the cantrip (as determined by the Realm) receives reduced or enhanced Attributes. The player applies the number of successes rolled as she wishes to determine the impact and duration of the cantrip.

Each success applied to the power of the cantrip equals one dot in an Attribute the player can add or subtract from the target. The number of successes applied to duration are as follows:

1 success	One minute
2 successes	One scene
3 successes	One day
4 successes	One week
5 successes	One month

When used on an object or anything without Attributes, she can influence the basic function or capabilities of the thing to make it fundamentally better or weaker. The Storyteller should arbitrate the number of successes for the desired change.

Type: Wyrd

Reweaving

After learning the True Name of the subject, a master of Naming can rewrite that name, fundamentally changing the target. Seelie could become Unseelie, Legacies could be changed, etc. Even places can be changed and their purpose or structure redefined.

A satyr musician transforms an assault rifle into a Les Paul, lost and seeking comfort, a childling sluagh reweaves an abandoned gas station into a bustling circus, or seeking vengeance against her brother's killer, an eshu inflicts him with a dangerous addiction.

System: The Realm determines who or what is affected, but additional Realms must be used if the changeling wishes to transform one thing physically into another (Nature and Prop to transform a cat into a gun for example). The player rolls an

extended action and must spend a point of Glamour and a point of Willpower for each roll. She splits the number of successes between the potency of the change and the duration.

1 success	Minor change: tastes or habits; remove or replace an addiction; change a barbershop into a beauty salon.
2 successes	Moderate change: modify interests or moods; a tiger transforms into a lion; an avid football fan starts rooting for the other team.
3 successes	Major change: inner nature. Switch Courts; rewrite a gun into a toy; transform a bank branch into a food pantry.
4 successes	Total change: change Legacies; abandon or adopt religious faith; turn a museum into a bowling alley.
5 successes	Fundamental change: the player can rearrange attributes on the character sheet; transform a werewolf into a puppy; turn a sword into a flower.

1 success	One day
2 successes	One week
3 successes	One month
4 successes	One year
5 successes	Permanent

Type: Wyrd

Oneiromancy

Cut off from Arcadia and one step removed from the Dreaming, changelings seek out connections to their fae selves through the Glamour in dreams. Every person and animal reaches through the Mists at night to touch the Dreaming, even if they have no control or memory of the journey the next morning. Students of Oneiromancy explore the link forged between slumber and the world of the fae, but gain fearsome powers to spread the chaos of the Dreaming to their victims or set it loose upon the mortal realm.

Unleashing Oneiromancy

Oneiromancy deals in sleep, dreams, and the intersection between the Dreaming, the mundane, and the minds of all denizens in each. When Unleashed, Oneiromancy can reveal hopes or nightmares, send a motley into the dreams of a slumbering giant, or manifest her enemy's worst nightmare into the world.

Oneiromancy Bunks

Bunks for Oneiromancy cantrips typically involve non-sequiturs, trappings of sleep, and anything which represents the absurd and metaphorical nature of dream logic. Example bunks: Draw something you fear and then eat the drawing, fall asleep at exactly 12:34, lay down and close your eyes in the middle of a dark forest, or burn your bed.

Dream Walk

After learning the first cantrip of Oneiromancy, a changeling can forge a bridge between the Dreaming and her target's mind, allowing her to fully enter a dream. She must target someone or something asleep she either knows well or can see. The character then wholly enters the target's dreams and disappears from the mundane world. The subject may or may not realize the changeling is something more than a part of her dream, but she will remember the dream upon waking.

Learning Dream Walk may be an initiation for Oneiromancers, but all come to respect the utility and power in the first step to mastering dreams. Changelings can pass messages to the dreaming subject, hide from enemies or nosy interlopers, or seek insight into the dreamer's mind. The character does not risk any physical harm while in the dream, but can sustain chimerical damage. She also does not rest herself while Dream Walking, so after a night spent in another's dreams she will likely need sleep of her own.

Desperate to escape her captors, a boggan hides in her cat's dreams. A redcap stalks a mortal in his dreams, disturbing his slumber and gathering clues for how best to disrupt his life. After falling asleep in the freehold, a motley shares a dream in which they plan their next move.

System: The cantrip can be used to enter the dream of any sleeping creature, provided the changelings knows the appropriate Realm. The Oneiromancer brings nothing with her when entering a dream and will reappear in the same place she cast the cantrip when she willingly leaves the dream or when the dreamer wakes. The first time a character casts the cantrip on a subject she must be able to see the target, but the player can spend a point of Willpower to forge a connection allowing the Oneiromancer to enter her dreams from anywhere in the future. The subject remembers the dream upon waking, making Dream Walk an effective way to pass messages and send warnings. All other Oneiromancy cantrips first require successful casting of Dream Walk.

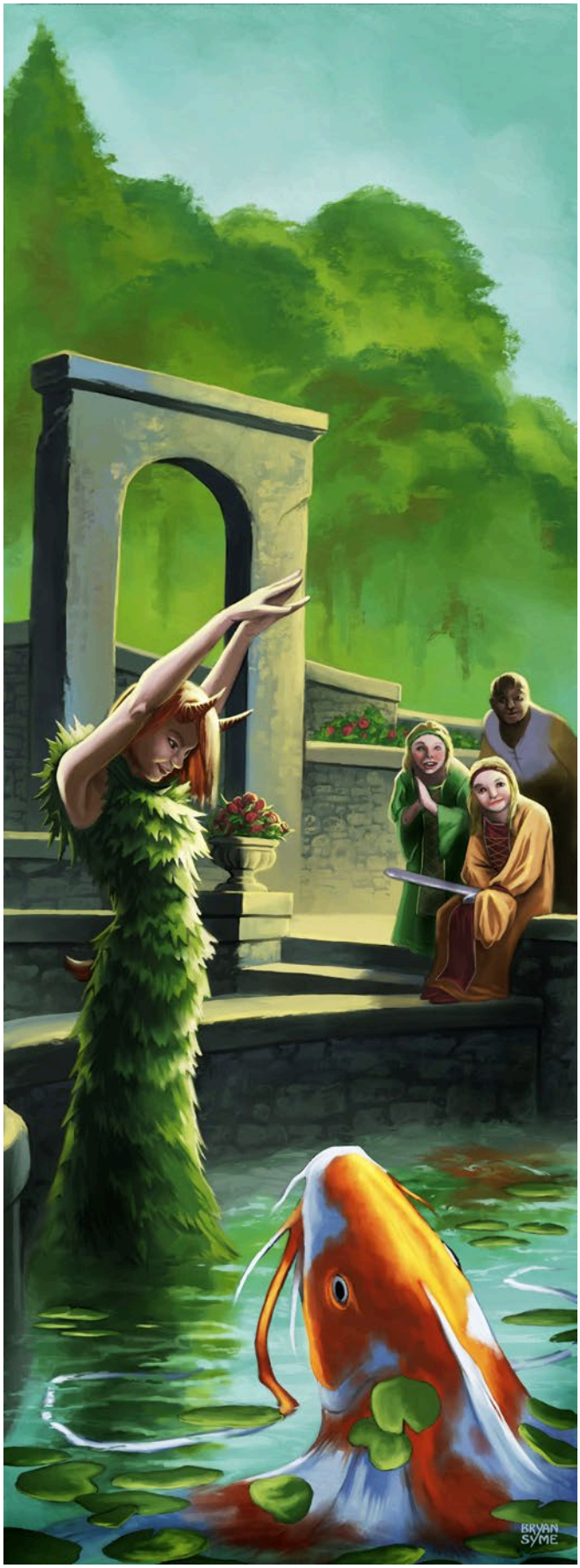
Type: Wyrd

Dream Craft

Some dreams stay with dreamers even after waking, coloring the mood and tone of their day. No longer limited to entering the target's dream and having minimal interactions, the Oneiromancer can exert control over the dreamscape to create peaceful tableaus in the sleeper's mind or inflict dreadful terrors that will haunt her the following day.

The woman vying for the same promotion as a sluagh is plagued with nightmares of failure, which follow her into work the next day when she sees her boss. An eshu joins her son's dream to share an adventure with him the night before he leaves for college and makes sure he feels unstoppable when he sets foot on campus.

System: Dream Craft can only be used as an extension of Dream Walk while inside of someone else's dreams. The changeling can shape the target's dreams and employ Realms to create aspects of the dream. Any part of the dream molded with an appropriate Realm becomes a trigger for the target after



she wakes. The Oneiromancer decides if the dream becomes inspiring or terrifying, which determines the impact of those triggers when encountered.

If the dream was positive and restful, the target gains a point of Willpower from sleeping and also gains two bonus dice during any scene where she encounters the trigger created by the Oneiromancer. A nightmare caused by Dream Craft drains a point of Willpower from the subject instead and inflicts a two-die penalty during any scene with the trigger. The effects of the trigger last for one day per each success rolled when casting the cantrip.

Type: Chimerical

⟆⟆⟆ Dream Portal

By exploiting the thin divide between the dreaming mind and the Dreaming itself, an Oneiromancer can overlap the two to create a portal. The subject's dream becomes a waystation within the Dreaming that connects the caster's location with the sleeper's.

An industrious piskey uses dreamers to travel the globe in moments instead of suffering jet lag and the banality of in-flight conversations. The nocker smuggler avoids customs by bringing his goods to the black market via dreams.

System: Dream Portal is always used in conjunction with Dream Walk. The Realm now dictates what the caster can transport through the target's dream, although the successes rolled limit the size and volume of what gets brought through. Dream Portal can be cast as an extended action to accumulate additional successes, with each roll beyond the first costing one point of Glamour. Each success represents the mass or volume of an adult human that the Oneiromancer can bring through the dream.

Type: Wyrd

⟆⟆⟆⟆ Manifest

Under the Oneiromancer's command, elements of a dream may spring to life in the waking world as a chimera. She maintains limited control over sentient chimera for a time after the dreamer wakes, but without the caster's Glamour, the chimera will fade as the dream is forgotten. By pouring her will into the manifestation, the Oneiromancer can even pull the chimera into the mundane world, though it will fade even faster.

Impatient with his apprentice's cowardice, the redcap Oneiromancer manifests a creature from his student's nightmares to teach a valuable, if potentially fatal, lesson. Each night, the nocker inventor dreams and then forgets amazing creations until an Oneiromancer helps him bring his nighttime contraptions to the waking world where he can replicate them.

System: The cantrip's Realm determines what transfers from the dream world into chimerical reality. As soon as the cantrip completes, the target disappears from the dream and manifests in the waking world. The chimera retains its nature from the dream, though the extent of its power is dependent on the number of successes rolled for the cantrip. The Oneiromancer automatically gains insight into the nature of the

chimera, but the more powerful and sentient the manifestation, the less control she can exert.

Normally, a Manifest chimera will fade and disappear when the dreamer whose mind spawned the chimera falls asleep and begins to dream again. In order for the Manifested chimera to gain permanence in the waking world, the caster must infuse it each day with a point of Glamour. At the Storyteller's discretion, a chimera kept active in the waking world by the Oneiromancer over a long period of time could become permanent, though a sentient chimera may feel no loyalty to the Oneiromancer once it becomes established in the waking world.

The caster can also force the chimera to become real in the mundane world, though at a steeper cost. Manifest becomes Wyrd when used in this way, and the player spends a point of Willpower. The chimera then only remains in the waking world for a scene and cannot be kept active with Glamour.

The table below describes the power level of chimera brought out of dreams with the cantrip. Refer to Chimera (p. 315) for a full explanation.

Manifested Chimera

1 success	Facsimile of the target with no real power or intelligence, like voile, with the equivalent of 5 chimera points, inanimate and non-sentient
2 successes	Minor chimera, sturdy but with no special power; equivalent to a simple crafted item or a chimera with 10 chimera points, can be animate but non-sentient
3 successes	An advanced crafted chimera or the equivalent of 20 chimera points, can be animate and sentient
4 successes	Complex crafted chimera or having 30–35 chimera points.
5 successes	Master crafted chimera or having 40–50 chimera points

Type: Chimerical or Wyrd

●●●●● Dream Puppet

Some students of Oneiromancy abandon the path when the culmination of their training becomes clear. No longer limited to the manipulation of dreams or their intersection with the Dreaming, a master Oneiromancer can invade a target's mind and assume control of their form while they sleep.

The sidhe's ex-lover wakes to find himself in a jail cell, facing serious criminal charges. Jealous of the health and energy of youth, a grump relives his glory days in the body of his nephew.

System: The same Realm used for the initial Dream Walk is used when rolling Dream Puppet. The player must spend a point of Willpower to cast the cantrip on any target with at least human-level intelligence, and the success of the cantrip determines how long the caster can keep the target asleep and maintain control of their body. The focus of the cantrip experiences a distorted version of what is happening to them in the waking world as a dream.

The target of the cantrip can resist by first realizing their dream was invaded with a Perception + Kenning roll (Difficulty 8). The target must then make a resisted roll with Willpower (Difficulty 8) against the successes rolled for the cantrip.

While inhabiting the target's body, the caster uses his physical Attributes (including Appearance), but retains her own social and mental Attributes, as well as all her own skills. The Oneiromancer can use her Arts, but does not gain access to any special abilities or powers known to the target. She cannot use Dream Walk to enter another person's dreams while also using Dream Puppet.

1 success	Target wakes from any strong stimulus, such as loud noises or pain
2 successes	Target wakes from any bashing damage
3 successes	Target wakes if she takes any levels of lethal damage
4 successes	Target will wake if she sustains aggravated damage
5 successes	Target only wakes up by resisting the effects or when the caster leaves her dream

Type: Wyrd

Primal

The fae are at least as old as the world itself, if not older, and have always shared a powerful affinity for the very elemental substance of the world — a few legends even claim that they spun the primal fundament of reality from the inchoate mist of dreams at the dawn of time. Regardless, modern changelings can remember a time when they were kindred to the stones and when they plucked whispers from the air, when they seduced the flames and bowed before embarking upon the back of Mother Sea. Even today, they still remember many of the secrets of harnessing the elements, and Primal is one of their most useful and widespread sorcerous Arts.

It's widely accepted that the Kithain learned Primal from their cousins, the inanimae, and that it was once the merest stepping stone toward far grander elemental magic. Those greater Arts were lost in the wake of the Shattering, and today Primal is largely associated with "salt of the earth" changelings, such as boggans, eshu, piskies, and redcaps — though many sidhe nobles quietly dabble in its useful lesser enchantments.

Unleashing Primal

Primal Unleashings place the vast and ancient power of the elemental Arts back into the hands of the Kithain, if only for a moment. Earthquakes, firestorms, trees erupting through pavement and growing to full grandeur in moments — these are the hallmarks of Primal Unleashings, making it one of the most potent and dangerous Arts to loose into the world with little greater direction than "stop them," "help us," or "open a path."

Primal Bunks

Primal bunks incorporate props from nature or primal elemental forces. Examples include: Light a match or wave a lighter around, break a stick, make willow bark tea and drink it, coat your hands in mud, listen to a seashell, douse yourself with water, carve a statuette out of wood, draw your target in the dirt with a fingertip, run full speed against a powerful wind, scatter freshly-fallen leaves over your head, pluck a rose and savor its fragrance, leap into a puddle, mark a tree using a sharp stone, or craft a crown of thorns, and wear it.

Willow Whisper

In the hours before dawn, a pooka creeps up on cat feet to ask the paving stones of the Duke's walkway who came to visit him in the night. Investigating a mugging in the park, a boggan private eye interrogates the trees, and discovers plots darker than he'd anticipated.

This useful bit of magic allows the changeling to speak to the world, and hear its replies. She may use Willow Whisper to speak to any plant, animal, object, or natural feature — any stone, any jeweled ring, any shining blade, any beast normally incapable of speech.

Willow Whisper has two restrictions. First, the changeling must speak in a whisper, and hears all replies as whispers in return — this cantrip is useless at a stock car race or rock concert. Second, no matter how hard she tries, the changeling may never hear the voice of cold iron.

System: The Realm selected determines what the changeling may speak to the world about. Actor and Fae would allow her to ask a tree if a certain person has passed by, and what they were doing. Prop and Nature allow the changeling to make inquiries about objects or natural phenomena themselves. The changeling can ask one question per success.

Type: Chimerical

Eldritch Prime

This cantrip allows the changeling to conjure up manifestations of the elements of earth, water, wood, fire, or air. This appears in the most natural form possible — water pours down from the sky as rain, or bubbles up from the earth as a small spring, for example. Rocks thrust up from the ground with a rumble. Plants grow up from the ground with unnatural speed. These manifestations can occur in decidedly *unnatural* locations, however, such as rain happening inside of a building, or flowering branches growing from an angry math teacher's head like beautiful antlers.

System: The Realm used determines where the element manifests. Actor and Fae could cause it to rain on someone, or for stones to weigh down their pockets, or for plants to sprout from them, or even for them to catch on fire (inflicting damage equal to the successes rolled). Nature simply permits the appearance of the elements from the natural world, while Prop could cause howling winds to blast out of an old Buick's air conditioning system, or cause its trunk to fill up with fertile dirt.

The more successes rolled, the greater the manifestation of the element. A single success would be sufficient only to



conjure a few flowers, a glass of water, a few rocks, or a torch's worth of fire. Three successes could produce half an hour of rain, a wind strong enough to impose a two-die penalty to move against it, a bonfire's worth of fire, or a tangle of thorny vines. Five successes could call forth rocks big enough to flip a car as they erupt from the ground, a small inferno, enough water to fill a backyard swimming pool, or a young tree.

Type: Wyrd

ᔕᔕᔕ Oakenshield

A troll knight's skin grows hard as mountain granite. A redcap fleeing through thorny brambles breaks off a twig and chews it, causing thick protective bark to grow across his jacket and pants, lending him greater protection.

This useful cantrip fortifies its target with a protective elemental sheath. Despite the name, this need not necessarily be a coat of armor-like bark; it could also make a person's skin hard as marble, allow the apparently solid surface of a door to splash and reform like water when struck, or surround a getaway car with an ablative shield of powerful wind.

System: The Realm used determines who or what is fortified. Each success rolled when activating Oakenshield grants the target one temporary extra Bruised health level, which lasts until destroyed or until the end of the scene. These temporary health levels are always the first marked when damage is taken, and rather than "retaining" marked damage, the damaged health levels simply vanish. Multiple castings of this cantrip are not cumulative — a new casting always overwrites any existing protection.

Type: Wyrd

ᔕᔕᔕᔕ Elder-Form

"Oi, you shouldn't have come here," the redcap snarls. He puts out a cigarette on his tongue, and flames unfurl across his entire body. "Now you're gonna regret it."

This powerful cantrip allows the changeling to imbue someone or something with the very essence of one of the elements, transforming them into a living manifestation of elemental power.

System: The Realm used determines who or what is transformed. This transformation's duration depends on the successes rolled. The number of successes determines how long the subject can fly.

1 success	Changeling's Glamour in turns.
2 successes	Changeling's Glamour in minutes.
3 successes	Five minutes per dot of Glamour.
4 successes	30 minutes per dot of Glamour.
5 successes	One hour per dot of Glamour.

Those enchanted with air become invisible and may float through the air under their own power at walking speed.

Those enchanted with earth are visibly made of stone and dirt, may soak lethal damage at difficulty 6 if they could not already do so, and gain an additional 3 soak dice. However, they are also very heavy, move at half speed, and the difficulty of dodge attempts rises by 1.

Those enchanted with water become slick, slippery, and fluid. They gain an extra dot of Dexterity. The difficulty to squeeze through tight spaces and narrow confines drops by 2 (as would the difficulty to escape from objects such as handcuffs enchanted by this cantrip). They can exist underwater without the need for air, and enchanted objects such as books won't be ruined or damaged by submersion in water.

Those enchanted with wood become rooted in place, and cannot be moved from where they stand or rest by any force. They become supple as a reed in the wind, lowering the difficulty of Dexterity and Stamina-based rolls by 1, and they may slowly regain any damage taken, at a rate of one level of bashing damage per minute and one level of lethal damage per five minutes.

Those enchanted with fire become formed of sculpted flame, and inflict one level of automatic aggravated damage per turn to anything in direct contact with them. They are themselves immune to fire for the duration of the transformation.

Type: Wyrd

ᔕᔕᔕᔕᔕ Dance of the Five Kings

An eshu makes a place for himself at court with lovely decorations of sculpted water and flame. A clurichaun hides his worldly treasures within a stout old tree, his magic the only key to open or close its trunk.

This potent cantrip makes the changeling the master of the five elements. She commands, and flames and earth and water leap to obey. She may guide any elemental manifestations that are already present to attack, restrain, entrap, clear a path, or simply reshape themselves to her liking.

System: The Realm used determines what the elements can be made to do. Actor and Fae can command the elements to attack individuals (one level of lethal or bashing damage per success, depending on the element used), or restrain or hamper them (the difficulty of the target's next action rises by one per success). Prop and Nature allow the elements to be reshaped into forms fitting the Realm deployed — a tree could be reshaped into a throne, flames could become impossible burning flowers, and a stone could become an impromptu, but well-balanced, mace.

Type: Wyrd

Pyretics

Every changeling's soul burns with the power of the Dreaming, but not all learn to harness that flame with the magic of Pyretics. Fire consumes, purifies, protects, and makes new. Kithain from both courts, commoners and nobles, members of all houses, respect the power of the flame and seek knowledge of its secrets.

Unleashing Pyretics

Unleashing Glamour through Pyretics can burn away impurity or illusions, cause terrible destruction, or make something new again. The character may invoke the Art to create

a protective circle of fire, burn away phantoms cast to distract or haunt her, or transform her sweat and tears into molten Glamour, setting everything they touch on fire.

Pyretics Bunks

Unsurprisingly, Pyretics bunks most often involve fire and destruction, but also include removing impurities, cooking, and new life. Example bunks: Burn something, or burn everything, make something broken like new, hold a match under your hand until it blisters, tell a story around a campfire, create a glass sculpture and then smash it, walk on hot coals, or sing a ballad and end just as the sun rises.

Kindle

A basic but eminently useful cantrip, Kindle heats the focus of the Glamour enough to cause discomfort but not injure. Kindle can cook food, help start a fire, make someone sweat and appear feverish, or heat a gun enough to burn someone touching it.

Tired of the grind at school, a childling pooka stays home sick with a fever created with Glamour. A boggan ensures her victory at a culinary competition by overcooking the competition's food. A sidhe uses Kindle to distract his rival in a war council and convince the duke to pursue negotiations instead of battle.

System: The cantrip's Realm determines the target(s). When used on something inanimate or non-sentient, the Storyteller should arbitrate the effects of the heat (plants may wilt, metal becomes dangerous to touch, food cooks without a visible source of heat). When cast on a person, animal, or creature, the target incurs a +1 difficulty to all rolls due to the distraction and discomfort. The number of successes determines the number of turns the target remains overheated.

Type: Wyrd

Illuminate

Countless creation myths from the mortals begin with a divine light piercing the darkness. Changelings adept in Pyretics wield the power at the heart of such stories. By channeling Glamour into this cantrip, the Kithain can create a light which dispels darkness, illusion, and petty subterfuge.

The motley turns away from the blinding light, but turns back to see their mentor replaced by an impostor. All who enter the piskey's home must first stand in front of a glowing stone and be revealed.

System: The Realm determines the source of the light. Illuminate's glow reveals anything hidden or obscured. Supernatural illusions, physical disguises, and even base dishonesty become easier to see through while the cantrip's light shines. The light normally extends out only a few feet in each direction, but can be extended substantially with Scene, and if the cantrip is Wyrd anyone can see clearly in the light. Any supernatural illusion or disguise with a lower power level than the number of successes rolled for the cantrip is revealed. All attempts to lie or hide within the area of the magical light incur a dice pool penalty equal to the number of successes rolled for the cantrip. The effects of Illuminate last for one scene, but may be ended earlier by the caster.

Type: Wyrd or Chimerical

Purify

No impurity withstands sufficient heat, but the student of Pyretics can burn away contaminants with chimerical fire that does not damage or consume the target. Purify makes water and food safe to consume, can destroy infection or poison, and even temporarily cure disease. By coupling the cantrip with the Fae Realm, the caster can even burn away curses and effects from other cantrips.

A traitor's attempt to poison the motley fails because of the nocker's cantrip. In the troll's forge, any metal becomes pure and strong in his furnace. With a hopeful song, the clurichaun cleans a river from the pollutants dumped in by a nearby factory.

System: The cantrip's Realm dictates what can be purified. Objects and inanimate material have all impurities and contaminants removed. The effects on changelings, mortals, and other creatures depend on the circumstances. The Storyteller should determine what qualifies as an impurity (a curse causing delusion may be temporarily abated, but an illness naturally occurring within the body may not). The number of successes can be compared to the strength of any poison, curse, disease, or ill effect. If the Purify cantrip does not match or exceed the ailment in successes, it returns to the target after the current scene.

Type: Wyrd

Engulf

Sometimes a changeling just needs to set something on fire. A simple and powerful cantrip, Engulf makes the target combust. The changeling can choose whether the focus of the magic burns from the flame or remains protected from the wreath of magical fire. Once the flame catches to anything else nearby, it burns and spreads as a normal fire, outside the changeling's control (see Fire, p. 293).

A clurichaun made the rain catch fire and burn the factory where he toiled before his Chrysalis. Inspired by the superheroes, a childling wreathed her body in flames to scare a neighborhood bully. Word spread quickly of the tall, blue vigilante with the axe wrapped in flame.

System: The Realm determines what combusts or becomes wreathed in flame. The number of successes determines the intensity and duration of the fire, but if it catches anything else alight, that mundane fire will persist and spread. Each success represents the number of turns the target of the cantrip burns or is surrounded with the Pyretic flame. If the cantrip is used to burn the target, they suffer one aggravated damage per turn. If the cantrip surrounded a protected target with the flame, anyone or anything other than the caster or the target touching the flame suffers one aggravated damage per round of contact.

Type: Wyrd

Phoenix Song

The phoenix burns to ash, and from the destruction of the flames rises again as new. Mastery of Pyretics grants the changeling the power of new life in the face of destruction. After the changeling invokes the Phoenix Song, if the recipi-

ent of this blessing dies or is otherwise destroyed, she or it will burn to ash and rise as new a short time later.

System: The Realm used in the cantrip decides what or who will return if killed or destroyed during the current scene. As soon as the focus of this powerful magic takes fatal damage or is broken beyond repair, the Phoenix Song begins and the subject bursts into flame. The number of successes on the cantrip determines how long the target remains inert and on fire, after which she or it rises like new, fully restored in body and mind. The Phoenix Song restores all of the target's Health levels, Willpower, Glamour, and any other relevant resource or aspect of the subject.

1 success	Burns for one day and then returns
2 successes	Burns for one scene and then returns
3 successes	Burns for one hour and then returns
4 successes	Burns for one minute and then returns
5 successes	Burns for one turn and then returns

Type: Wyrd

Skycraft

Skycraft is the ancient and rarely-seen Art of command over the wind and the thunder. Once upon a time, or so the eshu say, the lords of the fae rode chariots of the winds and hunted the lightning so they could forge it into fine blades and gleaming finery. They called the North Wind to hand, and spoke with the voice of the tornado. Such sheer power has long been lost to the fae, save in the depths of perilous Unleashings, but they retain even now the rudiments of their mastery over the forces of the sky.

Skycraft is a rare Art, favored by its practitioners as a more refined alternative to the common magic of Primal or Wayfare. It is primarily practiced by trolls, and rumored to be much prized by the merfolk and selkies, though some eshu find it a stylish Art that lends them a certain storm-tossed flair.

Unleashing Skycraft

Skycraft Unleashings are unsubtle affairs of sudden storms, gale-force winds, booming thunder, dancing lightning, and ravaged electronics. They might be deployed to run a ship to port (or send it to the bottom of the sea), paralyze the streets of a major city for an hour with torrential rain and punishing wind, to damage or destroy a building, or to fry a major electrical network.

Skycraft Bunks

Skycraft bunks focus on sound, electricity, open air, and the old ways. Examples include: Clap your hands in a silent room, rattle a sheet of tinfoil, carve a rune into your flesh, draw lightning-bolt streaks on the object of your cantrip, short out an electrical device, whirl a bullroarer, paint yourself blue, howl to the open sky, climb onto a roof in the midst of a storm, turn an umbrella inside out, lick a battery's terminals, pound a drum, smash your hand into a bowl of water, forecast the weather, run with a windsock until it streams behind you, fly a kite, smash a delicate electronic device, or flip the breakers in an old house.

Howling Gale

An eshu makes a truly dramatic entrance, hair and coat flapping around him. A troll holds the top of a staircase, sending a punishing wind against those trying to climb up and fight him. A pudgy boggan runs like an Olympic sprinter, pushed by the wind itself.

The changeling may call forth a powerful wind, using it to speed the movement of herself or her allies, to confound her enemies, or simply to blow as she desires.

System: The Realm selected determines who the wind aids, or from whence it blows. If used to target a person, the changeling may place a powerful wind at their back, doubling their movement speed for every two successes rolled, or she may cut their movement speed by half for every two successes rolled by setting the wind against them. Such winds last for (Glamour) minutes. If an object is targeted, the changeling may push it along at (Glamour) miles per hour for five minutes per success rolled, directing the wind as she pleases. Alternately, she may make an object or person the *source* of a powerful wind that roars out in all directions, making it difficult for others to approach the one so enchanted (treat all who approach as though the changeling were setting the wind against them; lasts for one minute per dot of Glamour). Finally, with proper application of Nature, the changeling may simply cause the wind to blow in a certain direction as she wills, with each success gaining her 10 miles per hour of wind speed or 10 minutes of sustained wind, distributed as she sees fit.

Type: Wyrd

Electric Gremlins

An office manager curses as the eighth system of the day crashes. With a sigh, he orders everyone home for the afternoon—no work can be done like this. Sitting at a window and looking at the beautiful day outside, a satyr smiles and leaves her desk.

This cantrip summons a host of gremlins — minor chimerae that play havoc with electrical devices. Gremlins are tiny greenish-yellow creatures blessed with the ability to hide behind anything, no matter how small, when directly observed, whose presence disrupts complex electronics. An individual plagued by a host of gremlins finds complex electronics impossible to manage, as modern technology balks at his presence and refuses to function.

System: The Realm determines who or what the gremlins stalk and harass. Fae and Actor inflict a host of gremlins that disrupt any complex electronics the one so marked attempts to use, or even spends more than a few minutes in close proximity to. Nature and Prop can be used to inflict gremlins on objects and phenomena with similar results, ranging from directly destroying a computer by targeting it, to creating "cursed" stones, coats, and so forth, which play merry hell with electronics in their vicinity.



Electronics targeted by gremlins experience crippling glitches, hangups, errors, short outs, signal disruptions, and even contract mysterious and confounding viruses for no apparent reason, rendering them unusable.

The more successes rolled, the longer the gremlins persist, as outlined below:

1 success	The gremlins lurk about for one scene.
2 successes	The gremlins plague the target for one day.
3 successes	The gremlins persist for the caster's Glamour in days.
4 successes	The gremlins last for twice the caster's Glamour in days.
5 successes	The gremlins harass their target for thrice the caster's Glamour in days.

Type: Chimerical

ꕥꕥꕥ Hurricane Speed

A troll grins, cornered and impossibly outnumbered. "You want the Count's blade? Then fetch," he cries, hurling the ancestral Treasure over the horizon. The Count's seer will be able to find it, but from the expressions on their faces, the gang of redcaps and satyrs possess no such talents.

The changeling calls down the very essence of the wind itself and infuses it into a person or thing. Those infused with Hurricane Speed not only gain the swiftness of the wind, but also its expansive perspective, quickening their reflexes and reactions. Objects become as one with the wind, carrying themselves tremendous distances once impelled to movement.

System: The Realm used determines who or what is enchanted. If used to enhance an object, each success reduces the object's weight by half and doubles the distance it can be thrown, pushed, or otherwise impelled. If a person is targeted, each success raises her Initiative by one each round, and every two successes raise her Dexterity by one. This cantrip lasts for the changeling's Glamour in rounds.

Type: Wyrd

ꕥꕥꕥꕥ Storm Shroud

A troll bangs his fists together, and they crackle with deadly power. A sidhe raises his shield, and its surface crawls with electricity. A fleeing clurichaun slams a door behind him, scratches a lightning-bolt zig zag onto it with his pocket knife, and is gratified to hear the howls of his pursuers as they hit it a moment later, provoking a burst of painful sparks.

The changeling calls down the essence of lightning into the target of this cantrip, surrounding it with a flickering nimbus of electrical destruction.

System: The Realm used determines who or what gains a crackling aura. Anyone who comes into contact with this barrier, either by touching an object or person or being touched by them in turn (which may require a Brawl or Melee attack) suffers three dice of bashing damage. Storm Shroud lasts for one round per success. The changeling who casts this cantrip is always immune to its effects, and thus can enchant her own weapons or clothing without any danger, although no other characters enjoy such immunity.

Type: Wyrd

ᔕᔕᔕᔕᔕ Lord of Levin

A master of Skycraft commands the very fires of heaven, and may send the lightning to strike down her enemies. This cantrip normally only works under an open sky, but a changeling who has enchanted herself with Storm Shroud may use Lord of Levin to throw lightning bolts from her fingertips so long as Storm Shroud persists.

System: The Realm used determines who the lightning strikes. Lord of Levin's activation roll is also treated as an attack roll. If successful, this cantrip inflicts 5 dice of aggravated damage plus one die per extra success on the activation roll, and stuns the target such that they suffer a –2 penalty to all dice pools until the end of the next turn.

Type: Wyrd

Soothsay

Soothsay is the Art of divination, prediction, and interaction with *Dán*, the fae belief in fate.

Changeling seers hold that Dán is a great loom of interwoven strings of destiny, too vast and complex for most minds to untangle. All beings — fae, mortal, and Prodigal alike — are woven into this great tapestry, their actions and ideals looping across and around one another to create the great design that is the world. Occasionally, the forces of Dán become apparent in the form of signs, omens, and portents, *if* the viewer has the knowledge, instinct, and wisdom to know them for what they are. Soothsay measures these qualities.

This Art is associated with thoughtful, contemplative Kithain. Nobles seek masters of Soothsay as seers and advisors, while commoners revere them for the wisdom they offer. This Art is most often practiced by sidhe sorcerers and eshu seers, but is also known for ancient associations with satyr grumps.

Unleashing Soothsay

Soothsay Unleashings are often considered among the most dangerous phenomena in the Dreaming, for they lay bare the full tapestry of Dán—a dangerous thing for any seer. Unleashing this Art reveals the future, for good or ill, and almost always reveals more than the bare essentials the seer hoped to learn, complicating her destiny in the process.

Soothsay Bunks

Soothsay bunks tend to involve traditional and nontraditional acts of divination. Examples include: Lay out a tarot reading, drink down a bowl of tea and read the leaves, shatter a mirror and examine the fragments, perform scapulomancy, eat a fortune cookie, hypnotize a friend and quiz them on the future, interpret clouds, take hallucinogens, sit in a smoke lodge, shake a magic 8 ball, program a random algorithm to replicate a magic 8 ball.

ᔕ Omen

An eshu seer pronounces a wanderer of honest character, and he is welcomed into the local court. Elsewhere, another seer informs his liege that the love she pursues does not feel as she does—and is banished for his honesty.

This rudimentary cantrip provides the briefest of glimpses at the thread of a person, place, or thing's destiny. The Omen revealed is always vague, and rarely concerned with immediate events — at this level, the seer can at best glimpse the broad nature of a thing's destiny.

System: The Realm selected determines what the Omen is about — usually Fae or Actor, although it's certainly possible to conjure an Omen about a place or object. The more successes rolled, the deeper the Omen may reach to hint at the truth of its subject… although no matter how many successes are rolled, Omens are always subject to some interpretation.

1 success	The seer may seek one clue about an immediate plan of the target or the near-future of an object.
2 successes	…or one clue about the outward demeanor or Court allegiance of the target, or whether the object is lucky or ill-omened.
3 successes	…or one clue about a long-term goal of the target, or where the object will be in the future.
4 successes	…or one clue about the inner nature or Legacy of the target, or whether the object is of great importance.
5 successes	…or one clue about a closely-guarded secret of the target, or the defining moment of the object's destiny.

Multiple castings upon the same target within a single story cumulatively cost one additional point of Glamour with each repeated casting, as the threads of Dán become increasingly tangled.

Type: Chimerical

ᔕᔕ Seer's Wisp

A boy conjures up a ball of warm light. "My brother," he whispers. "Find my brother." It bobs, drifts out of his bedroom window, and an adventure begins.

The seer gains the ability to conjure a bright fragment from the heart of the Dreaming, to lead her where she needs to journey. She may whisper into the Wisp the name or a descrip-



tion of the thing or person or place she seeks, and it will lead her there unerringly along the paths of Dán.

System: The Realm dictates who or what the changeling is trying to find. The more successes rolled, the more direct and safer the path down which the Wisp leads the changeling. This cantrip only lasts for one hour per dot of the seer's Glamour, and can only be used to seek a single subject once per story, severely limiting its effectiveness as a tool to resolve legendary quests. One odd quirk of this cantrip is that while the Wisp is entirely chimerical, mortals with low Banality (6 or less) can sometimes glimpse its light, particularly by night and in lonely places.

Type: Chimerical

ᔕᔕᔕ Tattletale

This useful cantrip allows the seer to scry distant scenes through an object or individual she has ensorcelled for this purpose. Traditionally, anything in the immediate vicinity of the Tattletale focus is displayed in a nearby reflective surface or surface of the changeling's choosing, though some nocker seers have been known to display the results of Tattletale on old television screens or computer monitors. The changeling can use any perception-based cantrip through the focus once a connection has been established.

System: The Realm used determines who or what becomes the focus of Tattletale. Dedicating a person or object as a focus requires some sort of ritual invocation which may be improvised and differs from seer to seer, but is generally fairly obvious in intent — it takes some fairly skilled trickery to make someone into a Tattletale focus without them realizing what's happening. Dedication as a focus lasts for one day per success rolled. The seer can scry through her focus whenever she likes, but must place all of her concentration into such scrying.

Type: Chimerical

ᔕᔕᔕᔕ Augury

The seer reaches deep into the weave and weft of Dán, coaxing the forces of fate and the Dreaming to reveal a path toward his heart's desire. Augury is a notoriously treacherous and uncertain Art, for the path it reveals is always fragmentary and clouded — but followed diligently, it *will* lead to the future the changeling seeks. Rather than providing a list of instructions to achieve the goal queried, Augury instead provides tantalizing hints, clues, portents, and interpretive visions. But Augury merely promises a fated road — not a short, easy, or cheap one. The more precious the future

sought with this cantrip, the more demanding the road it lays out tends to be.

System: The Realm used corresponds to what is sought — the love of a mortal would require Actor, while a lost heirloom would demand Prop, for example. If cast on behalf of another, then a secondary Realm must be used as well (generally Actor or Fae). The seer receives one clue, signpost, or omen per success rolled. Only one attempt can be made to find a specific fortune or destiny with this cantrip per story.

Type: Chimerical

Fate Fire

A seer blesses a knight on the eve of battle. A boggan purchases a boon on the opening day of his new business. A bitter selkie curses the realtor driving new development to her favorite private cove.

In this, the greatest feat of Soothsay, the seer lays her hands directly upon the threads that make up the great tapestry of Dán and bends them to her will, blessing a subject with good fortune or cursing them with dire portents. The precise expression of this manipulation of destiny is always difficult to predict, but the signs cannot be mistaken.

System: The Realm used determines who or what is blessed or cursed. If a person is blessed, then she'll gain one automatic success per success rolled on Fate Fire's activation at an auspicious moment of the Storyteller's choosing at some point during the current story. If cursed, each success removes a success on a roll in a dire time of difficulty of the Storyteller's choosing, also at some point during the same story. Furthermore, all rolls for the rest of the scene after Fate Fire kicks in add or subtract one automatic success (depending on whether a blessing or curse has been laid). Blessings and curses affect objects in the same way, but tend to center on uses of the object or attempts to do something momentous to or within locales, rather than attaching to a particular person. Fate Fire can linger on an object for an indefinite time, until a properly fortuitous moment arises. An object or individual can't have more than one use of Fate Fire hanging over them at a time, although a second use of Fate Fire can be used to "fight" a hanging blessing or curse, canceling successes on a one-for-one basis. This costs one point of Glamour to attempt, however.

Type: Chimerical

Storyteller Advice: Fate Fire

Fate Fire is more than simply a hanging bundle of extra successes or a nasty forced botch. It's Glamour woven into the tapestry of destiny itself by the deft hands of a master seer, and exists to enforce tales of staggering triumph in the darkest of hours, or terrible defeat at the cusp of victory. The triggers of the effects of this cantrip aren't intended to go off at random, but rather when it would be most dramatic. When the players are leaning forward across the table, sweating as they pick over the results of their dice roll and just beginning to curse or cheer — *that's* when you drop Fate Fire on them.

Sovereign

Sovereign forces others to obey, or at least observe, the authority of the wielder. An ancient Art traditionally used by sidhe rulers to enforce obedience from their subjects, Sovereign became more prevalent among commoners as changelings spent more time trapped on Earth. Now that the Art of nobility no longer remains tightly controlled, the commoners have discovered that Sovereign confers significant authority, even without title.

Characters employing Sovereign can attempt to exert their will over anything and anyone else; however, doing so to those of higher position or title is not only significantly more difficult, but the breach of etiquette may result in serious consequences. Changeling society still observes and adheres to strict enforcement of court rules, at least within the domains of dukes, barons, and kings. Attempting to cast a Sovereign cantrip on a kith of higher rank could result in loss of title, imprisonment, or even exile.

If a character attempts to use Sovereign on anyone who holds a higher status, such as their boss or a famous movie star, add one to the cantrip's difficulty. Context and environment matter when determining relative status. A renowned boggan chef in her restaurant would be top of the food chain, but when she's bailing the other members of her motley out of jail none of that clout follows her (unless the jailor happens to be a foodie and recognizes her). Additionally, any changeling of equal or greater Title may resist the effects of Sovereign for the duration of the cantrip by spending one Willpower.

Unleashing Sovereign

Sovereign magic expresses mastery, nobility, privilege, and grace. Unleashing Sovereign can turn the character into the unquestionable leader ("I am in charge"), force someone to act on their behalf ("duel for my blessing"), or even compel anyone nearby to undertake a quest ("find my lost child!"). Sovereign magic unfettered by a cantrip overwhelms and awes, inspiring submission and fear.

Sovereign Bunks

Sovereign bunks involve grand displays, becoming the center of attention, adornments and ceremonial trappings, and exerting authority. Example bunks: Enter a crowded store and begin issuing orders as if you owned it, yell like a drill sergeant at the police officer questioning you, meticulously put on finery and jewelry, or get a tattoo of your house symbol somewhere visible.

Protocol

Kithain rules for courtly dealings are often arcane and sometimes inscrutable. The first cantrip taught to Kithain learning Sovereign applies that etiquette to nearly any situa-

tion. Anyone under the effects of Protocol becomes bound by the rules of Kithain decorum and suffers the consequences of violating those rules, even unintentionally.

System: The Realm determines who and what must observe the Protocol. Actor could keep a group of werewolves peaceful during a diplomatic discussion of territory, and a changeling versed with Nature could prevent animals or even the weather from spoiling the event. Anyone who breaks the Protocol suffers a penalty to all dice pools equal to the number of successes rolled for the cantrip during the current scene. Any changeling of higher rank than the character who invoked the cantrip can spend a point of Willpower at any time to ignore the effects of Protocol.

Type: Wyrd

Grandeur

With a simple cantrip, the changeling embodies the Grandeur inherent in all children of Arcadia, making those around her clamor for attention and avoid conflict. Everyone under the influence of the cantrip looks upon the changeling as a leader, savior, or royalty. She may not actually possess the poise and grace attributed to the kings and queens of old, but Grandeur provides a handy substitute for the real thing.

A sidhe duchess can win the attention of her mortal sister's suitor, or the redcap boxer might seem so powerful that his opponent fears to throw a single punch.

System: The Realm determines who or what feels the effects of Grandeur. Anyone influenced by the cantrip either seeks the attention and approval of the changeling or avoids any conflict. All of the characters' social interactions add automatic successes equal to the successes from the cantrip, and anyone affected by the cantrip must spend a Willpower point each time they wish to contradict, accost, or attack the changeling. Any changeling of higher rank than the character who invoked the cantrip can spend a point of Willpower to ignore the effects of Grandeur. Grandeur lasts for a scene, unless someone humiliates or bests the changeling publicly, in which case it immediately dissipates.

Type: Wyrd

Guest list

Use of this cantrip prevents anyone or anything from entering, using, or interacting with the target of the cantrip without the caster's permission. The changeling may institute a password consisting of a phrase or action which adds the subject to the "list" and permits him access to the focus of the cantrip.

The sluagh leader of a secret society restricts access to the sub-basement where they meet each month. A jealous and possessive satyr prevents anyone from speaking to his lover without his permission. The troll guarding the freehold loves his favorite warhammer, and no one can lift or wield it without the password.

System: The Realm defines what the cantrip protects or restricts from others. Nature and Scene keeps hikers from stumbling upon the grotto where the satyrs go to skinny dip, while Prop prevents anyone from stealing the sidhe noble's favorite car. If cast on a changeling or other supernatural being, the target may take a resisted action by rolling Willpower (difficulty 8). Each Willpower roll of the resisted action requires the expenditure of one Willpower by the target. Any changeling of higher rank who is either the target or being restricted by Guest List can spend a Willpower to ignore the effects.

The number of successes determines the duration of the cantrip, but a Guest List maintained perpetually for a full year becomes permanent until someone or something breaks the ward.

1 success	One hour
2 successes	One scene
3 successes	One day
4 successes	One week
5 successes	One month

Type: Wyrd

Dictum

Title and status are often enough to compel those around a changeling to do her bidding. When the trappings of nobility are not enough, Dictum provides an unmistakable reminder of who is in charge. The changeling casts the cantrip and then issues a simple command to the target, with which they must comply. A target of Dictum may be able to resist the order, but most do not have the will and become at least a temporary servant to the changeling.

A redcap commands a door to close and remain locked, trapping her victim inside. A sidhe knight orders his squire to deliver a poisoned letter to a rival. The boggan tracker orders the rain to stop as she follows a trail through the woods.

System: The target determines the Realm, which can be used on inanimate and non-sentient targets as well as people, fae, Prodigals, etc. After the Kithain issues a simple, directed voice command, the target must complete the action. Anything which shocks the target's conscience or would result in immediate mortal harm prompts a Willpower roll (difficulty 9). If successful, she resists the Dictum but spends the turn concentrating on remaining in control.

Changelings and supernatural creatures can spend a point of Willpower to delay complying with Dictum for a turn and continue to act on their own volition. Should the caster be killed or knocked unconscious prior to the target acting on the order, the cantrip's power fades.

Type: Wyrd

Geas

Tales of quests bestowed to heroes and villains banished in exile populate folklore, and the former denizens of the Dreaming make those stories reality with a mastery of Sovereign. A Geas molds Glamour into a directive, similar to an oath or contract but without the reciprocity normally required. The changeling yokes the target to a directive or ban along with an accompanying curse should she fail to fulfil the edict.

A troll knight commands his mother to abandon the drugs slowly killing her. The widower sidhe king commands his orchard

and gardens not to bloom until he dies and can rejoin his lost family. A sluagh prince commands the weapons in his armory to never draw blood from a member of his family.

System: The cantrip's Realm determines the target(s), and the master of Sovereign must speak the Geas aloud. While nearly anything may be issued as a Geas, two restrictions apply which, if violated, cause the cantrip to disperse with no effect. First, the Geas must be physically possible. "Blow up the ocean" would not succeed as a Geas, but "kill the Leviathan at the bottom of the sea" would be possible given enough magic and resourcefulness. Second, the edict cannot involve direct self-harm or direct violence toward loved ones. An edict to "kill yourself" or "murder your family" fails immediately, but "avenge our father's death" would take hold even if the creature that killed their father will surely kill the target of the Geas as well.

A Geas applied to an inanimate or non-sentient target typically will not be broken and does not require an accompanying curse. The Geas remains in place for the duration and the object or thing follows the rule prescribed. When a changeling imposes a Geas on a Kithain, person, Prodigal, animal, etc., the target can suffer the accompanying curse if she fails to fulfill the Geas.

In addition to the Glamour spent when casting a cantrip, invoking a Geas requires the caster to spend additional points of Glamour and Willpower to determine the scope of the Geas and the severity of the accompanying curse. The changeling may design the curse to afflict the target all at once, or gradually take hold, depending on the Geas.

3 points of Willpower and/or Glamour	A simple Geas with a minor curse (do not speak until sundown or you will reveal your secrets).
5 points of Willpower and/or Glamour	A moderate Geas with a significant curse (retrieve the Goblin Goblet or all food and drink will taste fetid for a year).
7 points of Willpower and/or Glamour	A difficult Geas with a severe curse (leave your home and never return or every step will feel like walking on iron knives).
10 points of Willpower and/or Glamour	A daunting Geas with a powerful curse (never speak to your Trueheart again or you will be the instrument of his death).
1 dot of Willpower or Glamour	A legendary Geas with a fatal (or worse) curse (retrieve the sword of King David from the deep Dreaming or forget your Kithain nature forever).

Type: Wyrd

Spring

Spring embodies the fae's vibrant optimism, wonder, and affinity with nature. Spring cantrips channel Glamour into growth, new life, and protection. Though modern changelings favor Primal, Spring maintains a dedicated group of practitioners, primarily in the Seelie Court.

Unleashing Spring

Spring Unleashed creates overwhelming foliage, cleanses curses and dark magics, and restores what is broken. Channeling Glamour through the Art of Spring, a changeling could cover a building in flora, temporarily lift a curse plaguing her motley, or heal the mortal wounds of everyone around her after an explosion.

Spring Bunks

Spring bunks often involve nature, animals, circles, and sexuality. Example bunks: Take off all of your clothes and climb a tree in Central Park, make a sex tape that goes viral, tell the tale of the three little pigs to an audience of pigs at the petting zoo, run around your enemy in a circle three times, or tell an unrequited love how you really feel.

Awaken

New life, a sprouting seed — at the heart of Spring is the promise of beginnings and awakening from dormancy or slumber. The changeling begins her journey into the Art of Spring by learning to call an end to hibernation and encourage growth. The changeling plants a seed of Glamour and then watches as it takes root and rouses the focus of the cantrip.

A courtly sidhe ensures that his liege's crops begin to grow this season. A massive chimera slumbers in the Near Dreaming, but the satyr must rouse it and beg for its help. After watching the writer struggle to put words on the page, a helpful Troll plants a seed in the artist's mind that may become the next great story of his generation.

System: Awaken gives new energy to the target, as determined by the Realm. Anything that is dormant or frozen will return; anything barren or void becomes the home of a new spark of life. The specific effect depends entirely on the Realm used and the context when cast, but Awaken's primary function is to rouse anything inert. The number of successes determines how powerful the effect. One success would be enough to start an old car rusting in an abandoned shed, while five successes might be required to counter the effects of Stasis (see Winter, p. 230).

Type: Chimerical or Wyrd (depending on target)

Verdant Reclamation

All things from the earth, and to the earth all things shall return. Given enough time, nature reclaims everything, and with a little Glamour, the changeling casting a Verdant Reclamation cantrip can speed up the process. Useful as a display of power and to cause distraction, the plants and foliage that cover the target continue to grow and overwhelm for the entire scene.

A satyr causes a garden to grow in the middle of his apartment to impress and enchant a mortal. Realizing he is being followed, the duke causes vines and trees to cover and disable the car following him. In a strange turn of events, the sluagh calls a canopy of trees to block the sun and save the vampire caught out in the day.

System: The focus of the cantrip as determined by the Realm becomes the center of an explosive growth of plants.

Even if nothing natural exists nearby, roots, flowers, trees, and vines sprout from the ground, or out of the target itself, and cover the surface. The foliage lasts for one scene, after which they wither and gradually fade.

If the cantrip targets a machine or object, it becomes unusable until someone removes the foliage from in and on the item. A person or creature caught in the cantrip must contend with the flora and do everything they can to pull and tear at the plants as they grow on her or risk being covered completely. A living target cannot move or take any other meaningful physical action until they accumulate more successes than the cantrip's roll using Strength + Athletics.

Type: Wyrd

ᔕᔕᔕ Well of Life

Legends of the water of life, a mystic well or elixir that heals wounds or grants eternal life, appear in most cultures throughout the ages. This Spring cantrip does not reverse aging or grant immortality, but does infuse the target with Glamour that heals anyone nearby or in contact with the cantrip. The clurichaun watching two friends duel stands between them and heals both of their injuries. Despairing for the lives lost on both sides, a troll knight makes the rain restore life to the wounded on the battlefield. Hoping to provide comfort to a weary doctor, a pooka makes him a vessel for healing as he starts his rounds. After being ambushed, a redcap offers the flesh and blood of their bested enemy to heal his motley.

System: The Realm determines the source of the healing to anything near the target. Simply being in proximity of the focus of Well of Life restores a bashing or lethal injury during the scene. Touching the target of the cantrip heals a bashing or lethal each turn. Consuming all or part of the focus of the cantrip restores all bashing and lethal damage, and also heals one aggravated damage. Spending an extended amount of time near the Well of Life can also heal infections, counteract poisons, and reduce the severity of diseases. Healing effects of this cantrip do not distinguish between friends or foes, and will heal anyone who is near the target of the cantrip.

The number of successes determines the duration:

1 success	One minute
2 successes	One hour
3 successes	One scene
4 successes	One day
5 successes	One week

For example, a boggan casts a Well of Life cantrip on the stew she is cooking using Nature. As her friends stumble through the door, nursing injuries and ailments from their latest adventures, she insists they take a moment to eat the home-cooked meal. The boggan's player rolled three successes for the cantrip, meaning that anyone who eats a serving of the stew during the current scene will restore all bashing and lethal injuries, as well as up to one aggravated injury.

Type: Wyrd

ᔕᔕᔕᔕ Faerie Ring

Human legends tell of circles of mushrooms, wildflowers, or stones known as faerie rings — dangerous places for mortals because the fae who live and dance in the rings can kidnap or curse any interlopers. The folklore holds a seed of truth. The Faerie Ring is a Spring cantrip that allows a changeling to create a circle that offers protection and concealment from any outsiders, with serious consequences for anyone who intrudes.

A childling arranges her toys in a circle around her in the center of her room and watches the intruder look past her and continue searching the house. Shells formed in a circle on the beach remain in place through high tide, and the motley inside plots their next move in safety. The court magician curses her husband after his outburst to the king, so the satyr gives him a brief respite from the bursting boils within a faerie ring.

System: The bunk for this cantrip always involves a circle of some natural substance that defines the protected area. The Realm determines who or what can be protected inside. Anyone and anything the character allows inside the ring (and within the Realm(s) used) becomes invisible to the outside and protected from any sort of hostile magic.

The faerie ring lasts until the next sunrise, and the number of successes determines the strength of the magical protection. Each success on the cantrip adds one to the difficulty of any attempt to detect or harm those inside the ring. Additionally, the number of successes determines the strength of the curse that afflicts anyone who violates the circle of protection. A curse from a faerie ring lasts until the next full moon.

1 success	Minor curse (rash covering their body)
2 successes	Significant curse (speak in a random assortment of languages)
3 successes	Severe curse (her right hand contracts and stiffens, becoming useless)
4 successes	Powerful curse (Blind, or deaf and mute)
5 successes	Legendary curse (unable to use magic or other supernatural powers)

Type: Wyrd

ᔕᔕᔕᔕᔕ Renewal

Every year, Spring performs the ultimate miracle by thawing soil and resurrecting life in a landscape made temporarily barren by the winter. Masters of Spring magic tap into the cycle of death and rebirth to temporarily grant life to anything inert or dead. The circle closes soon after however, as Glamour only sustains the resurrection for a few precious moments.

The brokenhearted king returns to his wife's tomb every year on their anniversary to laugh, eat, love, and then kiss her again before another year's return to death. Believing the battle lost, the troll general's troops begin to flee until they see their slain brethren all stand and return to the fight. A piskey finds an inert and drained Treasure, but invokes Spring's Renewal to activate the Treasure's power again.

System: The player must spend a point of Willpower in addition to the required Glamour to fuel this cantrip. The character must target something dead or inert that she can recognize (a skeleton or husk of a building would suffice, but not the contents of an urn), and use the appropriate Realm. The target returns to life (if ever alive) or becomes restored. Renewal does not create a copy or an undead revenant; the focus of the cantrip temporarily revives and becomes as full of life as she was in her prime. Renewal grants no special protection or resistance to harm, mundane or mystical. If the target dies or is destroyed, she returns to death.

Every success on the cantrip's roll grants renewal for one scene. Regardless of the number of successes rolled, the magic fades at the next sunrise. Because Renewal taps into the oldest magic of cycles, the cantrip cannot be cast on the same target more than once during the same lunar month.

Type: Wyrd

Summer

The Summer Art is among the most celebrated magics of the Kithain, and is particularly associated with the Seelie Court. This powerful seasonal Art harnesses the magic of fire, of passion, of hot days of longing and nights of dreaming. Many changelings regard it as an invaluable tool in coaxing Glamour from the cynical heart of the Autumn World.

While the Summer Art is broadly thought of as Seelie magic, the truth is that Kithain of both courts value and practice it, noble and commoner alike. Indeed, the Unseelie have made passion their watchword, and find the Summer Art suits them exceptionally well. Out of all the Kithain, it is most popular among the sidhe, satyrs, and selkies.

Unleashing Summer

Summer Unleashings are things of awe and power, creating storms of heat or sweeping entire communities up in paroxysms of wild passion. The passions of Summer Unleashings tend to be short-lived, uncontrolled, and exhausting, and for this reason, satyrs in particular sometimes advocate spilling torrents of raw Summer Glamour into the Autumn World to promote its simple wellbeing. Other Kithain, remembering the violence and ash that often accompany such grand magic, are generally more reluctant.

Summer Bunks

Summer bunks tend to involve the trappings of summer, of daytime and heat, of passion, freedom, and joy. Examples include: Rip up old homework, whoop with joy, do an energetic dance, climb a tree, chew a piece of grass, point out three shapes in the clouds, set a fire, stare at the sun, or some other bright light, catch a firefly, ring a bell, leap down a flight of stairs, paint a landscape, take a nap in grass high enough to disappear in, sing a song, or speak your true name through the blades of a spinning fan.

Flicker-Flies

Everyone who comes near the front door of an old clurichaun grump tends to give up on whatever errand brought them, consumed by maudlin regret. A satyr shrouds herself in a flickering cloud of desire, preparing for a night out on the town.

This cantrip summons bright, dancing motes of colored light from the substance of the Dreaming. Flicker-flies not only illuminate the area around them, but their softly pulsing colors evoke a subtle resonance of an emotion of the changeling's choice in those who view them. Both the flicker-flies and the light they cast are invisible to mundane beings, yet mortals touched by their light still react to their emotional resonance.

System: The Realm used with this cantrip determines who or what the flicker-flies congregate around. They provide as much light as a brightly-burning torch for the rest of the scene, at least for those who can see things of the Dreaming. More importantly, all who are touched directly by their light or who behold that radiance feel subtle stirrings of an emotion of the changeling's choosing — anger, melancholy, lust, happiness, and so forth. Rolls that take advantage of this emotional resonance enjoy –1 difficulty.

Type: Chimerical

Enkindle

A bully trembles in the dark, and a sluagh winds that tension into screaming terror. A pooka's joke elicits little more than chuckles—until she forces a bit of magic into her audience's response, filling the room with helpless laughter. Expelling a breath of Glamour, the changeling fans the flames of passion to a roaring and manic height. Any emotion an individual is feeling when enchanted with Enkindle intensifies dramatically — irritation becomes seething resentment, anger becomes full-blown rage, sadness deepens into crippling sorrow, happiness unfolds into leaping joy, and love becomes an all-consuming passion. If directed at an object, then any emotions that object inspires in those who interact with it become similarly inflamed.

System: The Realm used determines the target of the cantrip. Enkindle's effects last for one minute per success when used on living targets, and one hour per success when used on objects.

Type: Chimerical

Aphrodisia

Much-favored by the merfolk, satyrs, clurichaun, and certain other fae, this cantrip is the Art of creating all-encompassing awe, fascination, and even desire. The subject of this Charm gains a magnetic attraction. If a person is enchanted, their every word and action becomes entrancing and captivating. If Aphrodisia is cast upon an object, everyone who beholds that object immediately covets it.

System: The Realm used to cast Aphrodisia dictates who or what becomes fascinating and desirable. This cantrip lasts

for one scene, and its enchantment affects all individuals with a lower Willpower rating than the successes rolled to activate the cantrip. While the fascinations of Aphrodisia are powerful, they cannot compel someone to violate his fundamental nature or Legacies — an honor-bound knight can't be compelled to steal his lord's jewels by this cantrip alone, though a less idealistic servant might, and other cantrips (such as Enkindle) might work to aggravate his sense of forced desire.

Type: Chimerical

ꕥꕥꕥꕥ Vesta's Blessing

The hearth in a home represents safety and hospitality. By employing Vesta's Blessing, a changeling creates the comfort of home anywhere she can create shelter or fire. Useful for travelers and anyone being hunted, the changeling's Glamour acts as a sentry and provides an instinctual warning for any intrusion. Additionally, anyone invited into the sanctified space feels restored and rejuvenated.

System: The Realm determines the focal point of the secured space, and the cantrip requires the changeling establish some sort of shelter, camp, or enclosure to define the space protected. Vesta's Blessing remains in effect until the next sunrise or until the focus of the cantrip leaves the established space. Everything in the vicinity of the target that is welcomed by the changeling comes under the protection of Vesta's Blessing. The changeling becomes aware of anyone not invited approaching the target of the cantrip, and anyone welcomed by the changeling can restore Willpower and Glamour.

The number of successes determines the additional amount of Willpower and Glamour everyone within the Blessing can restore, provided they stay there overnight.

1 success	One point of Glamour
2 successes	One point of Willpower and one point of Glamour
3 successes	One point of Willpower and two points of Glamour
4 successes	Five points of Willpower and/or Glamour in any combination
5 successes	Restores all Willpower and Glamour

Type: Wyrd

ꕥꕥꕥꕥꕥ The Beltane Blade

The changeling gestures, and the taint of Banality within her target erupts into brilliantly destructive red-gold flames. Once upon a time, this cantrip was the great and shining sword of Summer, used to drive mortals and the taint of the mundane away from the secret freeholds and hidden countries of the fae. Now that Banality has drowned the Autumn World, this cantrip remains a potent weapon, but one whose fierce heat seems woefully inadequate to keep the coming Winter at bay.

System: The Realm used determines the target of the cantrip. If the Beltane Blade is cast successfully, the changeling rolls dice of lethal damage (difficulty of the target's Banality rating). If the player rolls five or more successes on the activation roll, this damage is aggravated instead, and every two successes burn away a point of Banality.

Type: Wyrd

Wayfare

This is the Art of travel, of clever movement, of the fae talent for moving quick as a dream. Wayfare is an ancient Art and one of the most widespread bits of changeling magic. It is prized by scouts, scoundrels, couriers, and travelers alike. During the Accordance War, commoners used the Art to evade sidhe ambushes and advances, while the nobility have always valued it to keep lines of communication open between freeholds.

Useful as it is, Wayfare is often regarded as a hedge Art — magic suited for retainers, scouts, and commoners, not refined magic for high nobles or grand courts. The eshu are its most famous practitioners, but it is also strongly associated with pooka and clurichaun.

Unleashing Wayfare

Unleashing Wayfare is the desperate act of those who have utterly lost their way or who face imminent doom. "Get us out of here" and "get them out of here" are by far the most common directions when the ancient magic of ways and travel is poured into the Autumn World, followed closely by "bring me to my goal." The latter command is rarely predictable, hurling Kithain into the arms of Dán — the place a changeling needs to go to progress is often not the place they expect. Wayfare Unleashings have also been used in the past to attempt to force open dormant trods, with only limited and temporary success. A bold few changelings have even used this Art to attempt to transport themselves to lost Arcadia, but either report that even the Glamour of the Autumn World can no longer lead them to its source, or simply vanish into the depths of the Dreaming, never to be heard from again, their ultimate fate up to the speculation of those left behind.

Wayfare Bunks

Wayfare bunks tend to involve the concepts of motion, travel, flashy action, or ostentatious display. Examples include: Tap your foot thrice, get down into a runner's stance, paint flames or lightning bolts on an object, jog in place, jump up and down, whistle loudly and point to your destination, hum your favorite road song, pick up and pocket a bit of road dust, rip up a gas station map, throw a frequently-used key somewhere irretrievable, draw a map, run a mile to build up speed, call someone at your far-away destination to confidently state you'll be right there.

ꕥ Hopscotch

A laughing pooka clears a high fence in a single bound, leaving behind her pursuers. A wicked redcap forces a forklift to hurl itself at the group of trolls who have come to drag him before their liege.

This is the Art of prodigious leaps, potentially allowing the subject to clear tall buildings in a single bound. Hopscotch moves its subject forward or upward as the caster desires, and the Glamour infused into the leap ensures that the landing is always undamaging, no matter how far the target drops before impact. Some pooka insist that Hopscotch was once their very own special magic, stolen by an eshu trickster in the time of legends and spread to the rest of the Fae — but who believes a pooka?

System: The Realm selected determines who or what jumps. Living creatures gain the ability to make a prodigious leap, or can be forced to do so. Objects targeted with Hopscotch leap wildly as the caster wills them to. Anyone in contact with a leaping object may attempt to stop its wild flight with a Strength + Athletics roll (difficulty 7) against the changeling's successes in invoking the cantrip. The exact result of failing to stop an object from taking flight are up to the Storyteller and depend on the object. A set of clothing is likely to rip itself free as it soars skyward, but a leaping smart car could have significantly more serious results.

The Scene Realm allows multiple subjects to jump, rather than making roads or buildings hurl themselves about — although such terrifying acrobatics *have* been observed in the wake of Wayfare Unleashings.

The number of successes rolled dictates the strength of the jump:

1 success	One story straight up; 30-foot broad jump.
2 successes	Two stories straight up; 60-foot broad jump.
3 successes	Five stories straight up; 150-foot broad jump.
4 successes	10 stories straight up; 300-foot broad jump.
5 successes	The changeling can leap as far as the eye can see, even onto the wing of a passing plane or across the mighty Mississippi River.

Type: Wyrd

Quicksilver

Quick as a grin, the subject of this cantrip moves as a literal blur, trailing traceries of expended Glamour behind as speed lines, crackling lightning, or some other manner of visual discharge. A motley of piskies runs down a speeding car carrying a stolen treasure, burning the road in their wake. A sidhe knight explodes into a blur of flashing steel and sizzling magic.

System: The Realm determines who or what speeds up, although it doesn't grant objects the power to move if they're not moving already. Each success grants a subject one extra action *or* doubles her movement speed on her next turn. Successes may be divided between extra actions and extra speed as the player desires. Hurled objects treat successes on the activation roll as bonus dice on the damage roll *if* they strike a target. Enchanted vehicles cannot gain extra actions, and simply speed up instead, enjoying the same damage bonus as a hurled object if they strike something.

Type: Wyrd



ꕥꕥꕥ Portal Passage

A pooka childling draws a door in chalk on her bedroom wall, which becomes her gateway to the world. A sluagh childling creates a trap door in the floor, leading to the sealed-off basement below — her personal playground.

This is the Art of gaining entry or egress whenever and wherever the changeling desires. Portal Passage creates a door large enough for the changeling to pass through, which pierces any barrier up to 10 feet thick — whether it's a brick wall, a hedgerow, or the side of a moving van makes no difference to the cantrip. Doors created with Portal Passage are unique to the changeling casting them, and may be recognized and identified by those familiar with her. Portal Passage can also be used to open gateways into the Dreaming (p. 308).

System: The Realm used determines who can open the door, if used with Actor or Fae, or what material or object the door appears in, if used with Prop or Nature. Doors created by Prop and Nature can be used by anyone capable of perceiving things of the Dreaming, while only the individuals targeted at activation can use Actor or Fae doors. The door created persists for one minute per success.

Type: Wyrd

ꕥꕥꕥꕥ Wind Runner

An eshu arrives at a freehold aboard a flying carpet — clichéd, but stylish nonetheless. A pooka childling stamps her feet and rises into the sky, escaping the pressures of the schoolyard.

Wind Runner is the glorious Art of flight. Most believe this particular magic was bartered for or stolen from the inanimae or some similar spirit of the winds, though the Nunnehi mutter that it was originally theirs, learned at great cost from the terrible beast known as the wendigo.

System: The Realm used determines who or what gains the power of flight. If used on an object such as a rug or classic car, it allows anyone on or in the enchanted object to come along for the ride. Weight is of no concern to the power of Glamour.

The number of successes determines how long the subject can fly.

1 success	Changeling's Glamour in turns.
2 successes	Changeling's Glamour in minutes.
3 successes	Five minutes per dot of Glamour.
4 successes	30 minutes per dot of Glamour.
5 successes	One hour per dot of Glamour.

Unlike Hopscotch, Wind Runner does *not* guarantee a safe landing if the magic runs out while the enchanted person or object is still airborne.

Type: Wyrd

ꕥꕥꕥꕥꕥ Flicker Flash

This fearsome cantrip allows its master to go anywhere she pleases, and none can bar her passage. It is the wondrous trick of vanishing sorcerers and gloating thieves, allowing the subject to disappear and reappear anywhere she desires.

A few caveats apply. First, the traveler must know, see, or possess a part of the place she intends to go. Second, Flicker Flash can only deposit the changeling somewhere within the same realm she currently occupies — she cannot use it to travel from the Autumn World to the Dreaming, or vice versa, nor from one depth of the Dreaming into another.

System: The Realm used determines who gains the ability to teleport. If used on another living being, the subject determines where she wants to go; this cantrip can't be used to banish others to secret prisons or underwater grottoes. If used on an object, the caster determines where the object goes. The number of successes rolled determines how quickly the magic takes effect to transport the subject. Flicker Flash takes effect after (5 – successes) turns — thus, 5+ successes produce an instant result.

Type: Wyrd

Winter

Despite a long absence from the Dreaming, changelings remain bound to the seasons. Each of the four cycles creates powerful magic for the Kithain, but none so unyielding and frightening as winter. Winter harnesses the fae's connection to frozen lakes, endless nights, and bitter winds. The cantrips of Winter deal with cold, ice, fear, and the loss of desire. Many view Winter as an Unseelie Art, but any changeling can learn winter magics.

Unleashing Winter

Winter Unleashed manifests deep, instinctual fear ("make them flee"), mastery over ice or cold ("protect the motley with frozen armor"), or numbed hearts ("end the party"). Filtered only through the changeling's kith, the glamour of Winter embodies the heart of winter: unyielding, uncaring, and unending.

Winter Bunks

Bunks for Winter cantrips often involve discarding possessions, casting during moon phases or tides, and unflinchingly facing danger. Example bunks: Walk straight up to your enemy and kiss him on the cheek without hesitating, skinny dip in freezing waters under a blood moon, hold your hand in ice water, scorn someone you love, or drink an entire frozen beverage at once while a crowd cheers you on.

ꕥ Chill

The first and most benign application of Winter magics allows the changeling to lower the temperature of the target significantly over a short period of time. Chill does not cause injury or damage when cast on a living creature, but plants and objects may wither or break, respectively. Provided the Kithain can see the focus of the cantrip, she can usher in a deep and unpleasant cold.

A boggan barkeep keeps the drinks cool and refreshing when the icemaker breaks down. Jealous and vindictive, a scorned sidhe kills all of the plants in her ex-lover's garden. Obsessed with becoming a vigilante, the sluagh chills her next criminal target before striking.

System: The cantrip's Realm determines the target(s), and the changeling possesses enough control over the Glamour to pleasantly cool a drink or cause someone to shiver and move as they futilely try to escape the cold. When used on something inanimate or non-sentient, the Storyteller should arbitrate the effects of the cold (flowers die, metal becomes dangerous to touch, rain turns to hail). When cast on a warm-blooded animal or creature, the target incurs a +1 difficulty to all rolls due to the distraction and discomfort. The number of successes determines the number of turns the cold persists.

Type: Wyrd

ᔕᔕ Hardened Heart

Winter does not grieve for the lost traveler, freezing in the snow. Winter does not protect the prey tracked by wolves or caught in the hunter's trap. Tapping into the heart of the cold, adepts of Winter mute emotion and insulate the focus of their cantrip from manipulation and influence. The target becomes unable to muster her own passion and will, a significant price for resistance to even the most powerful manipulations

Facing a vicious baron in his court, the troll remains standing as every other subject is ordered to kneel. A boggan makes the duke's favorite pet indifferent to its master's commands. Ordered by the king to execute her own son, the sidhe knight freezes out any emotion to bring down the axe without hesitation.

System: The cantrip's Realm dictates the target, which then becomes unfeeling and resistant to mundane manipulations as well as supernatural mind or emotion control. Additionally, the target may not spend Willpower for the duration of the cantrip. A player may use Hardened Heart to prevent an object or other inanimate target from obeying a command such as from Dictum, but normally changelings use this cantrip on Kithain, mortals, prodigals, or chimera. The number of successes determines the duration of the cantrip:

1 success	One scene
2 successes	One minute
3 successes	One hour
4 successes	One scene
5 successes	One day

Type: Chimerical

ᔕᔕᔕ Terror of the Long Night

True winter dims light and swallows heat. Alone and cold, even the bravest feel a deep, existential fear when faced with an unending, frigid darkness. The sluagh knight causes his enemy to back down in front of the whole court. A pooka's cantrip makes her mortal accomplices flee, leaving the fruits of their larceny solely for her. Slinking through backyards to escape a Dauntain, a nocker sends the resident German Shepherds cowering into their doghouses.

System: The Realm determines the target of the intense and overwhelming fear. The cantrip lasts for the current scene. The target must spend a point of Willpower to take any action other than run, hide, or cower during the cantrip's duration. Changelings and other supernatural creatures can resist the Winter magic by spending a point of Willpower and then making a resisted Willpower roll (difficulty 8) against the number of successes scored on the cantrip.

Type: Chimerical

ᔕᔕᔕᔕ Sculpt

Moving past basic invocations of cold, the changeling conjures ice with her Glamour and sculpts it for whatever her purpose. The creation cannot be mistaken for anything other than ice, and feels bitterly cold to anyone else's touch, but the sculpture does not melt unless exposed to magical heat or flame.

Confronting the man who killed her brother, the sluagh forms ice in his mouth, suffocating him in minutes. A sidhe knight, surprised and under attack, forms armor and a sword to aid him in battle. Needing something beautiful to trade to the chimera for information, a boggan crafts an ornate ice sculpture of their city.

System: The Realm determines what the changeling sculpts with the cantrip. Sculpting the face of the motley's enemy requires Actor, while sculpting a house would use Prop and Scene. Using Nature, a character could create a frozen garden filled with ice flowers. Once complete, the finished product is extremely durable.

The size and scale of the cantrip may require several minutes or even hours to form, but the changeling can create and form the ice anywhere within her line of sight. Once the character casts the cantrip, the ice begins to form and take shape. Each turn, approximately one cubic foot of ice will appear and take shape. The character does not need to focus on the magic beyond the turn she cast the cantrip.

Combat applications of this cantrip tend to be crude but effective (a sharpened icicle as a weapon, or misshapen boots of ice rooting a target to the floor), while, given time and space, a changeling can create scenes of breathtaking beauty. The product of Sculpt can never move or simulate life. An ice sculpture of a person does not animate or become a golem. Objects and items created with Sculpt function like their mundane counterparts provided they have no moving parts (ice armor provides protection, but an ice car cannot be driven).

The number of successes determines how long the product of the cantrip lasts before melting:

1 success	One turn
2 successes	One minute
3 successes	One hour
4 successes	One scene
5 successes	One day

Type: Wyrd

֍֍֍֍֍ Stasis

The final cantrip taught to masters of Winter allows a changeling to trap a target in magical frost for extended periods of time, keeping it exactly as it is but immobile and (if applicable) unconscious. Anything or anyone placed into stasis does not age, decay, break, or change. For the duration of the cantrip the target remains suspended in time. Breaking through the frost requires powerful magic, such as from a master of Pyretics or Spring.

A lonely redcap collects frozen mortals to keep in his home as a family. The duchess encases her poisoned daughter in mystic frost until she can find the antidote. A nocker places a complex chimerical device into stasis so he can bring it back to his workshop and get to work on reverse engineering.

System: The cantrip's Realm determines the target(s). Changelings and other supernatural beings can resist the effect of Stasis with a point of Willpower and a successful Stamina roll (difficulty 9). The subject placed into stasis cannot act, does not suffer damage, and becomes completely inert.

Supernatural powers or magic can thaw the magical frost coating the subject, but mundane heat or force does not break the barrier. Anyone attempting to undo the Stasis must perform an extended action using an appropriate (as determined by the Storyteller) power or ability. Attempting to undo the ultimate Winter cantrip requires five successes per success on the original cantrip roll.

The number of successes determines the length of the stasis, although the changeling who cast the cantrip can end it at any time.

1 success	One scene
2 successes	One day
3 successes	One week
4 successes	One month
5 successes	One year

Type: Wyrd

Realms

Taken alone, the Arts of the Kithain are powerful yet inchoate, great storms of potential energy which cannot be brought to heel or directed into the world. It is solely through the province of the Realms that changelings are able to master the old magic of the Dreaming, or to deploy any but the rudest and most innate miracles of Glamour.

Like all else of the Dreaming, contradictory tales abound as to the origin of the Realms. The sidhe speak of the Tuatha de Danaan taking up great tools by which they set into place the elements of the Autumn World and the Dreaming itself, and naming each in turn. The nockers and boggans speak of canny contracts signed at the dawn of time with the substance of the world itself. Some eshu speak of distant gods playing at dice for control of this or that bit of reality, and how some handed down authority over those pieces to favored children, and how less-favored children stole other pieces. The pooka simply say that magic can only ever be the marriage of aspiration and experience — what you dream and what you know — and that Glamour, and indeed life, are useless without both components.

In the end, the practical result is this: Arts must always be combined with one or more Realms, which describe what the Arts can *do*. Speaking broadly, the Realms of Fae and Actor allow cantrips to enhance, attack, or enchant *people* (or people-like things, in the case of chimerae), while the Realms of Prop and Nature mostly allow cantrips to ensorcel *things* (and, sometimes, animals). Odd edge cases exist, of course, but those are the general rules, and these are the four great primary Realms that every changeling finds at least some facility with. More esoteric are the supplemental Realms of Scene and Time, which may never be used alone, but always enhance cantrips aimed at Fae, Actor, Nature, or Prop.

Ultimately, dedicated Kithain mystics expand their mastery of the Realms through practice, imagination, and simple experience of living. To achieve greater mastery of Actor, one must spend more time around people, thinking about them, talking to them, observing them, and finding out what makes them tick; to achieve mastery of Nature requires spending time in the wild, and so forth.

Realms are rated in dots which each grant broader and broader dominion over that which is governed by the Realm. In order to use a cantrip on a desired subject, the changeling normally must have purchased the relevant Realm (or Realms) up to the dot rating that best describes her target. However, if she lacks an appropriate rating, then all is not lost — the changeling may fold together imagination, Glamour, aspiration, and will to force the magic to bend to her will anyway. **Players may target a cantrip with Realm ratings they haven't purchased by spending a point of Glamour per "missing" Realm.**

Putting it all together, the final result, in game terms, is this: **When casting a cantrip, the changeling rolls her rating in the Art being used + the rating of the lowest primary Realm being used. Time and Scene never change the dice pool.**

For a simple example, a pooka wishing to use the Wayfare cantrip of Quicksilver on herself would need to combine Wayfare with Fae ֍ (Hearty Commoner). She has Wayfare ֍֍֍ and Fae ֍֍֍֍, so the player adds them together and rolls 7 dice.

For a more complex example: The same pooka wants to use the same cantrip to grant her entire motley *and* her human brother fantastic speed. She needs to combine Wayfare with Fae ֍ (all the members of her motley are commoners), Actor ֍ (because her brother counts as a True Friend), and Scene ֍ (since they're all clustered together in one room). She has Wayfare ֍֍֍, Fae ֍֍֍֍, and Actor ֍, but lacks Scene. Since Actor is the lowest-rated of the Realms being deployed, her player rolls Wayfare + Actor, for a total of 4 dice, and must spend a point of Glamour to use the missing Scene.

Actor

This Realm grants power over the folk of the Autumn World. Its purview encompasses ordinary people, of course, but also the enchanted, Kinain, mages, and even Prodigals such as vampires and werewolves (though not the Kithain and their fae brethren).

ᔕ True Friend

The most rudimentary initiation into this Realm grants power over a well-known friend or confidante — someone the changeling has spent a great deal of time around, whose interests and hobbies and aspirations she knows, and who trusts and likes her.

Possible examples: Your friends. Your spouse. Your brother. Your kids. Certain of a therapist's patients.

ᔕᔕ Personal Contact

Basic initiation into the Realm of Actor allows the changeling to work cantrips upon those that she has personally met and had at least a few minutes of interaction with, and whose names she knows. In older times, folk were cautious about giving their names to strangers, for names are things of power in the hands of the fae — but the Autumn World has largely forgotten its fear of faeries, and names are easy to come by.

Possible examples: Your boss. Your coworkers. Your neighbors. The kid who picked on you at school. The bartender at your favorite bar.

ᔕᔕᔕ Familiar Face

Adepts in this Realm can weave their cantrips against anyone they recognize based on some preexisting context — the changeling has moved beyond the need for a name. A person needs to be no more than "the guy who drives the ice cream truck," "that cop who gave me a ticket last week," or "Stephi's mom."

Possible examples: The people at a high school reunion. The local news anchor. The regulars at your favorite bar. A criminal you saw a story about on TV. The guy who drives the bus you take to work every morning. Those kids always hanging out on the corner.

ᔕᔕᔕᔕ Dire Enemy

A favorite of redcaps everywhere, the changeling can now wield her Arts against anyone who has established themselves as an antagonist, even those she's never met before. An antagonist is anyone attempting to restrain, attack, belittle, harm, humiliate, or thwart the changeling.

Possible examples: A security guard at the place you're breaking into. A mugger. A vampire who attacks you at the club. The kid running to tattle on you to the teacher. The guy who isn't taking no for an answer at the bar. That dickhead who just cut you off in traffic and flipped you the bird.

ᔕᔕᔕᔕᔕ Complete Stranger

Mastery of the Realm of Actor grants the changeling power over even total strangers, so long as she has *some* idea of who she's aiming her cantrip at — she still can't "blind aim" a cantrip, so "whoever broke into my apartment" won't work.

Possible examples: That guy waiting for the bus. The person who just got into the elevator with you. That lady with the weird mole. The man in the yellow raincoat. The kid working the drive-through window.

Fae

This Realm grants power over the things and children of the Dreaming — the Kithain themselves and their stranger cousins. Its most rarefied heights also grant dominion over the odd and incomprehensible mysteries of the world, since mysteries are, in the final estimation, also gifts of the Dreaming.

A note: This Realm is *relative*, and is presented from the perspective of the Kithain, who generally act as the default protagonists of **Changeling: The Dreaming**, but these are not the only changelings in the world. When wielded by, for example, the Menehune of Hawaii, the first dot of this Realm affects the "common" hana and kokua kiths, while the second dot grants power over the "noble" ali'i and kahuna kiths. For a Menehune to direct a cantrip at a troll, sidhe, or redcap, she would need to use Fae ᔕᔕᔕᔕ, as the non-Hawaiian Kithain are alien to her place in the Dreaming.

ᔕ Hearty Commoner

The first things a changeling initiated into this Realm gains power over are the humble commoners of the fae world.

Possible examples: Most non-sidhe Kithain, titleless Autumn sidhe.

ᔕᔕ Lofty Noble

With greater mastery over the Realm of Fae comes the ability to direct cantrips at the nobility of the Kithain, a fact that causes no little consternation among militant commoners — it's difficult to keep morale up when the Dreaming itself seems to endorse the divisions of class and power. This rank also encompasses members of "commoner" kiths who have been granted titles.

Possible examples: Arcadian sidhe, troll knights, oba.

ᔕᔕᔕ Manifold Chimera

Those with significant facility with the Fae Realm eventually learn to direct their power at chimera, including both chimerical creatures and wholly chimerical objects (but *not* including a changeling's voile — her clothing is considered a part of her by the strange rules of the Dreaming).

Possible examples: Nervosa, your imaginary friend, most nocker contraptions.

Elusive Thallain

Potent adepts of the Fae Realm may direct cantrips at those strange fae set apart from the Kithain by the inscrutable will of the Dreaming. This category generally includes the nunnehi and Menehune, Adhene, inanimae, Thallain, and any other bizarre denizen of the Dreaming. It also includes any inexplicable yet bodiless beings that changelings occasionally encounter, such as spirits or ghosts.

Possible examples: Goblins, kachinas, water babies, hana, ghosts, naraka, Hsien.

Overcomer of Glamour

Masters of the Fae Realm may work their magic directly upon receptacles of waking Glamour: cantrips, Treasures, freeholds, dross, trods, and so forth.

Possible examples: Caliburn, a closed trod, the balefire of a freehold.

Nature

This Realm encompasses the raw elements and awesome forces of nature. It is defined by a classical and holistic understanding of natural phenomena and substances, rather than a clinical one.

Base Element

The changeling may direct a cantrip at discrete manifestations of the four classical elements (air, earth, water, and fire). These manifestations must be fairly straightforward and inorganic. Because it's difficult to quantify discrete manifestations of air, that element often requires the Scene Realm as well.

Possible examples: A puddle, a big stone, a campfire, the soil of a grave, all the water in a bathtub.

Raw Material

The changeling may affect unliving, organic material such as wood, paper, rope, hemp, and the like.

Possible examples: A wooden shelf, a wooden fence, a sheet of paper, a hand-rolled joint, the mooring line for a small boat, a steak dinner.

Verdant Forest

At this level of initiation, the changeling may now direct her cantrips at living plants.

Possible examples: A planter of flowers, a potted cactus, a mighty oak, creeping kudzu vines, a fresh apple, a weeping willow.

Feral Animal

Adepts of the Nature Realm gain power over living animals, great and small. People who have been transformed into animals (hey, it happens) are governed instead by the Realm reflecting their base form (usually Actor, or, in the case of pooka, Fae), as are Prodigals such as werewolves who transform freely between human and bestial forms.



Possible examples: Your dog, a stray cat, the tigers at the zoo, the crow sitting on your roof, the goldfish who is now the only witness to a murder.

ᔕᔕᔕᔕᔕ Natural Phenomena

The most refined mastery of Nature grants the changeling the ability to directly target natural phenomena: weather patterns, volcanic eruptions, earthquakes, and the like.

Possible examples: A fog bank, a storm cloud, a geothermal vent.

Prop

Prop is the Realm governing objects of all sorts, from table knives to telescopes. Props are worked objects not falling into the parameters of the Nature Realm, including all refined metals, plastics, and compound materials.

Prop can never, under any circumstances, affect objects made of cold iron.

ᔕ Ornate Garb

The changeling may target anything that is commonly worn, or currently being used as clothing or a body decoration.

Possible examples: A dress, a shirt, jewelry, tattoos, makeup, a small padlock worn as an earring, your boss's toupee.

ᔕᔕ Crafted Tool

The Kithain may now enchant any object that doesn't use electricity and has no moving parts.

Possible examples: A club, a knife, a sword, a crowbar, a screwdriver, a hand saw, a glass coffee table, a mug, a mattress, a lucky coin.

ᔕᔕᔕ Mechanical Device

The changeling's mastery of Props grows to encompass objects with moving parts, so long as they don't require fuel or an electrical power source.

Possible examples: A gun, a skateboard, a bicycle, a door, a combination lock, an action figure, a swing set.

ᔕᔕᔕᔕ Complex Machine

At the higher ranks of facility with the Prop Realm, the changeling gains the ability to ensorcel machines that require fuel or electricity, so long as the object is fairly easily to explain, use, and understand.

Possible examples: A toaster, a chainsaw, a car, a printing press, a stun gun, an oven, a telephone, a lamp.

ᔕᔕᔕᔕᔕ Arcane Artifact

At the apex of the Prop Realm, the changeling discovers the secrets of working Glamour upon even the most complex of devices — those of inscrutable working or function, or that depend upon delicate and complex electronics.

Possible examples: An X-ray machine, a television, an iPod, a smartphone, a computer.

Scene

Scene is one of the two modifier Realms. It cannot be used to ground an Art on its own, but must instead be used in conjunction with Actor, Fae, Nature, or Prop. Scene expands the effects of the Realm it modifies to encompass as many relevant targets as the changeling desires within the described zone — for example, if Scene were coupled with Actor ᔕᔕᔕᔕ, a cantrip could be used upon all of the changeling's enemies within the area; if it were combined with Prop ᔕᔕᔕᔕ, the changeling might enchant all of the cars in a parking lot.

Using Scene always raises the difficulty of a cantrip by 1.

ᔕ The Chamber

The first dominion of the Scene realm is the Chamber, allowing the changeling to affect all subjects within a small, discrete, enclosed area.

Possible examples: A den, a closet, a garage, a bedroom, a utility shed.

ᔕᔕ The Cottage

The second domain of Scene encompasses a small, contiguous building, allowing the Kithain to work a cantrip upon all subjects within.

Possible examples: A mobile home, a one-story house, an old cabin in the woods, a bomb shelter.

ᔕᔕᔕ The lonely lane

Adepts of Scene may work a cantrip upon an entire highway or road, stretching as far as the eye can see, and anything on it or immediately adjacent to it (such as in adjoining yards or on the sidewalk, but not inside of buildings).

Possible examples: A lonely country road, a city block, a suburban street, a hiking path, an interstate highway.

ᔕᔕᔕᔕ The Glen

The changeling may lay a cantrip over all subjects within an entire discrete, easily-defined outdoor location. Anyone inside of a structure that happens to be within the area is exempt.

Possible examples: A park, a lake, a forest, a hill.

ᔕᔕᔕᔕᔕ The Castle

The greatest works of Scene can amplify a cantrip to target all relevant subjects within a single massive structure or a cluster of smaller buildings that fall under a single intuitive header.

Possible examples: A castle, an office building, a university campus, an office park, a shopping mall, a hotel.

Time

Time is one of the two modifier Realms. It cannot be used to ground an Art on its own, but must instead be used in conjunction with Actor, Fae, Nature, or Prop. Time allows the changeling to manipulate a cantrip in various ways, winding its Glamour through time in increasingly complex permutations.

Using Time always raises the difficulty of a cantrip by 1.

ᚐ Three-Fold

The duration of the cantrip is tripled.

ᚐᚐ Suspended Sands

The cantrip's effect is delayed, and will activate at a time of the player's choosing (set when the cantrip is cast), up to a year and a day in the future.

ᚐᚐᚐ Fateful Trigger

Rather than being delayed by a set amount of time, the cantrip may be set to "hang" until a specified trigger occurs, set by the player. Examples include "the next time a Kithain walks through the door," "the next time Bill the Sluagh walks through the door," or "the next time the door is opened." The character must use the appropriate Realm or Realms for the target of the trigger.

ᚐᚐᚐᚐ Bright Echoes

After the cantrip ends, it automatically reactivates a second time. The second activation applies the cantrip's effects as though it rolled only a single success, no matter how many successes the original cantrip generated. If the first use of the cantrip failed, so does its echo.

ᚐᚐᚐᚐᚐ Glorious Renewal

The Cantrip becomes seasonal and reactivates after being dormant. The specific circumstance for the Cantrip reactivating is dictated by the player, but must involve a significant marker (such as an equinox, eclipse, birthday, etc.) and there must be significantly more time between activations than the duration of the cantrip.

Seven Dreams Brought to Life

Arts, Realms, Glamour, Unleashings, and more! It can seem like a lot to keep track of, but in truth, it's as simple as knowing what you can do and using that to get what you want. While Arts are, of course, the most exciting aspect of a changeling's ability to wield Glamour, it's useful to learn to think primarily in terms of the Realms you can work through. For the classic example, if all you have is Prop, then you have to learn how to "cheat" to get what you need done —otherwise you'll be burning a lot of extra Glamour. Pay attention to the objects around you and think about how you can apply your Arts against them. There's a thug chasing you? Well, you don't have Actor, but you *can* target his clothes, so starting from there you can pick an Art that will get him off your back effectively.

Rather than speaking in generalities, let's go through a few examples of these rules in action, to tie it all together.

The Pig and the Selkie

Callie is a Selkie who passes a construction site on her way to the beach every afternoon. They're putting up a new hotel distressingly close to her favorite secluded shoreline, which is bad enough; but worse than that is one particular construction worker who catcalls her every day, becoming increasingly vile and brazen each time. Today he's walked right out of the borders of the construction site to proposition her, and she's had enough.

Callie has Metamorphosis ᚐᚐᚐ and Actor ᚐᚐᚐ. She decides to use Metamorphosis ᚐ, Sparrows and Nightingales, to teach the lecher a lesson, and Actor ᚐᚐᚐ, Familiar Face, to target him directly. The difficulty of the cantrip starts at 8.

Callie enacts a bunk to make the magic easier to send into the Autumn world. She gives the worker a crooked smile and invites him to walk a mile in her shoes — and then proceeds to strip her shoes off, along with the rest of her clothes, and toss them to the startled man. (She was going to ditch them at the beach anyway.) The Storyteller declares the bunk worth –2 difficulty for being attention-getting, a tad risky, and befitting of a fae preparing to level a poetically-ironic curse. The final difficulty for the cantrip is 6.

Callie's player spends one Glamour, because Sparrows and Nightingales is being used as a Wyrd cantrip, and then rolls Metamorphosis + Actor — a total of six dice. She gets 2, 4, 6, 7, 7, 9 — a total of four successes. The construction worker is transformed into a woman, and will stay that way for a month.

The Bully

Adam is a nocker childling who has run afoul of the bully in his class, and has good reason to think the boy is lying in wait for him somewhere along the walk home from school. Ducking into the boys' bathroom as school lets out for the day, he enacts a quick Oakenshield cantrip to fortify himself for the trip home. Adam has Primal ᚐᚐᚐ and Fae ᚐᚐ, though he only needs Fae ᚐ, Hearty Commoner, to target himself. However, he wants to make sure his cantrip doesn't run out prematurely, so he incorporates Time ᚐ, Three-Fold, for three scenes of protection. Because Adam lacks any dots in Time, this will cost him an extra point of Glamour.

For a bunk, he uses toilet paper to clog all of the sinks in the bathroom, then turns the taps on full so they'll overflow, and splashes himself with water from each tap. The Storyteller considers that worth –2 difficulty, for use of both materials and the risk of getting in trouble if someone walked in and caught him. The base difficulty of the cantrip is 8, raised to 9 by the inclusion of the Time Realm, but then reduced by 2 for the bunk, giving the cantrip a final difficulty of 7. Adam's player spends two Glamour, because the cantrip is Wyrd and he's using a Realm he doesn't know, and then rolls five dice, equal to his Actor + Fae, and gets 5, 6, 7, 7, 9 — three successes. Infused with the fluid grace of water, Adam gains three temporary health levels.

The Lightning Tree

There's a great old oak tree in Jamilah al-Taberynn the pooka's backyard, and she loves to play in it, but a great wind storm tore the old tree up pretty badly, and now its branches are cracked and sagging, and she fears her tree may be dying. She dedicates a whole Saturday afternoon to making the tree better. She fires up the barbecue grill, and sacrifices her summer essay



assignment to it, one page at a time. Before she feeds in each page, she recites a fond memory she has of the tree — spending time with friends, making up stories in its branches, playing among the roots when she was younger. She even makes up a few stories, in finest pooka tradition. The Storyteller declares the bunk worth –4 difficulty, for the mixture of creativity, expenditure of a whole afternoon, and the sacrifice of about the most valuable thing Jamilah has — a loss sure to get her in trouble later.

Jamilah is using Spring ๑๑๑, Well of Life, and directing it with Nature ๑, Base Element (she focuses the cantrip on the fire, and then rubs the ash of the fire on the tree to heal it). Because of the bunk, and because Nature is the affinity Realm of the pooka, the cantrip's final difficulty is lowered from 8 to 3. Jamilah's player spends one Glamour, since she's attempting a Wyrd cantrip. She actually has Spring ๑๑๑๑ and Nature ๑๑๑, so her player ends up rolling seven dice, and gets a whopping six successes. The Storyteller decides that's plenty enough to restore the tree to full health, its leaves once more strong and lively and true.

An Unlucky Coat

Fell Tom the redcap has done something *very* naughty, which would be fine by him, except the Baron's human cousin caught him doing it, and snapped a photo on his phone, and now he thinks he's got some leverage over Fell Tom. But Fell Tom noticed the hapless cousin always wears the same coat, and keeps his phone in its pocket, so he's decided to set gremlins upon the coat — no phone left in their vicinity for long will be safe.

The cousin has just finished making blackmail threats. Fell Tom jumps up and down and howls and blows and puffs out his cheeks, which the blackmailer takes to be a display of rage, not recognizing the simple attention-getting bunk. The Storyteller rules it only a minor bunk, worth a difficulty reduction of –1. Luckily, the baron has enchanted his cousin, dropping the difficulty by another point, for a final difficulty of 6. It's a chimerical cantrip, so the player doesn't need to spend any Glamour. Fell Tom has Skycraft ๑๑๑๑ and Prop ๑ (which is why he couldn't target the phone directly, and wasn't willing to get lazy with his precious Glamour to shortcut his way to Prop ๑๑๑๑๑), so his player rolls five dice, and lucks out two successes. The gremlins will plague all electronics in the immediate vicinity of the coat for a day, hopefully long enough to crash the phone's memory and delete the meddling cousin's evidence.

The Flying Motorcycle Brigade

Jase is a nocker and the head of a little motorcycle gang made up of enchanted chums. They've just gotten cut off



by a big-rig truck on a lonely stretch of nighttime highway. What's worse, the driver gave them a blast of his horn and flipped them off. Itching to do something flamboyant about it, Jase decides to give the trucker a good scare. He's going make his gang's motorcycles fly! This will take Wayfare ᔕᔕᔕᔕ, Prop ᔕᔕᔕᔕ, and Scene ᔕᔕᔕ, which is exactly what Jase happens to have.

The gang pulls over into a diner's parking lot just off the road, and Jase organizes them into a circle, where they all synchronize to hold their bikes still and rev the wheels, producing a massive cloud of smoke. Then they come tearing out of the smoke in unison.

The Storyteller judges this bunk to be worth –2 difficulty: it was flashy and attention-getting, and the motorcycle focus was oh-so-very Jase. Additionally, Prop is the nocker affinity Realm, lowering the difficulty by one more. However, the difficulty also rises by 1 because this cantrip incorporates Scene to target all the gang's bikes. The final difficulty, then, is 6. Jase's player spends one Glamour to power the cantrip for its Wyrd aspect, then rolls eight dice and gets an astonishing five successes. Because Jase has Glamour 4, the gang now has four hours of enchanted flight in which to catch up to the trucker and swoop around hollering, honking, revving, and otherwise bedeviling him. What a night!

The City Council's New Clothes

A certain member of the city council has been attempting to rezone an area containing Tyrel the sluagh's favorite library, and Tyrel knows very well there's no money in the town's budget to relocate the library — it will simply shut down. The councilman is making a speech tonight, and Tyrel plans to make it memorable. He parks outside of the councilman's house that morning, takes out a legal pad, and draws a map of the area under consideration for rezoning, then releases his cantrip when the councilman walks out of his front door, and drives off smiling.

Tyrel has used Wayfare ᔕᔕᔕᔕᔕ, Flicker Flash, with Prop ᔕ and Time ᔕᔕ. His intent is for the councilman's clothes to vanish, teleporting into the middle of the public library while leaving him behind, in the middle of his speech tonight. Unfortunately, Tyrel knows neither Prop nor Time.

The Storyteller deems the bunk to be worth a –2 difficulty reduction, and even though Tyrel doesn't know Prop, it is still the affinity Realm for sluagh, granting another –1 difficulty reduction. Unfortunately, the Time Realm raises the difficulty by 1, and the Storyteller rules that the councilman's starched, pressed suit has picked up quite a bit of his Banality over time, raising the difficulty by another point. The final difficulty, then, is 7.

Tyrel's player spends three points of Glamour, one for the Wyrd cantrip, and two for the missing Realms. Since his Wayfare is 5 but his Prop is 0, he rolls 5 dice, and gets 2, 3, 6, 6, 9 — a single success. Everyone gathered to hear the councilman speak tonight is in for a hell of a surprise.

A Desperate Escape

Clarice the sidhe is in over her head. She and her friends have been caught in an ambush by a group of anti-royalist redcaps, nockers, and one very unfriendly troll wielding an iron pipe. Looking at her options, neither Soothsay ๑๑๑๑ nor Wayfare ๑ seems likely to get them out of this mess, and so, desperate, she performs a Wayfare Unleashing. Her heartfelt cry to the Dreaming is a simple one: "Get us out of here!"

Clarice currently has no Nightmare dice, but that's about to change, as the Unleashing grants her one of them immediately. Since she has Glamour 3, that means she'll be rolling 4 dice to perform the Unleashing. She spends two Glamour, and lets the dice fly at difficulty 7. She gets 5, 4, 7, on her normal dice, 10 on her nightmare dice. Two successes in total, and a 10 on her Nightmare die adds one to her Nightmares.

The desperate gambit works… but Clarice's player rolled more successes than she had dots of Wayfare, so the Unleashing runs wild. The Storyteller declares that a great and wild wind blows out of the Dreaming and gathers up Clarice, her friends, and their assailants, and hurls them wildly across the city, scattering them hither and yon, each with no idea where the others might be. Clarice, in particular, finds herself in the middle of some family's living room, her fae mien and voile fully visible as people scream and panic around her. Her player marks down yet another point of Nightmare, inflicted by the wild tides of uncontrolled Glamour.


-Under the sad, green feathers
of an ancient weeping willow,
I spied upon a sitting satyr
reclining on mossy pillow—
He played a wondrous melody
thing through pipes of trance
his song was over
nymphs on a
less dance
-095-
-of life-
-of earth
-fig 2-

Chapter Five: Rules

And then the girl lowered her chin and lazily opened her eyes as she turned her head to look towards his hiding-place. He saw they were, indeed, almond-shaped, saw that they glittered silver… as they looked directly into his…

—James Herbert, *Once…*

Changeling is a setting rich with content for wondrous and terrifying stories. **Changeling** is also a game, containing rules so the participants of those stories can take actions with a fair chance of success or failure. The rules are the foundation of the game, and are basic at their core, offering various permutations to allow for, and restrict, actions depending on the events of the story and the abilities of the characters.

The rules in **Changeling** are consistent, even when different characters possess different levels of potential, or tests vary in complexity. Each player rolls the same type of dice. One character may have a better chance than another to succeed at a given task, thereby granting their player more dice to roll or lowering a targeted difficulty, but the rules remain consistent so the Storyteller and players find them manageable, and ultimately a seamless framework for the game.

This chapter covers the basics, such as rolling dice, various types of actions, and examples of rules in practice. More specific, detail-oriented rules can be found throughout the book. Don't worry about mastering all the permutations at once — learn the basic rules first, and everything else will come naturally.

The Golden Rule

As has been the case in **Changeling** for the last 20 years, rules come second to the stories players create. The rules are what you make of them. They can represent twists of fate that add Glamour and excitement, or more Banal but utilitarian foundations. Fashion **Changeling** into whatever you need it to be. Whether you're running a nearly diceless chronicle of in-character political brinksmanship or a long-running tactical campaign with each player controlling an entire motley of changelings, if the rules in this book interfere, change them. Your only limits are the depth of your creativity and the breadth of your dream.

Where you're inspired to change or disagree with any of the rules published within this book, propose your own rulings in advance of the game. The game is

a collaborative effort, so between Storyteller and players you'll determine the kind of game you want to play, with the kind of rules you wish to use. The goal is to combine efforts to tell the most amazing story possible.

If your group comes to disagree regarding rules at any point during the game, take a short break and discuss the issue. Ultimately, it's up to the Storyteller to adjudicate appropriately. The Storyteller can make decisions regarding whether the rulings in the book come first, if rules should come down to a vote within the group, or through any other method she chooses. Remember, the game exists for the players to have fun, so travel the path of most enjoyment.

Rolling Dice

Changeling uses 10-sided dice. You can find these in most game stores or via online retailers, or you can use a number of software dice rollers (including quite a few apps for smartphones and online play). The Storyteller will need some dice, as will the players. Both the players and the Storyteller should start with at least 10 dice between them.

Roll dice whenever the outcome of an action is in doubt or the Storyteller thinks there's a chance an action might fail. Conditions such as stress, injury, and the toughness of an opponent affect the difficulty target number. Your character's strengths and weaknesses affect the number of dice rolled, and thus directly affect chances of success. (Both of these concepts are discussed in detail anon.) The dice give a sense of chance or destiny to a situation calling for a roll, and do so objectively for everyone, so every player has an opportunity to succeed at her character's actions, or fail interestingly.

That last bit is important. The Storyteller should make the call on whether a roll's necessary when there's no potential for failure. Dice rolling can be exciting, but it can also disrupt the pace of a game. Moderating the pace is a key Storyteller technique, so Storytellers shouldn't have players roll dice unless there's a decent reason. Where multiple possible interesting outcomes exist, there's a need for dice rolling. If a game event sees the characters traveling from A to B no matter the content of the journey, it likely doesn't require dice rolling. Roll dice only if roleplaying or the mutual consent of the players doesn't resolve the matter. Use dice to enhance play rather than drive it.

Consider these situations:

The oathcircle follows clues and overcomes trials leading them to the hidden House Balor library, where the answer to riddle of the Thallain is known to be in its most ancient book. This event may at first seem a natural place for a Wits + Investigation, or even an extended Intelligence + Academics roll, but possibly not. A dice roll isn't needed if this is the only place the characters can find the answer to their riddle. If the riddle can't be solved, the story becomes stuck at this point. Rather, this situation can be roleplayed, with a little narrative color to describe the time it takes for the changelings to find their book. Alternatively, the Storyteller could have avoided this situation by having the answer given to them by an interesting character met in the library. If the players do feel inclined to roll dice, reward high successes with additional nuggets of forbidden lore and maybe a treasure or two.



A group of Dauntain launch a shock attack on the changelings, armed with cold iron weapons. In an event such as this, dice are required to generate a situation of chance and tension. The Dauntain could be significantly stronger than the changelings if they have the true element of surprise, or weaker if they've underestimated the motley, but the element of chance added by dice rolling adds risk and drama to a conflict situation. In situations like this one, the changelings can fail, get injured, or maybe even die. They can also demolish the opposition, if the dice are in their favor.

The changelings engage in tense negotiations with a fantastical, dangerous chimera of unknowable age and power. This is an example of what would almost certainly be an extended action (see p. 246) or even a resisted action (see p. 247) if the chimera's favor is being contested by other beings, or if it simply dislikes the changelings. The dice in this case not only serve to show how well the negotiations go for the changelings, but also how long the negotiations last. Is the chimera influenced swiftly? How well does the opposing group do in winning the chimera over to their side? Roleplaying should influence the dice in events like these, as convincing arguments, carefully placed bargaining chips, or ham-fisted insults could lower or increase the difficulty target on later challenges within the action.

Actions

Actions are anything a character does that might produce an interesting outcome to the direction of the story. If a changeling is being chased by a chimerical beast, crossing the road safely may become trickier. When a changeling is concealing a dark secret from his motley, talking openly with friends becomes an effort to resist letting the truth slip. If a changeling is succumbing to Banality, having to associate with other changelings could be the most daunting ordeal he can imagine. These are all actions of varying types. One action usually takes one turn to complete. See p. 248 for more information on increments of game time.

Typically, speaking and conversation do not require dice rolls. This freedom from game mechanics only changes in situations where a changeling wishes to use Abilities like Expression or Intimidation. The game places as few limitations as possible on communication among players and characters.

In order to attempt an action, the player must tell the Storyteller what she wants her character to do, and how the character intends to do it. Most actions are simple enough to be automatically successful, but where there's the possibility of failure or an interesting consequence based on how well the character succeeds, dice must be rolled to determine the results.

If only one success is required to accomplish an action, the action is called a simple action. Actions requiring more successes or longer periods of time to complete are called extended actions. See p. 246 for more information on extended actions.

Reflexive Actions

When characters react instinctively, they take a reflexive action. Characters perform reflexive actions automatically, and may take a normal action on a turn without penalty.

Soaking damage from an attack (p. 282) is reflexive, for example. Spending a point of Glamour or Willpower takes less than a second — it doesn't require a dice roll, and a character can do it while focusing on something else.

Characters must be conscious (or otherwise capable of choosing to take the action, in the case of dream sequences or other deviations from consciousness that still allow choice) in order to make a reflexive action. Unless otherwise specified, a character may perform any number of reflexive actions, and they don't prevent any other actions from being taken.

Ratings

A character is defined by her Traits. Traits in **Changeling** are usually rated 1 to 5, the number being the number of "dots" the character has in a Trait. One dot is barely competent; 5 dots is the pinnacle of human achievement, although changelings can surpass this peak through various abilities unique to the Kithain. Most people's Traits range from 1 to 3; with 2 being the human average. A character can have a Trait rating of 0, representing an Ability never learned or a disability rendering an Attribute impossible to use.

x	Abysmal
֍	Poor
֍֍	Average
֍֍֍	Good
֍֍֍֍	Exceptional
֍֍֍֍֍	Superb

Dice Pools

When rolling dice, the player rolls one die for each dot possessed in the appropriate Trait. Innate aptitude is often modified by skill, so the rating of an appropriate Ability adds dice to the pool, resulting in a combination of Attribute dice and Ability dice. A changeling attempting to lie to his motley would roll dice equal to the number of points in Manipulation + Subterfuge, for instance.

A character is deep in his books on engineering, attempting to calculate the materials necessary for building a fantastical flying craft to gift the sidhe baron. The Storyteller might request a roll of Intelligence + Science: an Attribute plus an Ability. In this case, three dice for the Intelligence of 3, plus four in Science, give seven dice in total. A roll of these seven dice determines the character's success or failure in identifying the source and attainability of each component required for the flying machine. These dice are the dice pool: the total number of dice rolled for a single action. Dice pools are typically calculated for one action at a time. Pools can be divided to perform multiple tasks in a turn (for more information, see "Multiple Actions," below).

Some rolls require a roll of an Attribute rating only. For example, lifting an object is a pure application of Strength,

while a roll to resist vivid, recurring nightmares relies on a dice pool solely from the Willpower Trait.

A dice pool can't draw on more than two Traits, and Traits with a maximum rating of 10 (such as Glamour, Banality, and Willpower) can't have other Traits added to their dice pool. Humans (including Enchanted humans) can never have more than 10 dice in a dice pool. Changelings wielding potent Treasures and Arts may find this limitation doesn't apply to them. Unfortunately for changelings, the same unlimited dice pool is available to other non-human entities, including the worst living nightmares from the Dreaming.

Multiple Actions

Occasionally, a character needs to perform more than one action in a turn, such as trying to bypass an electronic lock in a busy office while attempting to avoid attention, or sidestepping an incoming attack while striking the oncoming chimerical monster with a hammer. In such situations, actions can be attempted normally, though all actions become more difficult as the character's attention is split among them.

The player declares how many actions the character will take in a turn, determining which has the smallest dice pool. That many dice can then be split among the actions in proportions the player sees fit.

Example: *Your character is being interrogated by the sidhe seneschal, due to an accusation of rabblerousing. Your eshu agitator wishes to lie, stating her innocence. As she's never trusted the seneschal's motives, she simultaneously reads the seneschal's reactions to her answers. This is a Manipulation + Subterfuge roll (for which your character has six dice) and a Perception + Empathy roll (for which your character has five dice). Five dice is the smaller dice pool, so you may divide five dice among the number of actions you want to take. That is, you may allocate these five dice as you see fit between the bald-faced lie and the interpretation of the sidhe's body language.*

At the Storyteller's discretion, certain wildly-disparate action combinations may incur a difficulty increase (see below) on top of the split dice pool limitations. Seducing a hoary old sluagh while fencing with a nocker rival is a challenge, and the difficulty will be altered to reflect that. Splitting dice pools to a certain degree may well be impossible in some cases, adjudicated by the Storyteller.

Difficulties

When a character is about to make an action and a roll is required to determine success, the Storyteller will assign a difficulty number to the action and announce it to the players. A difficulty is always a number between 2 and 10 (but generally between 3 and 9). Each time you score that number or higher on one of your dice, you've gained a success. For example, if an action's difficulty is a 6 and you roll a 3, 4, 5, 6 and 10, then you've scored two successes. Only one success is required to perform most actions successfully, but it's a marginal success. If you score three or more, it's a complete success.

The following charts should give you a good idea of how to combine difficulties and degrees of success.

Difficulties

3	Trivial (boiling pasta, with instructions)
4	Easy (following a trail of Glamour to a powerful chimera)
5	Straightforward (seducing a satyr)
6	Standard (training a dog — not a pooka — to sit)
7	Challenging (practicing the etiquette protocols in a foreign court)
8	Difficult (convincing an enemy combatant to stand down)
9	Extremely difficult (juggling running chainsaws)

Degrees of Success

One Success	Marginal (writing a history paper, using Wikipedia as your only source)
Two Successes	Moderate (convincing a dog to sit, though it won't sit for long)
Three Successes	Complete (eradicating a nest of vermin in your freehold)
Four Successes	Exceptional (performing a play well enough to earn several encores)
Five Successes	Phenomenal (creating a masterwork treasure, worthy of acclaim)

Most tasks have a default difficulty of 6. *If the Storyteller or rulebook ever calls for a roll, but doesn't give a specific difficulty, the task is difficulty 6.*

The Storyteller is the arbiter on action difficulties, assigning a higher target number the more difficult an action is. Conversely, routinely easy tasks should have low difficulties, and where particularly simple the Storyteller may permit an automatic success. Difficulty 3 and 4 tasks are easy enough to warrant no dice rolling, unless an interesting consequence from success or failure is evident.

Be wary of assigning difficulties of 10, as the results curve is inclined to punish players with more dice to roll. A player has as good a chance to botch as to succeed, as 1s are as likely as 10s (see Botches, below). An alternative to a difficulty of 10 is setting a target difficulty of 9, but deducting dice from the player's roll.

Failure

Scoring no successes on a roll results in a failed action. The changeling fails to impress the countess. The dying words of the traveler cannot be understood. The bottle hits the road instead of the riot cop. Failure is a fantastic opportunity for

roleplay, with some of the best character development coming out of mistakes, mishaps, and foul-ups.

Example: *Your character is crawling through the vents of a laboratory complex. As your sluagh creeps through the steel shaft, he feels a sheet of metal depress under his knee. The Storyteller tells you to roll your character's Dexterity + Stealth (difficulty 7). You roll and the dice turn up 2, 3, 3, 5, 6 — no successes. The Storyteller narrates that as you shift your weight, the metal below your knee "clangs", reverberating throughout the vent. Thankfully, the vent didn't collapse into the lab below, but you don't know if any of the scientists or guards heard the noise.*

Failure should not represent a sudden stop to a story, but instead should present an array of possibilities to the player who failed. It should not injure a character as much as imperil him, or make a route of inquiry more difficult to pursue. A failed attempt to seduce a fellow in a bar might result in a rejection, but not a hot drink being thrown in the face of the changeling who asked.

Botches

Sometimes it's just not a changeling's day. When the dice show a 1, the result is severe enough to cancel out a success. Take the die showing 1 and one of the dice showing a success — starting with the lowest numbered success — and set them aside. In this manner, an otherwise successful action may be reduced to failure, with multiple results of 1 cancelling out multiple successes.

If none of the dice show as successes *and* one or more dice shows 1, the roll is a botch. If you score at least one success, even if that success is canceled out and additional 1s remain, it's just a simple failure.

A botch is much worse than a normal failure — it's dramatic misfortune. Botching a Law roll when defending a client may result in their receiving a harsher penalty than they deserve. Botching a Survival roll may result in a tracker following her footprints in a circle for hours. Botching a Brawl roll means a street fighter doesn't just miss his opponent, he breaks the bones in his hand against the wall, and the fight continues on. The Storyteller decides exactly what goes wrong.

Example: *Your character spies on a gang of youths, having been informed one of them is a "sleeping" changeling. Watching a young lad from afar, you roll your character's Perception + Kenning (difficulty 6), aiming to tell if this exuberant boy is in fact a changeling who's yet to achieve Chrysalis, getting 1, 1, 4, 5, 8. The one success is cancelled out, but the remaining 1 doesn't count as a botch. The changeling is unable to tell if the child is in fact one of the Kithain.*

Aware of the number of people around in this area, you decide your character continues her reconnaissance while disguising her acts and blending into the crowd. You roll an Appearance + Stealth (difficulty 5) to become another face in the background, getting 1, 2, 4. This time you score no successes and the single 1 results in a botch. Not only does your character fail to remain inconspicuous, she draws the attention of a concerned citizen who grabs her wrist and loudly accuses her of staring at those children for a little too long…

Optional Rule: Fear of Failure

Sometimes players fail rolls a little too often. An occasional botch keeps a game interesting. Repeated botches risk compounding a feeling of failure, and can freeze a plot if dice rolls prevent characters from moving forward.

If you find players are failing rolls too much and you want a slightly more forgiving take on the system, remove the rule of 1s cancelling successes. 1s now only count as botches where zero successes appear. Players may spend a Willpower point to remove the chance of botching.

Botches should be creative and further the story, even if it is in an unexpected way. They should be dramatic enough to cause knock-on effects further down the line of the chronicle, and be the kinds of mishaps and strokes of bad fortune the motley eventually jokes or commiserates about. Sometimes a botch occurs in such a dramatic way as to signify the overwhelming strength of an opponent, or a rival's simple luck in beating the changelings at their own game.

Queen Aeron of Pacifica's guardian white lion mauled the troll knight while he attempted to mollify her temperamental cats. He botched the attempt to pacify her pets, and is now the laughingstock of the Court. The nocker scholar's quiet, savant student humiliated her in a botched examination. Kithain whisper the tale in all corners of the nocker's library as the changeling seethes. A spriggan nurse misdiagnosed a bout of food poisoning as an attempted assassination, leading to the implosion of the local Unseelie Court. She's now hunted far and wide. All such examples rank as grand misadventures due to botches. Botches should lead to fresh and dangerous tales, with thrilling anecdotes as the result.

Automatic Success

Rolling dice isn't always necessary, especially when a character is so adept at a particular task that involving a chance of failure would break the game's immersion. Anything that streamlines play and reduces distractions is a good thing. **Changeling** employs a simple system for automatic successes, allowing rolling to be skipped for mundane actions.

If the number of dice in a dice pool is equal to or greater than the difficulty number, the character automatically succeeds with no dice rolled. This doesn't work in a dynamic or stressful situation, and automatic successes are always considered marginal (one success). Therefore, if a character is attempting a trick shot or the construction of her magnum opus, it may be worth rolling to succeed anyhow.

When the stakes are high, a player can also spend a Willpower point (see p. 258). Doing so grants a single success, reducing the chance of a botch. Only one Willpower point can be spent per turn and must be declared prior to rolling dice.

Trying It Again

Failure has a tendency to feed into failure. When a character fails to start a car in a suspenseful, dramatic moment, stress fuels the next attempt, and with stress comes haste and a likelihood of increased failure. In such cases the Storyteller can increase the difficulty of the second attempt by one, if she so chooses. If the attempt fails yet again, the difficulty of a third attempt increases by one again, and so on. Eventually, the difficulty increases to a point that attempts are fruitless.

Examples of when to use this rule are: picking a lock, resisting interrogation, or attempting to remember lines and lyrics. If you cannot turn the tumblers, withstand the pressure, or have immediate recall of the script, you may not be able to do it at all.

Do not invoke this rule in cases when expecting multiple attempts at success, such as when tracking an enemy, trying to outthink an intruder, or firing a gun. Failure in these scenarios does not automatically lead to frustration and failed future attempts.

Example: *Your character is attempting to mediate an assembly of Kithain Traditionalists, Reformers, and Modernists, as they debate the current state of the nobility. Tempers become frayed and a redcap among the Modernists begins to make violent overtures. You rollExpression + Charisma (difficulty 7) for your character to make her voice heard and calm the congress down, getting a 2, 3, 5, 5, 6, 6. The nobles barely notice your failure as some start screaming at each other, while others reach for weapons. Your character's stress levels build — she didn't expect this escalation — and attempting again to pacify the dignitaries, you roll Expression + Charisma, the difficulty now increased by 1 (difficulty 8). You get 1, 4, 7, 8, 8, 10. After deducting one of the 8s due to your roll of 1, you still manage two successes. The crowd begins to quiet, but they will not remain that way for long.*

Complications

For the majority of games, the preceding rules should be all you ever need. They do not cover all eventualities — for instance, what if a character attempts to match wits in a game of death with a Sicilian Unseelie boggan, or wishes to spend several days studying in a dusty old library to find out the truth behind the rumors of fae vampires?

The below complications exist to add more color, realism, and suspense to games, but they are optional, so don't feel the need to memorize them if they seem unnecessary to your chronicle.

The following complications are relatively simple and generic, usable to describe a wide variety of actions. For situation-specific complications, see **Chapter Six**.

Extended Actions

Completing some tasks can take longer than a single turn. When you need multiple successes to score even a marginal success, you are undertaking an *extended* action. For example, a boggan spends a whole night in a bar listening to a satyr grump ramble on about his journey to the Deep Dreaming, just to catch one or two useful nuggets of information in amongst the hyperbolic tales of derring-do. A sidhe may be attempting to remain composed during a humiliating House ritual, and knows if she breaks at any point during the rite, she will have failed.

For extended actions, the character's dice pool is rolled multiple times at subsequent intervals, trying to collect enough successes to succeed. In the above barroom example, the boggan has to gain 10 successes to sort the verbal wheat from the chaff. He will probably succeed eventually, but the longer it takes, the more chances the satyr rambles off on tangents or the boggan just records the wrong information. In this example, bar closing time limits the number of turns available, making the speed with which the task is finished increasingly important. The Storyteller in all cases is the final authority on which tasks are extended actions.

Providing nothing prevents the actions from taking place, extended actions can take as long as they need. In the case of a botch, however, all accumulated successes are lost. The satyr angrily accuses the boggan of not listening to every word of his thrilling tale, making the boggan start over from scratch as the story recommences from the beginning once the satyr composes himself. The Storyteller may rule that some extended actions cannot be restarted once failed.

Because extended actions are the best means for recording certain feats, the systems in Chapter Six use them frequently. Due to the amount of dice-rolling involved, pick and choose when extended actions are most appropriate to the flow of play.

Note that extended actions may be on a different frequency than turn-by-turn. The Storyteller determines the unit of time over which the action takes place. In the sidhe ritual example above, the rite actually lasts a week and entails resisting various arcane practices across that time. Alternatively, the rite could be finished within a day, or an hour, if that is what the Storyteller believes is best for the chronicle. For more information on time intervals and how they relate to game systems, see p. 248.

Example: *Your sluagh escapes the laboratory with the unconscious baron's heir over his shoulder. Everything is going so well until the alarm goes off, the floodlights come on, and the sounds of security guards' booted feet come tramping out the building. You decide your character's best bet is to flee into the nearby woods with the heir in tow, find a safe place to hide, and wait out the night. The Storyteller says that for you to do this, you need to score 15 successes on an extended Wits + Survival roll (difficulty 7). Additionally, as it is still early evening and you have the whole night ahead, with the guards no doubt combing the woodlands for you and your quarry all night, you can only roll once per hour, over the next nine hours.*

Your sluagh has Wits 4 and Survival 2, so you roll six dice each hour of game time. The first roll is a bust as you receive a botch, but thankfully, it's before it can wipe out any of your successes, as you've yet to score any. Your changeling must move deeper into the woods, otherwise risking discovery (in system terms, you succeed on a Dexterity + Stealth roll). On your second roll, you get four successes, which is much better. The third roll takes you up to seven successes, but the fourth is a failure. You know you have another five attempts to make eight more successes, but one botch is enough to have the guards stumble upon your hidey-hole. Your sluagh has seen the inside of that lab, and he has no interest in going back.

Resisted Actions

As soon as multiple characters become involved in a contest, more than a single difficulty is required. A troll may be wrestling with one of his peers, attempting to prove his might against his opponent. In such a case, the player makes a resisted roll — each participant rolls dice against a difficulty (often determined by the opponent's Traits), and the person with the most successes wins.

Each participant eliminates successes scored by their opponent, on a one-for-one basis. 1s continue to eliminate successes for whoever rolls them. Where one player rolls four successes and the other player rolls three, the first player has scored only one success: a marginal accomplishment. It's difficult to achieve an outstanding success on a resisted action. On ties, the competitor with the higher Attribute rating wins. If Attributes tie, refer to Ability ratings. If *those* match, you might have the players each roll a single die, with the highest result winning, or you might decide that the competitors remain in a dead heat, with neither gaining ground.

Some actions, such as competitively running a marathon, or presenting a lengthy diatribe to a noble House on the corruption of the sidhe, may be both extended and resisted. In such cases, one or the other of the opponents must achieve a certain number of successes to succeed. Each success above the rival's total number in a given turn adds to a running tally. The first to achieve the designated number of successes wins the contest.

Example: *Your character is attempting to tame a chimerical beast she discovered during a recent foray into the Near Dreaming. Her pooka companion is likewise trying to win the creature over, as he feels he is the best qualified to deal with such an entity. To the amusement of the motley, the two are both pulling out every trick to charm the chimera.*

The players roleplay the initial coaxing and charming of the beast. It is clear the creature will happily accompany either changeling, but it's flitting between both, resulting in an impasse. You roll your character's Manipulation (3) + Animal Ken (2), resisted by the pooka's Manipulation (4) + Animal Ken (4). Your roll is five dice versus a difficulty of 4 (the chimera's Willpower) The pooka's player rolls eight dice, also versus difficulty 4. You manage to score two successes, while the pooka's player gets an impressive six. The pooka has won, but to what degree? Your successes are subtracted from your opponent's, leaving a net success of four for the pooka — an exceptional success. Not only does the chimera dash to the pooka's side, it wreathes him in glowing light and makes it clear to all who the victor was in this little tête-à-tête.

Teamwork

Changeling is all about teamwork, the bonds of friendship, alliance, and fealty. If the situation warrants (usually during an extended action such as negotiating peace between warring Seelie and Unseelie, or acting as watchmen during a lengthy, illicit meeting), changelings can collect successes by working together. The Storyteller determines whether



teamwork is possible in a situation, and if so, the players involved make rolls for their characters separately and add their successes together.

Teamwork is the best way to deal with a multitude of adversities — bringing an angry troll to his knees, practicing an elaborate, multi-faceted heist, or singing in perfect harmony in a contest against a band of rowdy satyrs, for instance. It can also detract in situations requiring finesse and subtlety, as determined by the Storyteller. Remember that an increased number of dice being rolled also increases the number of chances for a botch to ruin the whole attempt. Sometimes too many changelings spoil the broth.

Time

Your chronicle does not need to follow every second of a changeling's life. A game session can span four weeks of in-game time as easily as it can span four hours or four days. In scenes where actions are taking place, divide time into turns to allow each participant a chance to act. The length of time these turns take is malleable.

To help maintain a general sense of the passage of time, **Changeling** uses six basic units to describe game time:

- Turn — The amount of time taken to accomplish a fairly simple action. This ranges anywhere from three seconds to three minutes, depending on the pace of the scene.
- Scene — As with the segmentation of plays and movies, a scene is a compact period of action taking place in one location during a contiguous period of time. This could be a raid on an Unseelie freehold, or a single session with a therapist. There's no restriction on the number of turns in a scene, as while a conflict likely requires dice rolling, a simple conversation might not. Notably, turn length in one scene may differ in the next scene. A battle might have a blur of swift turns, while a gripping pursuit through a crowded location may be slower at first, but with a burst of short turns at the end as the quarry coins onto their being followed and attempts an escape.
- Chapter — An independent part of a larger story, like a chapter in a book or act in a play, played out in one game session. It consists of any number of scenes interconnected by downtime.
- Story — A full story, with introduction, rising action, setbacks, and climax. Some stories can be concluded in one chapter, while others take several chapters to complete.
- Chronicle — A series of stories, connected by the characters and related structures (such as a motley or oathcircle), featuring an ongoing narrative with a common theme or overarching plot.
- Downtime — Time described rather than played out turn by turn is downtime. In scenarios where characters are waiting, recovering from injury, or taking some other sedentary action, the Storyteller can invoke downtime to bypass the interval. Good utilization of downtime greatly helps the pacing of a chronicle. Downtime allows passages of time that don't need to be played out to be missed. Players may conduct simple, unchallenged activities during downtime — "You stop by to tell your Kinain family you love them, before your expedition to the Red Plains." A situation beginning as downtime might become a new story if the players decide to latch on to a point raised in downtime and explore it further.

Examples of Rolls

The Storyteller rules system is designed with flexibility in mind, there being a large number of Traits, especially among Abilities. The combination of Attributes and Abilities — not discounting Backgrounds, Glamour, and Banality, where appropriate — you combine to cause a certain effect or overcome a particular ordeal is typically up to the Storyteller to dictate. Feel free to make a counter-proposal when you think of a more appropriate Trait to use for an action. Use your character in interesting, diverse ways, and you'll have more fun with the dots on your sheet.

The following examples of rolls are meant to give you some idea of the possibilities that might come up in a game:

- You're in a barely-lit part of the freehold at night, and you're trying to work out the best route to avoid potential ambushes. Roll Wits + Survival (difficulty 7).
- Instead of engaging your would-be muggers, you decide to use the shadows in the area to sneak by. Roll Dexterity + Stealth (difficulty of the lead mugger's Perception + Alertness).
- You're cornered by a severe looking redcap who threatens you with a cruel smile, resulting in an extended stare down. Roll Stamina + Intimidation (difficulty 6), resisted by the redcap's Stamina + Intimidation; each of your successes subtracts one success from the redcap's roll, and vice versa. The first to accumulate three successes wins the glowering contest.
- Standing strong, you attempt to convince your aggressor that due to your reputation and rank, it wouldn't be in his best interests to stop you. Roll Charisma + Expression (difficulty of the aggressor's Willpower).
- Finding the gunsmith's is locked up, and possessing no real lockpicking prowess, you decide to break the door open where the lock should be. Roll Strength + Larceny (difficulty 8).
- You're rummaging through the absent nocker's cluttered workshop, trying to find the silver bullets he bragged to you about making. Roll Wits + Investigation (difficulty 7).
- A cupboard you open unleashes a small, playful chimera. You assess whether the teasing entity is truly sentient, as if so it may hold some clue as to the location of the silver bullets. Roll Perception + Gremayre (difficulty 6) if talking to it in its language, or Perception + Kenning (difficulty equals the chimera's Glamour) if assessing through observation only.
- The chimera guides you to one of the nocker's treasures; an arcane, frankly bizarre looking firearm that invites you to work out its mechanisms. Roll Intelligence + Crafts (difficulty 8).
- The temptation to test the firearm on the firing range at the back of the shop is too much, so you take aim and fire a few shots from the device. Roll Dexterity + Firearms (difficulty

6). If you fire fully automatic and receive three successes, you have hit with all three shots. Alternatively, you can take your time with each shot and roll three separate times.

- You assumed the sack you shot would be full of grain or straw, but it moans and is now bleeding heavily, making you inclined to throw up. Roll Stamina (difficulty 5).
- Peeling sackcloth from the victim you just shot dead, you think you recognize his face. Roll Intelligence + Politics (difficulty 6).
- Fleeing the scene as it dawns on you that you just shot the trussed up baron of the freehold, you attempt to make a good distance between you and the gunsmith's shop, especially as the gangs in the neighborhood have taken notice of the sounds of gunfire. Make an extended Stamina + Athletics roll (difficulty 7), rolling once per minute of game time to simulate an extended sprint; if you collect 15 successes, you're well away from the building, and anyone in the vicinity.
- Out of breath, you take a look over your shoulder to ensure nobody's in pursuit, instead spotting an iridescent shape just cresting the hill behind you. Roll Wits + Occult (difficulty 6).
- Thankfully the chimera you befriended earlier means you no harm, but it seems startled by the events back at the shop, so you calm it down through gentle coaxing. Roll Charisma + Animal Ken (difficulty 5).
- Meeting up with your oathcircle, you attempt to convey that the baron is dead, without revealing your culpability. Roll Manipulation + Subterfuge (difficulty is the highest of their Perception + Empathy).
- Your pooka companion believes none of your lies, and takes a swing at you to reward your stupidity. Roll Dexterity + Athletics to dodge (difficulty 6) resisted by the pooka's Dexterity + Brawl roll.
- Your best friend, an eshu, believes the duke's regulations forgive an unintentional death, but you disagree about his interpretation of the law. Roll Charisma + Law (difficulty 6) in a resisted action as the Storyteller rolls Charisma + Law for the eshu to see whether your oathcircle backs you; each of your successes subtracts a success from the eshu's roll, and vice versa.
- The duke's troll goon smashes open the door to your club as you conclude your studies. She demands a representative accompany her to the ducal trod. Bravely, you attempt to stand. Roll Appearance + Leadership (difficulty 7) to be taken seriously as the oathcircle's representative, as you visibly tremble.
- You're thrown roughly at the feet of the duke, a sidhe who coldly commands you explain what you were doing at the nocker's workshop. Roll Wits + Etiquette (difficulty 6) to immediately recall how to appropriately address the duke through recollecting your earlier reading.
- The words spill from your mouth and the duke listens intently, when abruptly a chorus of terrifying howls outside the duke's trod palace remind you of the silver bullets you'd intended to collect from the gunsmith. Roll Perception + Gremayre (difficulty 8) to locate the Silver Path away from this trod, and the werewolves who have your scent. It's entirely up to you if you intend to lead the duke to safety as well….


"Come with me
for I will take ye
Dancing now -
with all my brothers
I am real,
and like the others"
- Meg Davis
Elf Glade
Noble Sword
Mandibullis
Persimus

Chapter Six: Systems and Drama

"Just fear me, love me, do as I say, and I will be your slave."
— Jareth, The Goblin King, *Labyrinth*

We all play games of pretend, with ourselves or with others. The former has the advantage of being of unified purpose and creative direction. When friends are included though, ah, what a game! Still, when many minds and hearts tell the same tale, differing opinions and ideas are bound to arise, and that can leave the outcome uncertain. This is where rules come in — with a system for resolving these questions, play proceeds smoothly, and one narrative emerges from many perspectives.

We offer the following as a collection of systems for deciding and tracking a variety of actions, needs, and dangers. In this chapter we provide a deeper understanding of the changeling heart (including both Glamour and Banality), and the twin-but-opposing threats of Bedlam and being Undone. We also discuss combat, be it a glorious chimerical battle with pennants fluttering in the wind or a deadly serious knife-fight in a back alley, along with ways to hurt and to heal, and a myriad of other situations your characters might find themselves in. We cap it off with an example of play to show how all these systems work together.

Dramatic Systems

The only thing limiting your actions during a game are your imagination and your character's ability. Characters — both player and Storyteller personalities — may attempt numerous diverse and complicated activities. The Storyteller is responsible for keeping all of this action organized while determining success or failure for all characters.

Dramatic systems simplify the Storyteller's job by supplying rules for a number of common activities. Storytellers should, and will undoubtedly have to, invent their own dramatic systems for new situations. The list of systems below is in no way exhaustive, but provides a solid foundation on which to base events.

Automatic Feats

Many actions the characters take during the game are automatic because they are so basic they need no rolls. Walking, jogging, or running always succeed — unless extenuating circumstances arise. These might be when pursuing or being pursued,

walking across difficult terrain without falling, or while trying to dodge weapons fire and the like.

Movement

In normal circumstances the character may move freely by walking, jogging, crawling, or running. When walking, a character can move seven yards per turn. Jogging allows her to move 12 yards (11 meters) plus a number of yards/meters equal to her Dexterity. A running character can move 20 yards (18 meters) x (3 x Dexterity).

Sometimes, a character wants to stay out of sight or is wounded and cannot stand up. Occasionally, a small space requires that a character stay low or fit into it; crawling requires no roll unless other circumstances require one. If, say, the character must be particularly careful to make no noise or not to touch the sides of a tunnel, for example, he will need to crawl slowly. Trying to skitter away from pursuit might also require a roll.

Rolling might be appropriate when running is hazardous, such as on slick ice or when fleeing from a conflict. In those cases, the character would also need to keep his balance or keep others from damaging him, so the player would need to roll Dexterity to maintain balance or use Athletics to perform such movements successfully.

Yielding

This usually only happens in a fight or when taking actions that *do* require a roll. When yielding, the character allows the person with the next highest initiative to perform an action. The character who yielded her turn may still act later at the end of the turn or may choose to interrupt any other character with a lower initiative at any time during the sequence.

Spending Glamour and Willpower

Two other important automatic feats are Spending Glamour and Spending Willpower. They are automatic feats in the sense that no roll is required.

Physical Feats

Physical feats are actions that characters take using the Strength, Dexterity, or Stamina Attributes.

Combat

Should a character decide to fire a weapon or attack physically, the player rolls Dexterity + the appropriate combat Ability (Firearms, Melee, or Brawl). See Combat, beginning on p. 275, for more information.

Climbing

When a character wants to climb something, be it a tree or a building or a pile of boxes, the player rolls Dexterity + Athletics. The difficulty of the task is determined by the type of surface, its height and sheerness. The weather may play a role as well. Unless the surface is very short, this will be an extended action with each success allowing the character to climb five feet (1.5 meters). The character accumulates successes until he reaches his goal. If he fails, he makes no progress on that turn, while a botch means he falls (or slides down) and can't try again without expending a Willpower point. Of course, he may be injured if he falls too far. The following indicates the possible difficulties for some climbs. If it is icy or snowy, the task may be considerably harder.

Difficulty	Description
2	Easy Climb, a tree with many branches
4	Simple Climb, a cliff or wall with many handholds
6	Straightforward, a tree with thin branches
8	Difficult, a surface with very few handholds
10	Treacherously Hard, a sheer glass skyscraper

Feats of Strength

A character's Strength is usually rolled without adding an Ability, since brute strength is often all that is needed. If the character's Strength is equal to or greater than the difficulty of the task she is attempting, she succeeds automatically. The player only needs to roll if the difficulty is higher than her dice pool.

When the player makes the roll, she rolls on her character's *Willpower* rather than Strength. Most often the difficulty for such rolls is 9, though this may change due to surrounding conditions, the object being lifted, or the needs of the Story.

Each success on the Willpower roll pushes the character's Strength up one level on the chart given below (to a maximum of 5). Thus, if the character has a Strength of 4 but wants to break a three-inch lead pipe (or its equivalent), she would need 4 successes to do so.

Dice Pool	Feats	Lift
1	Crush a beer can	40 lbs.
2	Break a chair	100 lbs.
3	Break down a wooden door	250 lbs.
4	Break a 2" x 4"	400 lbs.
5	Break open a metal fire door	650 lbs.
6	Throw a motorcycle	800 lbs.
7	Flip over a small car	900 lbs.
8	Break a three-inch lead pipe	1000 lbs.
9	Punch through a cement wall	1200 lbs.
10	Rip open a steel drum	1500 lbs.
11	Punch through 1" sheet metal	2000 lbs.
12	Break a metal lamp post	3000 lbs.
13	Throw a car	4000 lbs.
14	Throw a van	5000 lbs.
15	Throw a truck	6000 lbs.

Jumping

Both a vertical or standing broad jump and a running broad jump require a Strength + Athletics roll.

The difficulty for such jumps is almost always 3. This may be modified by weather conditions, narrow landing spaces or other problems, but may also be modified due to a changeling's form. A pooka who can turn into a gazelle would probably lower the difficulty by a least 2, for example. Jumps require one roll. The character succeeds or fails.

The number of successes required depends on the number of feet/meters the character must clear to make the jump and whether she is jumping horizontally or vertically. The following chart may provide some idea of scale.

Type of Jump	Feet/Meters per Success
Vertical (up)	2
Horizontal (across)	4

Pursuit

This system is used to determine what happens when one character is chasing another. The one being chased starts with a number of successes (either two for every turn of head start she has or one for each success on a Dexterity + Athletics roll).

The pursuing character must match or exceed those successes to catch up. He may only want to catch up halfway in order to get a better shot at the fleeing character. The pursuer must stop or slow considerably in order to aim and may end up losing sight of his quarry. If the pursuer catches up, he may try to grapple the character he was trying to catch (see Grappling, p. 277). Note that twisting, turning streets or areas with many hiding places may introduce further complications. Should the one being chased manage to evade the pursuer for three turns, the trail is lost. Unless the one pursued escapes the area in a vehicle, the character in pursuit may attempt to reacquire the trail.

Repair

In stories, things seem to break down at just the wrong moment. Cars stall in the middle of the desert; communications equipment malfunctions in the jungle, or anywhere far from professional repair. Chimerical devices can actually be stubborn or petulant and need to be coaxed (or threatened) back into working order.

When equipment breaks down or sustains damage, it needs to be repaired before using it again. The difficulty is determined by the complexity of the job (see chart), and the process involves an extended Dexterity + Crafts or Technology roll (see Extended Actions, p. 246).

Shadowing

When a character needs to discreetly follow someone without being noticed, he is "shadowing" the person. This can be done on foot or in a vehicle (even if someone else, like a cabbie, is driving, so long as the driver is told to follow carefully and discreetly). The player makes a Wits or Dexterity + Stealth roll (or Perception + Drive if in a vehicle). The difficulty is usually 6, but can rise or fall depending on the thickness of a crowd, bad weather, or even how distracted the target is. Each success means the character has successfully followed his target for a turn.

The Storyteller determines how many successes are needed to follow the quarry all the way to her destination. The first failure means the character loses his subject temporarily, but can try to get back on track in the next turn. A second consecutive failure means he has lost her completely. He will be unable to find her again right then unless he comes up with an ingenious new approach (climbing a building for a better view, perhaps?). A botch not only causes the character to lose his quarry, but means he encounters some new problem — a gang fight, a hungry vampire, or some other complication.

If the subject looks to see if she is being followed, the Storyteller rolls her Perception + Alertness. The difficulty is the shadowing character's Stealth rating + 5, but can be subject to the same sorts of modifiers mentioned above. This is a resisted action (p. 247).

Repair Job	Difficulty	# of Successes
Simple mechanical repair	4	3
Soldering job	5	2
Electronic malfunction	5	5
Fitting in a new part	6	10
Repair stalled car	6	5
Difficult auto repair	7	10
System overhaul	8	20
Technical glitch	9	2

Sneaking

Sneaking is used when a character must hide in shadows or try to sneak up on someone (like a guard or an enemy). The player rolls Dexterity + Stealth. The difficulty is the guard's (or enemy's) Perception + Alertness. Although characters may "sneak" in through an entryway that nobody is watching, the Storyteller might require a roll for them to keep out of sight and remain quiet. Someone might hear them and come to investigate. Anyone actively looking for intruders can be considered a guard or an enemy.

Stunt Driving

In some instances, operating a car, motorcycle, or other motorized vehicle requires a special skill. A pooka rolls her car three times before landing upright and undamaged on a lower section of road during a chase. Her troll partner defies death as his truck careens out of an exploding tunnel. Stunt Driving makes these maneuvers possible — as well as classy! The chart below provides a guide for adjudicating such driving tricks. The rolls are not made to see how fast the car can go but



whether the driver stays on the road (and makes the maneuver successfully). Each vehicle is rated for its maneuverability and its maximum safe driving speed. Since various vehicles may be faster or slower, chases may depend on the vehicle used.

Characters can perform certain actions to catch (or lose) another vehicle. Squealing around a tight corner, making a 180-degree turn, turning the car sideways to block the road, or jumping onto lanes going the other direction, all call for maneuvers. If one character makes such a move, the other has to copy it or make a similar move to obtain the same results.

The player rolls Dexterity or Wits (whichever is higher) + Drive, but her dice pool can't exceed her car's maneuverability rating. Each maneuver has a basic difficulty rating (see chart below). The Storyteller decides the maximum safe speed at which the maneuver can be performed. If the vehicle is going over that speed, the difficulty is raised by 1 for every 10 mph over or the character fails.

Cruise Speed: The vehicle's standard cruising speed.

Maximum Speed: The vehicle's maximum speed.

Maneuverability: The difficulty to perform a maneuver when driving the vehicle at cruising speed.

Vehicle	Cruise Speed	Max Speed	Maneuverability
6-wheel truck	60	90	3
Bus	50	100	3
18-wheeler	60	110	4
Sedan	70	120	5
Mini-van	70	120	6
Compact	70	130	6
Sporty compact	70	140	7
Sport coupe	100	150	8
Sports car	100	170	9
Formula One race car	140	240	10

Social Feats

Social feats are usually played out through roleplay, with characters interacting with one another. This is, after all, the heart of roleplaying, giving the players and Storyteller the chance to talk and pose in character. Nonetheless, sometimes

you don't have the time or the patience to compose a sonnet or play out a lengthy trial. Some of the players even get bored when there isn't enough action, and not all players can match their characters' charismatic ways or gift of gab. These rolls may come in handy in such circumstances.

Courtly Etiquette

The intrigues and subtleties of changeling society — whether part of the Seelie or Unseelie Court — may need explaining. In like manner, some interactions with humans might be puzzling to a character. Whether trying to figure out what to wear to court or a fancy ball, or trying to evaluate how canny a character is when judging her peers, a roll on Etiquette can help the player through awkward situations he might not know how to handle, but that his character would sail through with ease.

The player rolls Perception + Etiquette (difficulty 6) to get the subtleties or hidden meanings of others' actions. With a Manipulation + Etiquette roll (difficulty 7), the character could manage an unanswerable insult or barb on a rival — sometimes scoring a major hit of which the target is unaware, or is too embarrassed to answer.

Credibility

If the character tries to convince someone she is telling the truth, the Storyteller may have the player make a Manipulation + Empathy roll. The difficulty is the listener's Intelligence + Subterfuge. The Storyteller should consider the situation when assigning any penalties or bonuses to the roll. Is the character trying to convince a police officer she is who she says she is? Is she testifying before a jury? Lower the difficulty if the character is actually telling the truth. Truthfulness requires fewer behavioral props and does not reveal any of the characteristic "tells" that indicate a lie.

Each success results in a higher level of believability. The subject is totally convinced at five successes. A failure indicates disbelief and a botch means the character is caught in a lie — or the listener thinks he has caught her lying.

Facedown

When two characters engage in a duel of personal will and neither wants to back down, use this system. No words are exchanged between the two; they just stare menacingly or mockingly at one another. Sidhe claim to be the masters of this technique, though trolls often give as good as they get —and redcaps remain the undisputed experts.

Both participants roll Charisma + Intimidation; this is a resisted roll. The one with the most successes wins. The loser looks away. A player can spend a Willpower point each turn to avoid giving up or losing, until the character runs out of Willpower.

There may be times when one or both contestants try to trick the opponent into giving up, such as a pooka making funny faces to crack up the other character. The Storyteller may ask for an additional roll under these circumstances.

Fast-Talk

Using Fast-Talk, a character tries to browbeat or bamboozle someone into submission. The player usually rolls Manipulation + Subterfuge, though Charisma or Appearance could be used instead paired with Expression, Intimidation, or whatever Ability the Storyteller thinks is appropriate. The difficulty is the target's Willpower, and success indicates that the subject becomes confused.

The target of Fast-Talk may make a resisted Wits + Subterfuge roll. If the character using Fast-Talk fails her roll, her attempt falters, giving the subject the chance to try to explain himself or Fast-Talk back. This can continue until the original character fails or botches or until the subject does so. Repeated rolls might be necessary to truly cause confusion in one or the other. A botch by someone using Fast-Talk means the subject does not become confused, but becomes angry instead. Fast-Talk attempts by the one that botched will never work against that particular opponent again.

Interrogation

Sidhe, sluagh, and redcaps excel at interrogation. In essence, this is a form of intensive questioning, not torture. Naturally, a little Intimidation goes a long way, however.

The interrogator's player makes a Manipulation + Intimidation roll (difficulty of the victim's Willpower). The number of successes indicates how much information is given. A failure means the interrogator learns nothing, while a botch indicates that the subject is now worthless to the interrogator — he might have suffered a mental breakdown or a heart attack and thus become unable to speak, or maybe he's so unimpressed by the interrogator that he's willing to weather whatever harsh punishment she can dish out.

A victim may make a resisted Willpower roll to avoid revealing anything. Most interrogators know, however, that the odds are on their side.

Oration

After a long battle to reclaim her freehold, the victorious lord of the freehold faces his subjects with the need to reassure the commoners that he intends to rule fairly. The player can make this speech in character, but can still choose to roll dice to determine the speech's effects on the crowd. The player should describe what the character says or wants to accomplish and maybe something about the arguments he would use, perhaps even a memorable phrase he'd like to work into it ("…we must all hang together or we shall assuredly all hang separately").

The player makes a Charisma + Leadership roll. The mood of the crowd or its willingness to hear the speech determines the difficulty. A few things may modify it. The orator's point of view may be unpopular or he might have a reputation of one sort or another. Sometimes the speaker's Appearance may make others more willing to listen.

The number of successes determines how impressed the crowd is, but the player has only one chance at the roll. A failure indicates that the crowd simply ignores the character,

while a botch may get the character booed or pelted with rotten vegetables.

If the speech is vital to the story and the player blows it, the Storyteller might allow the player to make an extended roll to accumulate a number of successes determined by the Storyteller. Attempts to roleplay some of the speech could lower the difficulty of the extended roll. The player of another character might need to take over and try anew or help emphasize what the initial speaker was saying. Sometimes characters may need to utilize Performance or other Ability to razzle-dazzle their way into making the crowd pay attention; the Storyteller should absolutely allow characters to play to their strengths!

Performance

Whenever a character gives any type of performance — comedy, music, dramatic reading, acrobatic routine, street dance, the ballet, or storytelling, this system can be used to represent the audience's reaction. It could be in a formal auditorium, a nightclub, or on a street corner.

The player rolls Charisma + Expression (or Subterfuge, Etiquette, or another performance-related Trait). The difficulty is based on how receptive the audience is, as determined by the Storyteller. If a crowd is out in the rain and the performer is trying to sing, the difficulty might be a lot higher than for people seated comfortably in a concert hall waiting to be entertained.

A failure means the performance just isn't that good. It is forgettable. A botch means the performance is miserably bad and might not even finish (the guitar strings snap or the actress forgets her lines). A single success indicates a fair performance that garners polite applause, while five successes shows an amazing performance that people will talk about for years to come.

Mental Feats

Mental feats may be useful both in the thick of the story and during downtime. Any of the following may prove useful as the characters search for clues, try to follow someone's thought patterns, or use their gifts to gain greater insight. Some, such as research, may be employed before undertaking a quest, while on the hunt, or after the main action has passed. When using these, the Storyteller should encourage the players to describe what their characters are doing in as much detail as possible.

Dream Interpretation

The Kithain believe that dreams reveal much of import to them. From the eshu trying to travel her dream to discover a once-known but now forgotten story to a sidhe warrior trying to gain insight into a dangerous enemy, each hopes to uncover a truth about himself, part of a legend, or some other answer he might find nowhere else.



Even though changelings are of the Dreaming, their dreams are filled with shrouded and confusing references, weird landscapes, and obscure or tangled symbols. This makes it difficult for a changeling to interpret, decipher, or unravel his dreams.

This feat calls for the Storyteller to craft a dream sequence that speaks to whatever the character is trying to learn. Naturally, though, since dreams are random and strange, she should paint an odd and somewhat disjointed landscape where bizarre happenings and conversations occur. The dream can be peopled with mythological creatures and people as well as people the character knows. These may be straightforward or crazily familiar yet acting in strange ways. Whatever is chosen needs to speak to the character's concerns.

Using Dream Interpretation, the character may try to explain his dream. The player rolls Perception + Enigmas (difficulty 7). For each success, the Storyteller may explain a particular thing in the dream or correct a misconception the character has made about the dream sequence. Other characters may try to interpret the dreamer's dream, too (assuming he can adequately explain it to them), but the difficulty is higher depending on how well the interpreter knows the character.

A character who possesses the Oneiromancy Art may use it in addition to or instead of this feat.

Research

Information holds an important place in any game, and knowledge may be in short supply. When characters don't know a vital piece of a puzzle they must turn to research to find it. They may uncover clues or lore in many places — libraries, newspapers, and computer archives, just to name a few. They may also acquire what they need from gossip, stories, chats with people in the know, drunken bar stories; the list is almost endless.

The key is to know what to look for and search the appropriate places or ask the right questions of the right people. Characters with high Intelligence ratings might prefer straight research in a library or museum. Those with Streetwise might pick up their knowledge on the streets, clubs, and alleyways of a city. Those with high Charisma ratings might prefer encounters in the courts and ballrooms of the social elite, while those who are more down to earth might speak with workmen or crafters.

With a little digging, some clever roleplaying, and a bit of luck, the player can roll the character's Intelligence + Streetwise, Etiquette, Investigation, or Subterfuge to uncover the answers she needs. The difficulty of the roll (taking into consideration the roleplaying or diligence used) depends on the obscurity of the information sought.

The number of successes determines how much the character discovers. One success garners basic information. Five successes indicates that the character gets the whole story (or at least as much of it as is available from that source). Depending on the information sought, the Storyteller may require an extended roll, doling out more of the information as the player accumulates successes.

If the character isn't satisfied or if the story still doesn't add up, the character may continue researching, but each try takes longer. An hour might suffice to get the general idea, but it might take three hours to delve deeper. A second attempt might take all day in a different location, while a third might take three days. If several characters work together, the Teamwork rule (p. 247) should apply.

Research does not have to necessarily happen in down time. While on a quest, the character may discover a clue that leads to more research, for example, but the more obscure the information, the longer it takes to locate it. Many people spend their whole lives in a quest to find such things as a famous knight's final resting place, for example.

For truly obscure information, the Storyteller might allow the players to make several research attempts, accumulating successes as the story goes on. In that case, a failure might mean no clues can be found where they are looking, while a botch might mean disinformation leading them astray or "facts" they eventually need to untangle from reliable reports.

Search

This allows a character to look for something in a small area like a room, an alcove, or a grotto. The player may roll Perception + Investigation. The difficulty depends on how well concealed the item is. Each success on the roll allows more of the sought-after item to be found (perhaps a hilt of a sword or evidence of where a book lay for a while), pointing the character in the right direction, or confirming that *something* is there. Sometimes the player needs to make an extended roll. The Storyteller may give hints or clues about where to look if the character is really trying but simply can't find it because the player keeps missing her rolls. Of even more benefit, if the player roleplays out the search and uses a little problem- or puzzle-solving by describing her actions and attempts, the Storyteller might waive the roll or lower the difficulty as a reward.

Track

Characters may be able to follow a trail left by someone (or something) they want to find. The player rolls Perception + Survival (for tracking in the wilderness) or Perception + Investigation (in the city). Although sidewalks and streets rarely retain tracks, other impressions may be left behind (blood drops, skid marks, grease spots, dropped crumbs or gum wrappers, or lingering aromas and such). The difficulty is based on weather conditions, terrain being covered, and how long ago the one being tracked passed by.

The number of successes needed depends on how long the trail is, and is represented by an extended roll. If the roll fails, the player can try again, but the difficulty rises by 1. Once the difficulty goes above 10, the character has lost the trail entirely. With a lost trail, the character must find some new clue or start over.

Tempers

Temper Traits (Willpower, Glamour, and Banality) define your character in ways no other Traits do. Willpower determines how strong-willed the character is. Glamour shows how connected to the Dreaming and all things fae a character is, while

Banality shows the extent to which the character has been tainted by the mundane world.

The three Traits are expressed differently from others in that they utilize a split scoring system. Each one has both a permanent and a temporary score. The permanent score, referred to as *rating*, shows the character's total potential and is measured in *dots*. The temporary score is concerned with the current state of her being, is called the character's *pool* and is measured in *points*. Points can be gained or lost without affecting the overall rating. When Temper Traits are rolled, use the rating as a dice pool, regardless of the current pool.

When you create a character, you assign her Temper ratings. These are based on her seeming and any freebie points spent on the Trait. The character's Willpower and Glamour pools start with points equal to the rating; Banality starts with an empty pool. A Temper's rating and pool can both fluctuate in play, but the rating only changes in response to very significant events, while the pool changes much more often.

Willpower	Ratings
֍	Weak
֍ ֍	Timid
֍ ֍ ֍	Unassertive
֍ ֍ ֍ ֍	Diffident
֍ ֍ ֍ ֍ ֍	Certain
֍ ֍ ֍ ֍ ֍	Confident
֍ ֍ ֍ ֍ ֍ ֍ ֍	Determined
֍ ֍ ֍ ֍ ֍ ֍ ֍ ֍	Controlled
֍ ֍ ֍ ֍ ֍ ֍ ֍ ֍ ֍	Iron-Willed
֍ ֍ ֍ ֍ ֍ ֍ ֍ ֍ ֍ ֍	Unshakeable

Converting Points

Characters may never have more temporary Glamour or Willpower points than their permanent ratings. Think of your permanent score as a cap on the total points that character may have in that rating. This is not true for Banality; its pool can rise as high as 10.

If the character has lost or used all his temporary points in Glamour or Willpower, he may choose to convert a dot into a number of points equal to his new rating. If he has 5 dots of Glamour and his pool falls to zero, he may convert one of his Glamour dots into four new temporary points, and now has a Glamour rating of 4. This usually isn't very efficient, as raising Glamour and Willpower with experience points is expensive and recovering points is easy enough to do in play, but in a life-or-death situation the character might have little choice.

Banality works differently. If the character exceeds 10 points of Banality, a reverse conversion takes place. When the character gains what would be an 11th point of Banality, her pool empties and the Banality rating rises by one dot. A character's Banality rating may never rise more than one dot at a time, regardless of how many temporary points are gained to push the character's rating above 10. If a character has Banality 3 and nine points, and then gains two more points, she now has Banality 4 and an empty pool.

Willpower

A character's Willpower represents her control over herself. Is she facing opposition? She uses her strength of will to overcome it. Does someone try to manipulate her or tempt her into something enticing but dangerous? Willpower allows her to resist that temptation or to throw off suggestions or coercions.

Using Willpower

- A Willpower point purchases a single success on a dice roll. You may only spend one point per roll, but that guarantees a single automatic success (which also reduces the chance of a botch). The Storyteller may prohibit this use in certain situations.
- The player can spend a point of Willpower to let a character avoid an instinctive reaction, allowing her to overcome phobias, control her emotions, or counter imposed commands or suggestions for a short time (i.e., enough to apply to the situation at hand). The player spends a point to ignore the compulsion and do as she pleases. This can be a long, drawn out, and difficult contest, but sooner or later the character's Willpower will give out. Note that Willpower may not be used to counteract a magical compulsion.
- Willpower can sometimes either contain or control the effects of Bedlam. Spending a Willpower point lets the changeling ignore Bedlam's irrationality and weird perceptions. It cannot cure Bedlam but can lessen the effects and allow the changeling to regain some modicum of sanity for a short time.

Recovering Willpower

Willpower dots may only be purchased with experience points. Refreshing the Willpower pool, on the other hand, can be effected in a number of ways:

- When a story ends, all the characters refill their Willpower pools.
- After a good night's sleep in which the character dreamed peacefully and without interruption, the character feels invigorated. When that happens, he regains a Willpower point. If his sleep is disturbed — by bad dreams or by an interruption — he might not gain the point, at the Storyteller's discretion. Unless this is a planned part of the story, Storytellers should usually let the characters sleep well. Otherwise, it becomes too hard for characters to replace lost Willpower.
- The Storyteller may award Willpower points for the character's accomplishment of a goal related either to the current story or quest or by fulfilling her primary Legacy. The Storyteller may award from one to five points (depending on how grand the task).

Glamour

Glamour is that scintillating magical stuff of dreams that whisks disbelief away and replaces it with awe and wonder. It provides the means to see the true, fantastic, and amazing world glimmering just behind the mundane scrim that calls itself the "real" world. Anyone can create Glamour, but only fae can use it by giving it form.

Raw Glamour appears as beautiful, multi-hued, radiant flashes and flickers that caress and wind through both beings and objects. It is always moving and changing, never still. Changelings can not only perceive Glamour, but bathe in it and use it to create physical forms and magical effects. This means that when a fae uses Glamour both the changeling and the target of a cantrip are enwreathed with the flame-like tentacles of Glamour. This makes it very difficult to hide the use of Glamour from other changelings.

Once infused into an item or being, Glamour is more rigid, yet still maintains a certain ethereal luster that makes itself plain. A chimerical sword leaves trails of color and movement in its wake when used.

Uses for Glamour

Characters must maintain Glamour to continue being what they are. Otherwise, they succumb to Banality and forget themselves. Aside from this self-preservation, changelings use Glamour to control various aspects of the Dreaming, including casting cantrips and forming chimera.

The list below details other uses for the elusive essence:

- You must spend a point of Glamour each time your character casts a Wyrd cantrip.
- The character can spend Glamour to enchant a mortal, either temporarily or permanently. (See **Appendix II** for how to do this).

Gaining Glamour

As Glamour is the single most defining element allowing changelings to live and function as part of the Dreaming, its acquisition and maintenance are of utmost importance. Accordingly, several methods exist that allow changelings to regain temporary Glamour. On extremely rare occasions a changeling might be able to gain Glamour dots.

- **Epiphany:** A changeling may take Glamour from mortals or other changelings. Epiphanies happen due to Ravaging, Rapture, Reverie, Revelry, and Rhapsody (see pp. 260–264).
- **Sanctuary:** Sleeping in a freehold, in the light of a balefire, allows a changeling to regain a number of Glamour points equal to the freehold's rating. If multiple changelings attempt this, they split the Glamour among them evenly, but no matter how many Kithain attempt this, all of them gain at least one point. The changeling must dream; if his sleep is disturbed or troubled the Storyteller may choose not to award the points. See **Chapter Seven** for more information on freeholds.
- **Dross:** This does not restore Glamour, per se, but can be spent in place of Glamour (see dross, p. 320).
- **Imbalance:** Marking an Imbalanced point of Willpower replenishes a point of Glamour. See p. 275 for more on Imbalance.

Losing Glamour

Characters spend Glamour to power cantrips and other special abilities. Optionally, the Storyteller may require the expenditure of temporary Glamour to overcome or offset an unexpected entry into an especially Banal location. In that case, the sacrifice of a point of Glamour shields the changeling for a scene or two until she can escape that location.

Invoking the Wyrd

Though the Autumn world rejects the Dreaming and its children, Kithain are not without recourse. In moments of great need, a changeling can call forth all of her magic, bringing her fae nature to the fore. If successful, the Dreaming extends some of its powers and protection to its descendant, allowing her to manifest fully in the Autumn world. Invoking the Wyrd makes a changeling's faerie mien and any personal chimera (represented by the Background) fully solid and physical, capable of interaction with the Autumn world.

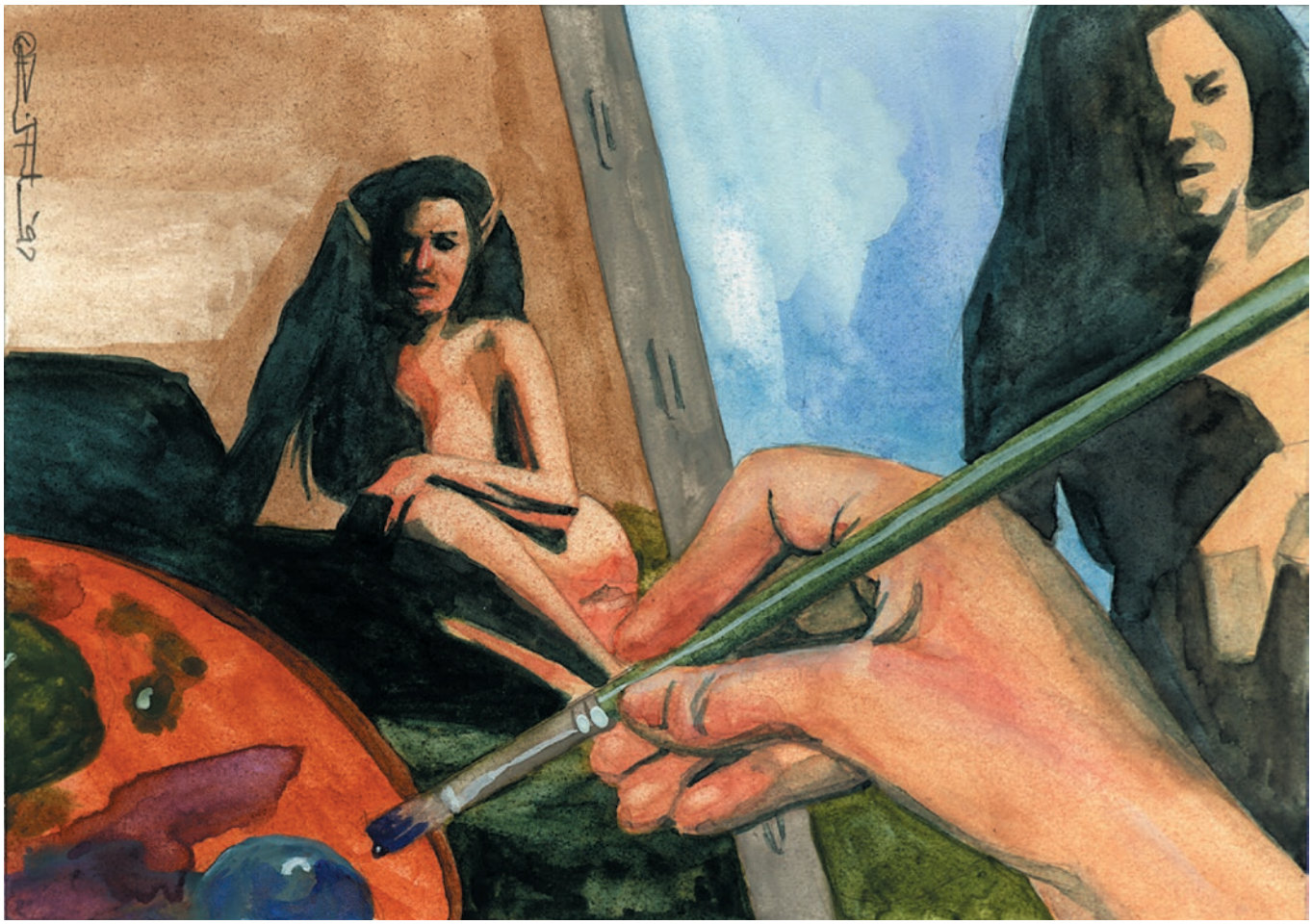
Invoking the Wyrd requires the expenditure of one point each of Glamour and Willpower. The player then rolls the character's Glamour against a difficulty of the area's ambient Banality (see p. 268) or the character's Banality, whichever is higher. On a success, the character invokes the Wyrd for the duration of a scene. A failure on this roll triggers Banality, while a botch incurs Banality points equal to the 1s rolled.

A character can also invoke the Wyrd by Unleashing an Art. See p. 196 for more details on how this works.

Invoking the Wyrd has the following effects:

- The character is granted more control over her own destiny; she can steer the events of her story. If a player is dissatisfied with the outcome of a roll, she can spend a point of Glamour and reroll the dice. She can only do so once for a given action, but she can take whichever result she wishes.
- Glamour infuses every action the changeling makes, occasionally pushing results further than anticipated. Whenever dice rolls turn up 10s, the player rerolls them (at the same difficulty as the initial roll). Any further successes are added to the total, and any further 10s continue to be rerolled. The 10s still count as successes as well.
- All of the character's voile and chimera become solid and visible to non-enchanted eyes. This means that a changeling's chimerical armor can protect her from bullets, and her chimerical sword can cut a mundane opponent.
- The changeling can soak lethal damage while invoking the Wyrd.
- Though all cantrips become Wyrd, they no longer cost a point of Glamour to cast.

Once changelings leave the Wyrd-state, the Mists begin to clear witnesses' minds as normal (as described on p. 269).



Five Paths to Epiphany

To maintain their connection to the Dreaming, changelings must have Glamour. Without it they become lost in the Mists, or worse, they lose all that makes them fae and become Undone. They need to seek out Glamour constantly by finding mortals who have or are able to create it. In some cases, changelings may also take Glamour from other fae. In very rare instances, a few Kithain can tap into their mortal halves to create Glamour for themselves rather than taking it from others. The different methods of obtaining Glamour are called *epiphanies*.

Both Seelie and Unseelie fae recognize five paths to reaching Epiphany, though they have strictly forbidden the use of Rhapsody. Forbidding something, however, is not enough to erase the knowledge of how to do it, and some changelings resort to it at need or just for kicks.

An epiphany is an all-consuming, near-overwhelming rush of sensations — emotional rapture, orgasmic ecstasy, and the fulfillment of all the fae are, ever were, and ever will be — in a momentary connection directly to the heart of the raw Dreaming itself. An extremely intense epiphany has even been known to switch a changeling's Court affiliation or basic personality, at least temporarily.

Mortals who can generate Glamour are usually artists of some sort or someone with special creative insights. Be they painters, sculptors, musicians, actors, architects, scientists, innovators, researchers, chefs, or even a child dreaming of amazing delights, these special people are in touch with their dreams. Not all artists can touch their own dreams enough to generate Glamour, so changelings search the world for those who can.

Reverie (The Path of Inspiration)

Considered the noblest way to gather Glamour, Reverie involves a changeling spending time cultivating a mortal and inspiring that Dreamer to tap into the Dreaming. The inspired mortal then creates a Glamour-filled work. Kithain favor this method because it is sustainable: The mortal can create more than one great work with continued inspiration. It is also better for the creator, as this gathers the Glamour slowly rather than ripping it out of him (see Ravaging and Rhapsody below).

While the Seelie Court prefers the path of Reverie when gathering Glamour, the Unseelie often find it too time consuming for too little return. This doesn't mean Unseelie don't use Reverie — even as their preferred path — it simply means that Unseelie inspiration may be more chaotic or disturbing in nature. The darkness mirrored in the lives or works of Vincent Van Gogh, Edgar Allan Poe, Hieronymus Bosch, and Kurt Cobain, to name a few, exemplify Unseelie elements at work.

Those who follow Reverie as their chosen path usually act as muses or patrons to their chosen mortals. Kithain must

study and get to know their subjects. This knowledge gives the changeling the key to understanding what inspires the mortal, and what words and actions will be most successful in helping to bring that mortal's creation to fruition. A long-lasting relationship is key in helping the mortal create more powerful, and thus more Glamour-filled, art. The more time and creativity the fae spends on the Dreamer, the more thrilling the art will be and the more Glamour the work will produce.

Many such relationships run on love, though this can be risky for both the fae and the mortal. Genuine love can produce the most amazing celebrations of artistic splendor, but love can easily turn to obsessing over the Kithain rather than focusing on the art. Conversely, if the Kithain's mood or feelings change, love may turn to anger or jealousy, and the formerly loving and productive musing can turn to bitter Ravaging or hate-filled and punishing Rhapsody.

A muse experiences Reverie and gains Glamour from it by being exposed to the product of the Dreamer's creation. This could take any form — a poem, a song, a novel, a painting, a great ballet performance, or a glorious meal. Sometimes the muse's inspiration is so central to the work, and the work is so potent, that the patron Kithain receives Glamour each time the creation overwhelms a new audience.

Eventually, the work becomes diluted as more and more people are exposed to it. This repeated contact with mortals means it loses the ability to generate more Glamour. Ever heard a new song on the radio, loved it, and then became sick of it once it gets played over and over? A live performance of a new work may release a lot of Glamour, but much of that is lost if it is widely distributed on a CD or in a movie. This may be why many great works of art are taken from circulation and held in private collections, so they can maintain that Glamour longer. This type of restriction, however, undercuts the basic tenet of inspiration, that it belongs to everyone and should not be hoarded. The eventual loss of Glamour also means Kithain must continue to inspire in order for their mortals to continue producing Glamour with their works.

Musing Thresholds

Each of the ancient Greek muses was a patron of a particular art. Each changeling echoes that by having a specialty through which she inspires artists to create great works that produce Glamour. This usually reflects the way the changeling herself is inspired in life. Use the Musing Threshold Table to choose one (see sidebar).

Each player may choose one specialty, called a Musing Threshold, during character creation. If the character starts without one, she may find it during play. It is also possible to change her threshold, but Kithain may only have one at a time. Each player may decide to coach a specific Dreamer — like a dancer, a writer, or even a doctor — to reach greater heights in their work.

System: To generate Glamour the character must know what inspires the Dreamer. Roll Perception + Kenning (difficulty 8); the number of successes indicates how much time the character must spend with the Dreamer to understand what makes her create.

No. of Successes	Time with Dreamer
1 success	One month
2 successes	Two weeks
3 successes	One week
4 successes	One day
5 successes	Instant connection; a few hours

Once the character understands her subject, she must spend time with the Dreamer, whether just a few hours or up to a month. The more time spent musing, the more remarkable the finished product.

Musing Threshold Table

- **Inspire Creativity:** The character wants to inspire creativity in all those around him, especially those who have the potential to become great artists. He may try to inspire multiple artists at a time to work together to create a great piece of shared art. Working together, especially on a shared vision, can be held together by the inspiring changeling who can keep them on track.
- **Create Hope:** An optimist at heart, the character tries to inspire hope in others. He may help someone out of a situation that seems hopeless or find a new solution for the Dreamer that has lost hope and belief in herself. Even in horrible circumstances, greatness can be brought forth when someone has been given hope.
- **Create Love:** The character believes that any problem can be overcome by love. He may bring two lovers together or encourage a discouraged romantic to give love one more try. This may involve a lot of listening and making suggestions and encouragement. As long as the subject tries, and listens to the character's advice, the musing works.
- **Create Calm:** The character believes that calming one's spirit can resolve most situations. She tries to keep the Dreamer calm and cool to enable the subject to assess herself and gain insight into her problems so she may relax enough to create.
- **Foster Trust:** The changeling thinks the world can be a better place if people have faith in one another, extending their trust and getting involved with shared projects and interests.
- **Help Those in Need:** Some need help or guidance. Those who are addicts or who are abused need inspiration to give up their addiction or stand on their own feet so they can Dream again.
- **Foster Dreams:** The character inspires people to dream of things they want to achieve, convincing them that if they dream hard enough, those things can come true.

Roll Manipulation + an Ability that suits the situation, the kith of the Kithain, and the situation. (Empathy is the obvious choice, but not all Kithain relate well to people on an emotional level, and might choose to inspire via Performance, Leadership, or even Intimidation.) The difficulty is 6. The changeling gains Glamour equal to her successes. If the changeling has been particularly patient or inspiring, the Storyteller may opt to lower the difficulty of this roll, or to add 1 or 2 extra Glamour to the number of successes. If the roll fails, the character must spend another week studying her subject before trying again. If it botches, she has pushed the Dreamer too hard; the Dreamer rejects the idea entirely and falls into a creative block. Should that happen, the Dreamer loses the creative urge temporarily. The Storyteller should roll the appropriate Attribute + Ability (difficulty 6) for the Dreamer and compare the result to the chart above to determine how long it will be before the artist can be inspired again. The character attempting to act as a muse for the Dreamer must start from scratch.

The changeling does not have to act as a muse in accordance with her Musing Threshold, but if she does, and the player rolls five successes or more on the final musing roll, the character gains a *dot* of Glamour!

Rapture (The Path of Self-Inspiration)

Changelings possess two natures: faerie and mortal. By letting their mortal nature come to the forefront and be inspired (known as achieving Rapture) they can touch the Dreaming as though they were mortal Dreamers. Though this can be a lengthy and difficult process, the results can be amazing.

Rapture allows the changeling to employ her own imagination to gain Glamour. To do so, however, the character must do as much soul-searching and understanding of both sides of her nature as for understanding and inspiring a mortal. Seelie or Unseelie, both Courts believe a changeling who can achieve Rapture has reached a pinnacle in which she merges her dual natures perfectly. She connects directly to the Dreaming and feels a shining moment of total clarity and ecstasy.

To achieve Rapture, a changeling must make an artistic or creative breakthrough. The character chooses an art or medium where she excels and achieves a new vision or idea for it.

Use the chart for the basic time it takes to muse a mortal and apply it to the fae attempting Rapture. Roll Perception + Kenning (difficulty 8) just as with mortals. This indicates that sometimes it takes a month of thinking and working on a project, yet in other cases a blazing insight may pop up almost instantaneously.

Once this time has passed, the player makes a roll on an appropriate Attribute + Ability (difficulty of (the character's Banality minus Glamour) + 6). The Storyteller may adjust the difficulty if the character has truly devoted time and energy (and good roleplaying) to the attempt.

The number of successes rolled equals the amount of Glamour the character gains. If the player rolls five or more successes, the character gains a dot Glamour and refills her pool entirely! A botch is a confidence-shattering failure, causing the character to gain a point of Banality. If the character wants to try again, he must wait at least a week and start over from scratch.

Reverie and Rapture Locations

If someone uses Reverie in a specific location (the Dreamer's loft, a private room in a dance school, etc.) or if Kithain achieve Rapture repeatedly in the same location, that area becomes infused with Glamour. The location may attract other Dreamers. This may result in an artists' colony springing up there. This outpouring of Glamour can't really be hidden from a Kithain's Kenning. Unseelie tend to see such areas as holding easy prey, and mark them as playgrounds in which to Ravage and run.

Because of this, nobles (of either Court) may declare that Ravaging in such areas is an offense that will be severely punished as they seek to protect and conserve the Dreamers. They may even erect special wards using the Contract Art to keep out the undesirables.

Ravaging (The Path of Theft)

It is quite simple for a changeling to grasp the Glamour within a mortal and rip it out of him. It can be as satisfying as any epiphany but also taints the individual with psychic anguish, mixing his pain with the Glamour.

This psychic violation is called Ravaging. Aside from the pain and shock visited upon them, mortals do not have unlimited Glamour. They need time to replenish their creativity. If their Glamour is stolen it takes longer for them to recover it. The Seelie view Ravaging as unnecessary and evil, while the Unseelie see it as a tool to create change. Besides, say the Unseelie, Glamour is free. Dreamers can always make more.

This isn't always true, though. If a particular mortal is Ravaged repeatedly, his creativity may be extinguished. Certainly, the more frequently he is Ravaged the longer it takes for him to recover. Still, the Unseelie claim that Dreamers are a self-renewing resource anyway, and they need to maintain themselves to keep the Dreaming alive in the mundane world.

Sadly, and ironically, Kithain use their own Banality when they Ravage. This runs the risk of gaining more Banality as the Ravager floods the target with it to drive the Glamour out of him. The Ravager then gathers up the Glamour but occasionally gathers in Banality along with it.

Victims of a Ravaging cannot create or perform anything original for at least one day per Glamour point stolen. They might sit listlessly, feeling depressed and drained. The artist can even gain a small amount of Banality, blocking his access to the Dreaming that allowed him to create to start with. It might even sever that connection forever. A drained, depressed creator might fall into total depression or explode with frustration and anger that ends in violence against others.

System: The Kithain must establish a relationship with the target, but this relationship doesn't need to be close or

genuine. The changeling needs to know the target's name and something about her inspirations — what causes her to want to create. The player rolls a number of dice equal to his character's Banality (difficulty 6). The character gains Glamour points equal to the successes. If the Ravaging roll fails, the character gains no Glamour and gains a point of Banality. If the roll is a botch, the character gains a dot of Banality as the Ravaging backfires and rips into his own psyche.

Ravaging Thresholds

Most who Ravage use simple psychic assault to gain Glamour. Some prefer more exotic methods to cause more pain and anguish. Some Unseelie see it as an art form. A character's Ravaging Threshold may be based on some emotional trauma she suffered in the past. It is often a means of getting revenge on the victim or the world in general.

Using Ravaging Thresholds happens during downtime. The player describes the form the Ravaging takes ("I'm sending the child terrible nightmares and taking Glamour from his terror"), makes the appropriate rolls, and gains the Glamour. Alternately, the player may roleplay an emotional scene before making the roll. The system is the same as for Reverie, except that on that path if the player rolls five or more successes on the roll, the character gains a dot of Glamour. This is not possible for Ravaging unless the character pursues a threshold.

Revelry (The Path of the Kith)

Each kith has a way of gaining Glamour that draws from the nature of the kith. Redcaps have very different forms of Revelry than boggans, and so on. The types of Revelry common to each kith are included in the descriptions of the Kithain in Chapter Two.

A character can indulge in Revelry *once per story*. She must spend at least a scene in Revelry, and the player must describe the character's Revelry to the Storyteller. When the Revelry ends, the character completely refills her Glamour pool.

Rhapsody (The Path of Destruction)

An extreme means of Epiphany, this is strictly forbidden by the Kithain. Even the Unseelie forbid it since it destroys a Dreamer. In effect, a changeling imbues the artist with so much raw Glamour that the creator produces one final masterpiece and burns out forever. Not only does it destroy the mortal's creativity, but many victims become Autumn People or sworn enemies of the Kithain due to the trauma. Those who have been victims of Rhapsody usually succumb to stress-related illnesses, feelings of exhaustion and chronic fatigue, depression, and even suicide.

The art that results contains copious amounts of Glamour. When the work is destroyed, it releases the Glamour. The worst part in this is that this glorious work is destroyed, not kept and treasured, so the last great work by the artist is no longer in existence.

System: One to five points of Glamour are invested into the artist; an entire motley can donate some and reap shares of the Rhapsody. The Storyteller rolls Manipulation + Expression (or another appropriate roll, difficulty 7) on behalf of the mortal to create the masterpiece, adding dice equal to the number of Glamour the changeling invests. As such, it is possible to bestow Rhapsody on an untalented or untrained individual, but the rewards aren't as great as finding someone who can legitimately produce great art on their own. The masterpiece the artist creates contains two points of Glamour per success.

Ravaging Thresholds Table

- **Exhaust Creativity:** The character delights in exploiting others, mocks those with more talent, and even hires them to create for him, but disparages what the Dreamer makes. The art created this way is tainted, corrupted, or wasted. This burns out the Dreamer and he is left wondering why he wasted his time.
- **Destroy Hope:** The character seeks to induce despair in the Dreamer. He stands by and lets the Dreamer sink, refusing to help or even mocking her efforts to reignite any hope she has lost. He may talk her out of taking actions to improve her life by pointing out how useless they are.
- **Destroy Love:** The character blocks his target from experiencing love. He gains strength from preventing others from finding it. He has several ways of breaking up lovers, from seducing one of them to fabricating lies or "evidence" that one's significant other is cheating. As long as the prey's attempts to find love are foiled the Ravaging succeeds.
- **Create Anger:** The character prides himself on his own self-control, but delights in driving others to frustration and anger. By wearing down his target's self-esteem and self-control, he drives the prey to self-destructive, violent acts.
- **Break Trust:** The character has had his trust broken and now must visit that feeling on others. He works to sow distrust between two or more people. Eventually, he causes his victim to lose trust in everyone else and isolate himself from the world.
- **Exploit Dependence:** The character prides herself on her self-sufficiency and tries to force others to become dependent on her. These might be neglected children, runaways, addicts, or those who crave her love. Ultimately, she destroys anyone who depends on her by walking away once the victim is firmly "hooked."
- **Destroy Illusions:** The character is jaded. Innocence disgusts him. He might talk up something the victim believes in, then yank the rug out and laugh at the prey for being a fool to believe in anything. Childlings might prey on other kids by getting them in trouble or by revealing the truth about Santa and the Easter Bunny.

When the creation is complete, the character needs to obtain it. The Glamour within it isn't released until the creation is destroyed. As such, a changeling can conceivably acquire a library's or museum's worth of Glamour-filled creations, just waiting to be burned for power. When the creation is destroyed, all changelings present split the released Glamour among them. Note that since only the changelings *present* reap the benefits of the Rhapsody, it is quite possible for a changeling to convince others to assist him in beginning the process, and then steal the result to get the Glamour all to himself. This is a highly dishonorable thing to do, but to whom are the aggrieved parties going to complain? Rhapsody is forbidden, anyway.

If the roll fails, the artist never finishes the creation. Pumping further Glamour into her simply confuses her; she is unable to create (or rather, finish creating anything) for a number of months equal to the invested Glamour.

If the roll is a botch, the changelings get their comeuppance in a terrible way, but the artist suffers as well. For every 1 rolled on the botch, the creator gains a dot of Banality. No one gains any Glamour. This means the changeling faces the possibility of not only *losing* Glamour, but that the artist may become too entrenched in Banality to remain connected to the Dreaming. Again, the Dreamer can never create again and the changelings have destroyed the mortal's gift for nothing.

Oaths

Oaths, promises sworn among changelings and backed with the power of Glamour, form the pillars of the semi-feudal structure of changeling society. From the oaths made between liege and vassal (common in mortal history during the Middle Ages) to oaths reflecting personal codes of honor, such as those often sworn by trolls, oaths serve to strengthen the fabric of changeling society by weaving together those who swear the oaths. In addition, the oaths themselves give tangible substance, in the form of threads of Glamour, to the ideas they uphold.

Oaths create a network of ties among Kithain. Both Seelie and Unseelie changelings take their oaths seriously. Indeed, breaking an oath and becoming forsworn stands as one of the greatest social crimes for members of either Court.

Whether oaths bind a group of changelings to their feudal lord, two fast friends to one another, or a small group of changelings into an oathcircle, the bonds they form stand as sacred and inviolable. Judgment, and often swift punishment, usually follow those who break an oath, and the term *oath breaker* sentences its bearer to a dark future among fellow changelings. Often those who break faith with an oath find themselves shut out from the society of other changelings.

Occasionally, a changeling must seem to break an oath in order to keep it, something which touches upon the difference between the letter and the spirit of the oath in question. For example, when a changeling vassal disobeys the order of a lord who has become ensorcelled, insane, or placed under duress, the vassal's disobedience may, in fact, keep the spirit of his oath intact. In these cases, society may condemn the changeling, but often the Dreaming itself justifies and supports the individual who has honored the meaning, rather than the wording, of the oath.

Swearing an Oath

While the act of swearing an oath may involve complex ceremonies (such as elaborate marriage or betrothal rituals) or simple statements (such as a strong promise from one changeling to another), the structure of the oath itself involves only a few steps.

- The members involved in the oath taking must gather in one place.
- The oath takers must craft and use the exact working of the oath and speak the appropriate words.
- Either the taker of the oath, the oath's holder, or all those involved must call upon the Dreaming and invest at least one point of Glamour to activate the binding nature of the oath.

How to Build an Oath

Most oaths have come down from the days before the Sundering and have survived, with few changes, both during the Interregnum and after the Resurgence. In many cases, the language became more modern, though always hinting at its original formality. In recent years, modern changelings have experimented with formulating their own oaths to reflect individual personalities and circumstances, much like a couple writing their own wedding vows. So long as the revisions meet the following guidelines, the Dreaming honors the oath and Glamour binds the oath takers.

- State the essential character of the oath. "I swear my loyalty to you," or "I promise to undertake the following," outlines the parameters of the oath.
- Any qualifications to the oath must appear in the words of the oath. "I swear my loyalty to you, unless prevented by ties of blood," allows the oath taker some leeway when faced with conflicting family ties. If these caveats do not appear, then the oath taker must hew to the wording of the oath. Wise or crafty oath makers sometimes take these qualifications to an extreme, but if the "do's" and "don'ts" entailed within the oath prove too cumbersome, the oath simply fails to work and must be reformulated before it is used again.
- Images from the natural world lend strength to an oath. In this way, the power of nature itself lends strength by association. "As a tree roots itself in the earth," "as the moon rules the tides," and "as the sun's light warms all it touches," are examples of using natural comparisons to build an oath, giving it imaginative and visual substance in the minds of those taking it.
- The rule of three, or threefold statements, add to the power of the oath. Drawing from many traditions, some of them ancient, and others based on superstition, repeating something three times or saying something in three ways reinforces the oath's hold on its takers. "By the sun, the moon, and all the stars," or "as the tree needs water, as the flowers need sun, and as the child needs love," show how this rule of three adds portent to anything that follows.

- The consequences of breaking the oath should appear within the oath itself. "By the sun, moon, and stars, I swear my sword to you lest my hand grow numb and my weapon break when drawn." If the taker fails to keep her oath, the penalty falls upon her; her hand literally loses feeling and any sword she attempts to take up shatters upon use.

Restoration and Atonement

A changeling who breaks an oath and suffers the penalties may yet change the course of events by petitioning to take an Oath of Atonement. Provided her liege or the person(s) affected by the oath breaking approve, the oath breaker may swear an oath acknowledging her fault and taking upon herself some action intended to compensate for the lapse. The form of atonement, usually dictated by the person or persons offended, may be symbolic or severe, depending on the nature of the oath broken and the results caused by its breaking. The conditions may vary, from making an apology or kissing the offended person's hand or weapon to agreeing to lay down one's life if necessary,

For many changelings, the onus of bearing the foresworn label makes the Oath of Atonement as desirable as water in the desert. A few, however, may take a perverse pride in the label and see the epithet of "foresworn" as a badge of pride. Though many times, foresworn belong to the Unseelie Court or become Unseelie afterwards, just as often Seelie changelings fall prey to the perils of oath breaking. Both Courts tend to look down on those who break faith with them.

Sample Oaths

The system for performing each of the following oaths appears after the oath's wording. While some changelings may rewrite the wording of the oaths to more closely reflect their own sensibilities, the substance of the oath should remain the same and the system described should still apply. Note that these are not the only oaths that exist, and the Storyteller is encouraged to come up with new ones when appropriate. Also, the Dreaming bypasses the kith frailty for pookas, enabling them to speak the words of the oaths truthfully.

- **The Oath of Clasped Hands**

Blood for blood, bone for bone, life for life, until none walk the earth save we alone, I place my life into your hands, my blood in your veins, my bones as your bones. Hold me well, as I hold you, and I will lend you my strength. Break your bond, and may we both perish. I swear to you friendship by this oath of clasped hands and shared hearts.

System: One of the most serious oaths possible for a changeling, second only to an oath of marriage, if that, this oath belongs only to those changelings who feel a bond for a friend beyond that of mere friendship. To undertake the oath, the oath makers clasp hands around a double-edged blade while saying the words, each player spending a point of Glamour to empower the oath. The mixing of the blood welds together the bond between the two oath makers, strengthening and affirming their friendship. At the completion of the ceremony, the oath makers each gain a Willpower point. If either party breaks the oath, both of them lose two Willpower points. (Note that their lives do not actually end; some of the Willpower perishes in a symbolic loss of vitality.) In some changeling circles, the breaking of an oath may lead to ritual suicide, but this happens only rarely, and only when such practices are part of historic tradition.

- **The Oath of Fealty**

In the name of the Dreaming, I swear my loyalty to you, my lord/lady [sometimes the actual name of the lord or lady is inserted here]. As the moon rules the tide, as the rain refreshes the grass, as the sun imparts life to all, so your will becomes my desire. As you command, I will obey; as you request, I will comply. May my service always please you, and may my eyes lose their sight if I invoke your wrath. My heart, my mind, my hands are yours from now until you release me from this oath.

System: The words of this oath constitute the formal Oath of Fealty used in investitures, knightings, and Sainings. This oath requires the player to spend one Willpower point, as well as make a full obeisance that lasts at least as long as it takes to speak the oath and receive a reply to it. This usually entails the speaker of the oath bending one knee in the classic pose of a knight receiving her title. After the oath takes effect, all difficulties to resist any type of mental domination are lowered by two. Breaking the oath results in the loss of three Willpower points. Extreme cases may result in the Dreaming striking the character blind for a year and a day.

- **The Oath of Escheat**

In the name of the Dreaming, I take you [name of vassal] as my vassal. As the stones, the trees, and the grass belong to the earth, so do you belong to me as one of my house and hearth. I promise to hold you, to guard you, and to keep you. I pledge to honor your service as it deserves, to reward loyalty in kind, and to assure you of shelter in times of need and plenty. As the moon to the seas below, so is my will to yours. With these words, I pledge the Escheat to you.

System: With these words, a ruler formally accepts another fae as a vassal. Usually spoken in connection with and as a response to the Oath of Fealty, it may also serve as the acknowledgement of another fae as a member of the house without conferring any title. When these words are spoken, the speaker loses a point of Glamour and a chimerical gold coin stamped with her visage appears in her hand. The oath becomes binding when the speaker offers and the vassal accepts the coin, which remains in the vassal's possession so long as he keeps his oath. Breaking the oath signifies a departure from the ways of the fae and inflicts the breaker with a Banality point. Those bound to the oath, even if only to one vassal, gain an extra Willpower point per week.

- **The Oath of the Accepted Burden**

Lay down your burden, and I will take it up. No matter how long the road, how dark the night, or how dangerous the peril, I shall bear this for you or share it with you until all roads come to an end or the need is over. I shall [the task is described here], else may the road cease to lie beneath my feet.

Similar on the surface to a geas, this oath represents a promise to fulfill a certain act, regardless of how large or how small. The oath is made to another person and verifies that the



taker of the oath will perform the task desired. Both taker and receiver gain a Willpower point. If the oath is broken, each participant loses two Willpower points. This oath requires the expenditure of one Glamour point.

The Oath of Guardianship

As the sun guards the earth by day, and the moon and stars protect the earth by night, so shall I serve thee with all my might, my heart, and my honor. This, my duty I will not abandon [state the object of the oath], else may the stars vanish from my sky and forever haunt my sleep.

System: This strong oath binds the oath taker to guard a single object, place, or individual, keeping the object from harm, even at the cost of one's life. This is a fearful oath, never taken lightly. Those who do not keep the oath are destined never to spend two nights in the same bed for 100 years. The Dreaming honors this oath without the expenditure of Glamour. The Oath of Guardianship is most often taken by trolls, but is not exclusive to that kith.

The Oath of True Hearts

I give to thee the gift of myself, heart, mind, and soul. I offer it freely; freely take it, forever hold me in your keeping. I swear my love unto you, and thus, to you, I pledge my troth. May those who watch over love watch over this oath and those who keep it. May we ever stay faithful to our promise and never find fault in the eyes of the Dreaming.

System: The meaning of this oath is obvious. Two (or sometimes more) lovers speak the words in unison. The binding takes the form of a chimerical songbird perching on the shoulder of each speaker, and visible only to those taking part in the oath. This costs a point of Glamour from each participant. If the oath is broken, the bird immediately falls silent and becomes visible to all, perched on the shoulder of the oath breaker as a sign of betrayal. All affected gain a point of Banality. Upholding the oath grants one additional point of Glamour from any Rapture in which the lovers participate. This oath has served as marriage vows and, with a few changes, as an oath taken by those forming an oathcircle.

The Oath of the Long Road

I swear that I shall [name of the quest], or lose my home, that I shall [name of quest] or lay down my sword, and that I shall [name of quest] or Dream no more. I swear this before the earth and sky and before you, who witness my oath.

System: The Oath of the Long Road is the most potent oath known to the fae on this side of the Dreaming. It represents the voluntary acceptance of a quest and usually requires some blood from both the oath maker and her witnesses. This oath may be taken by more than one individual and requires at least one, but preferably three witnesses. The oath maker or makers receive an extra Willpower and Glamour point. The consequences of failure are severe. Simply failing the quest costs three Glamour and three Willpower. Abandoning the quest altogether strips the oath breaker of all temporary Glamour and causes the oath breaker to lose one permanent Willpower point, and adds two Banality points.

The Oath of Crossed Blades

Where two stand, only one shall remain. I swear enmity unto thee until the last sun rises, shines, and sets forever. May my heart cease to beat, my hand lose its strength, and my eyes grow forever dim should I ever show thee favor. May the Dreaming, the stars, and the bones of the earth be my witnesses.

System: Usually taken only by trolls and sidhe, this oath represents an extreme step in the dance of courtly intrigue. Such an oath taking usually accompanies feuds and vendettas and may involve an entire house, a particular family, or a lone individual. The individual swearing this oath trades a Willpower point for one of Glamour and lowers by two the difficulty of any roll involving his enemy. Should he break the oath, he loses a Willpower dot and a scar in the form of two slashes, seemingly made by a rapier point, appear on his face, labeling the person as an oath breaker.

Should both parties desire to call off the oath, they must both agree to undertake a quest of atonement, usually involving the taking of the Oath of the Long Road at its beginning. Most of the other kiths eschew this oath, believing that announcing one's enmity toward someone or some people is counterproductive to carrying out plans to that person's detriment.

Banality

Glamour's counterweight, Banality is cold where Glamour is warm, hunger where Glamour is plenty, apathy where Glamour is hope. More than despair, it is an emptiness, a stasis, the lack of a drive to take life for anything more than a series of meaningless rote actions. Even sorrow and loss are emotions, charged with Glamour and inspiration — what Banality touches shivers and dies, though it puts up every appearance of living on. It is active apathy, a pervasive force of conformity that has infested the modern world.

Banality is a terrible enough foe for mortals, draining the joy from their lives, sometimes even turning them into walking beacons of the stuff that lashes out at the Dreaming wherever it may sniff it out. For changelings, Banality is 1,000 times worse, a creeping poison that slowly, over the course of a bright and brilliant life, steals that light away, locking it behind the Mists until, at last, the Kithain are left with no more than we remember of our own dreams when we rise each morning. Others, unaware of the Dreaming, pity them, thinking them senile or mad, but even this pity is no salve for the true tragedy this poor soul has suffered.

By The Numbers

Banality touches virtually everything in the World of Darkness, and therefore everything has a Banality rating. This rating represents, on a scale of 1 to 10 dots, just how much Banality has been invested into the subject. The higher the number, the more apathetic and unimaginative the person or thing in question is, generally speaking. It also measures how dangerous those individuals or objects might be to changelings, and how destructive to their Glamour they will be. A high Banality rating means that a changeling's Arts might slide right off that person, for example. **Mechanically, this means a subject with high Banality (8–10) adds +1 difficulty to cantrip rolls targeting them.**

Banality and Mental Illness

While it is true that individuals with very low Banality are more likely to be diagnosed with a mental health condition or disorder simply for being different, Banality has no effect on mental health. There are people with mental health conditions at every level of Banality, and those conditions have little to no influence on their Banality ratings — they are no more or less Banal regardless of whether their condition is being treated or not.

The Storyteller should think about a character's backstory when deciding on her Banality rating. Was her creativity encouraged when she was growing up? Does she work in a field where thinking outside of the box is rewarded? How many books does she read in a year? Try to get a sense of the character's mindset, because ultimately that is the greatest determining factor in how high her Banality rating is.

Banality 1–3

Nothing in the modern world is free from Banality's influence, but Kithain treasure mortals with a Banality rating this low, as their minds and souls are comparatively untainted. Such individuals are called Dreamers, and are frequently used as sources of Glamour. Dreamers are unlikely to be held in high esteem by wider society, unless they're wealthy enough to be "eccentric" instead of "crazy" or have turned their overwhelming creative impulse to a popular end. Even if a Dreamer does enjoy wealth and popularity, she does not create because doing so brings these things to her — she creates because she *must*.

Banality 4–5

Individuals with a Banality of 4 or 5 are still passionately, even wildly creative by wider societal standards. They are likely to be known as flakes or idealists by their fellows, and may have difficulty maintaining day-to-day commitments that routinely interfere with their creative pursuits. They treasure any living situation that affords them the time they need to indulge in what they love. These are the sort of people who paint a perfect replica of the night sky on their ceiling "because they felt like it," or spend years of their lives painstakingly creating a patchwork map of a fantastic fictional world. While they are not Dreamers, they are still an excellent source of Glamour, and are much more likely to be understanding of the unusual pursuits of the Kithain.

Banality 6

People living with this level of Banality do what they can to resist the demands of the wider world around them, but cave

to the inevitable. They get the degree that is supposedly "better" than the one they really wanted. If they're fortunate enough to get a job, they cling to it. People with Banality 6 do what they have to for as long as they must, and retreat from the world around them as soon as is possible. They have hopes and dreams of making it big doing the thing they love, but cruel reality is an insurmountable obstacle more often than not. When left to their own devices, they produce some Glamour, but are hardly the fonts of it as are those of lower Banality, whom they envy greatly.

Banality 7

The battle may not be over, but the war seems lost. At this level of Banality, an individual feels beaten. He knows he should write that novel that's been lingering in the back of his head, but zoning out on the couch watching competitive cooking TV shows is just *easier*. The set of high-end markers sits in a corner gathering dust — her guild in Skinner Box Online gives her shit if she doesn't make at least two raids a week. Their dreams are still within their sight, but their reach exceeds their grasp. Someone suffering with this much Banality needs a real shock to get him out of his rut, so getting Glamour from him is a challenge.

Banality 8

The Banality begins not only to dampen, but to control souls at this level. It's not a maniacal puppeteer, cackling as it makes people dance at its whim, but is rather a further refinement of what it already does at lower levels. It takes the envy of a freer soul and twists it, turning it to antipathy. Mortals begin to pose a threat to Kithain once they reach this level of Banality, forcing changelings to ever be on their guard, lest they be overwhelmed by even a careless word. The mortal does not mean to be a threat, but this makes no difference. A nasty comment about street art seems innocuous to many, but it plants the seeds of Banality and inflames the sliver of it that all changelings carry within them.

Banality 9–10

Not everyone with a Banality rating this high is an Autumn Person, but one could forgive changelings for not seeing the difference. This level of Banality is a choking cloud of hopelessness, a vortex of negativity that seems inescapable. The person at the heart of that cloud, who exudes it with practically every word and action, disdains creativity to such an extent that it seems *wrong* to them. Here, a psychologist overprescribes medication for an attention disorder. Here, funding for arts programs is cut even when options to save them exist. Here, the bright wash of color in the world, attenuated slowly as Banality progresses, is rendered a malignant and dying collection of shades of gray.

Where Angels Fear to Tread

The chill of Banality contaminates not only people or objects, but even entire locations or buildings. Such places require long-term exposure to Banal thought, making them comparatively rarer than individuals with high Banality, but they do exist and they are a great threat to changelings. Banal structures represent the institutional memory of the organizations that dwell within or use them regularly. Organizations dedicated to promulgating one point of view above all others are a common cause of such structures. Not every church is a Banal structure, but a megachurch owned by a fire-and-brimstone preacher who insists that everyone except his parishioners is on a one-way road to Hell certainly will be. A business that thrives on creativity and has a loose management structure is less likely to be saturated with Banality, but the stereotypical office-drone cubicle farm filled with workers endlessly performing rote tasks that have no relation to their own lives might as well be the Chernobyl of Banality. Rejection of alternative ideas, of creativity, and of imagination are all hallmarks of the sorts of organizations needed to create a Banal structure.

It takes pervasive, constant, long-term Banal thought to create a truly Banal structure, where Banality is dangerous even when mortals are absent. Some structures, such as the ones mentioned above, fit the bill nicely. Most locations, however, have a fluctuating Banality rating, largely dependent on the mood of the mortals who are making use of it at the time, which reflects the current ambient Banality. A school at recess has a lower Banality rating, as the imaginations of children at play wear away at Banality's grasp. Come back half an hour later, and Banality is back in full swing, as those imaginations are crushed beneath the weight of demands to memorize lists of state-mandated facts that will be tested to determine their performance (and thus the budget allocation for that school for the next year) — woe to the changeling caught at the school on the day that test is given, as the building will no doubt suffer a major spike in Banality.

System: When deciding the Banality rating of the structure, consider what the Banality rating of the average member of the organization that made it that way would be. Factor in how many of them there are, how long they've been there, and how active they are, and you should have a pretty good idea of where on the chart they belong. **Any rolls for cantrip use within a Banal structure suffer +1 to their difficulty.** Additionally, for every scene a changeling spends in a Banal structure in excess of her Glamour rating, she gains a point of temporary Banality.

Mortals who regularly spend time in a Banal structure with a higher Banality rating than their own slowly gain Banality until they reach an equilibrium with the structure. This gain occurs at the rate of one dot of Banality per month. This assumes they spend a significant portion of their waking hours within the structure, such as for a nine-to-five job. If they spend less time in the structure, they may gain Banality at a slower rate or not at all, at Storyteller discretion. Similarly, if they are locked in or otherwise forced to spend 24 hours a day in such a structure, their Banality rating rises much quicker than usual.

Taming Banality

Exposure to the modern world results in the slow buildup of Banality in every changeling's soul. This is an unavoidable consequence of existence in their present form, but is preferable by far to the permanent destruction of the faerie self.

Banality points may be thought of as contamination, as something of the outside world clinging stubbornly to the changeling and slowly affecting her mind. When a changeling's Banality pool exceeds her Glamour rating, she begins to suffer from the Mists, her memory slipping away by drips and drabs. To recall anything more clearly than specified on the Mists chart (below), the player must roll Glamour against a difficulty equal to her Banality rating.

Long-term exposure to a concentrated source of extreme Banality (such as a person or an object with a high Banality rating) results in the changeling gaining a point of temporary Banality. This threshold is typically reached after a scene of distinctly uncomfortable interaction — most changelings naturally do their best to avoid such individuals and things, but there are few places outside the Dreaming where one can hide from Banality. Ultimately, the amount of exposure necessary to cause the changeling to gain Banality is left to Storyteller discretion, but she should be quite clear about when that threshold is about to be crossed. Grumps do not gain Banality in this manner.

Triggers

Banality is an all-pervasive force, but at times it redoubles itself, aggressively seeking the weak points within a changeling's soul and doing its best to push its way in. Rather than simply gaining a temporary point of Banality from ambient exposure, this is an immediate and brutal invasion of the changeling's faerie self. These surges of Banality are called triggers, and all Kithain suffer from them. When a character experiences a Banality trigger, the player rolls Glamour (difficulty 8). If the roll fails, the character gains a point of Banality. If the roll is a botch, the character gains a point of Banality for every 1 rolled.

The following triggers are common to all changelings, a result of their very natures at conflict with Banality itself.

- Invoking the Autumn to resist a cantrip or chimerical effect.
- Failing to overcome a target's Banality while enchanting them (this does not apply to childlings).
- Wilfully destroying a Treasure or any other irreplaceable faerie artifact.
- Killing a changeling's chimerical self (wilders are immune to this trigger under most circumstances).
- Ending a changeling's mortal life.
- Killing one of the enchanted, a mortal Dreamer, or Kinain.
- Wielding cold iron.
- Breaking an oath.

Antithesis

In addition, each Changeling has a personal trigger, a source of Banality unique to her that profoundly violates her very nature. This *antithesis* probably relates to the changeling's kith in some way, but it doesn't have to. While many acts could potentially qualify, Storytellers and players should come to agreement on individual antitheses. Some examples include:

- Interfering with the play of children.
- Breaking an object of great beauty (mundane or otherwise).
- Wearing a suit and tie on her mortal body.
- Giving someone a false compliment.

If all Banality were temporary, it would scarcely be the threat to the Kithain that it is. As described on p. 174, however, gaining more than 10 points of Banality results in the character's Banality rating increasing. The only way to remove Banality dots is through a great Quest that empowers her faerie soul to expunge one of these slivers of Banality, though such Quests are strenuous and difficult indeed, uncommonly attempted and rarely successful. Still, hope remains. Details on Quests may be found on p. 271.

The Mists

The Mists, for all that changelings may curse them, are in fact a defense against Banality, though a cruel one. When the Mists rise, memory fades — this serves to cloak Glamour behind a veil that even Banality cannot penetrate. Most of the time, this serves to hide evidence of faerie magic from the eyes of mortals, as it slips from their minds mere moments after they witness it. Though Banality has thoroughly corrupted most mortals, those fortunate enough to have a lower Banality rating remember more than their higher-Banality comrades, though the memories still have a strange and dreamlike quality, not entirely real save to those with the very lowest of Banality ratings.

The Mists touch changelings as well, though, clouding and even stealing away their memories as Banality surges within them. The more Banality points a changeling has, the more the Mists touch her in her day-to-day life. The presence of other Kithain helps to ameliorate this effect, allowing the character to recall as though she were two steps lower on the Mists chart during any scene in which other changelings are present, as they serve as an anchor for her memories of Glamour and the chimerical.

The Mists

Banality Rating	Duration	Effect
0	One Minute	Perfect Recall
1	One Hour	Clarity
2	Six Hours	Partial Memory
3	12 Hours	Disoriented
4	One Day	Uncertain Memory
5	Three Days	Hazy Memory
6	One Week	Vivid Flashbacks
7	Two Weeks	Dreamlike Memory
8	One Month	Distant Dream
9	Four Months	Denial
10	N/A	Complete Blank

The more dots of Banality she has, the longer the changeling must spend unaware of her true nature when she is chimerically slain. Once this time has passed, she may be reawakened to her true nature by a gift of Glamour — even a single point is sufficient to rekindle her own connection to the Dreaming. Once a changeling remembers her true nature, she remembers everything that led up to her chimerical death — the Mists do not cloud her memories as they do a mortal's.

Effects On Mortals

Mortals are shielded from Glamour by the Mists, preventing them from exposing it to their natural Banality. The specific effects vary according to the level of a given mortal's Banality.

Perfect Recall: The hypothetical mortal wholly free from Banality would remember everything with the burning clarity imparted by Glamor, forgetting nothing of what she has seen months or even years later. Enchanted mortals effectively function at this level for the duration of their Enchantment.

Clarity: The mortal remembers everything as it happened, but without the vivacity natural to Glamour. Details may slip from her, as they do from normal memories, but she is unlikely to wholly forget the incident.

Partial Memory: Bits and bobs of the event the mortal witnessed are missing, details just beyond reach like a word on the tip of her tongue. Otherwise, she remembers things well.

Disorientation: The memory is jarring, strange, and may even set the mortal's head spinning — but something happened to her, and she knows it. She won't forget that it has happened, but she'd be hard pressed to say just what exactly.

Uncertain Memory: The mortal remembers flashes, moments, and little more. She may doubt that what she's remembering happened to her, but these memories had to come from somewhere.

Hazy Memory: The mortal can only grasp fleeting images from the incident she witnessed — the smell of autumn leaves, a brilliant blue flame, or the sound of strange laughter and music. Those sensory impressions stay with her, but she has no context for them whatsoever. Without physical evidence, she is likely to put it off as a strange reaction to food or drug, or perhaps a memory of a very strange and vivid dream.

Vivid Flashbacks: Memories of the event mostly fade from the mortal's mind, but every so often they may surge to the surface, prompted by something in her environment. For example, she may go to a renaissance faire and, hearing someone play the panpipes, remember the strange woman she met in a bar — though surely the horns were part of a costume. Must have been one Halloween or another, she'll tell herself.

Dreamlike Memory: The event is barely remembered, and is put down to a dream when it's remembered at all. The mortal is unlikely to believe she ever experienced the event, though physical evidence may be jarring to her for reasons she cannot explain.

Distant Dream: The memory is no more than a whisper of a dream at this point. Physical evidence that she took part in whatever she experienced will be written off, either as a psychosomatic reaction to a dream she can't quite remember or as some kind of hoax.

Denial: What little the mortal recalls of the experience, she actively denies. None of this happened to her. It can't have happened, because none of it makes any sense. She will discount and even ignore physical evidence, and if anyone expresses a clearer memory of what happened, she'll likely tell them off for making it up.

Complete Blank: The mortal remembers absolutely nothing of the experience.

Effects on Changelings

Banality affects changelings both in the long term — permanent Banality and eventually Undoing — and the short. As a changeling builds up a greater "charge" of Banality, it begins to work its way into her soul, subtly affecting her thought processes. At first, this is scarcely noticeable, but as the changeling stews more and more in a simmering cauldron of Banality, the more it will force the Mists to protect her from the damage it would do to her. At its maximum, on the very verge of crystallizing into a permanent shard in the changeling's soul, Banality can all but rob a changeling's identity from her. The effects listed below are not cumulative, but rather are differing expressions of the Mists' effect on the changeling, which begin once she accumulates more Banality points than her Glamour rating.

Lapses: As the contamination of her soul crosses a certain threshold, the changeling begins to suffer momentary forgetfulness. She may forget where she placed her keys, her enchanted harp, an acquaintance's email address, or the like. Few put this down to the malign effects of Banality, but merely curse advancing age or last night's party.

Tuned Out: The Mists gently cloud the changeling's perceptions, though not enough to make it impossible to function. She may be prone to being surprised or initially unaware of someone or something — usually, but not always, chimerical — in her immediate presence. At Storyteller discretion, changelings with this condition may suffer a +1 difficulty to Alertness rolls.

Confusion: The Mists thicken, and the changeling's distracted demeanor redoubles as her short-term memory begins to glitch out. She'll have trouble keeping facts or figures in her head unless she really concentrates, and may forget what she's doing at any given time. Completing complex tasks at this level may, at Storyteller discretion, require an Intelligence + Enigmas roll, at difficulty 7.

Detachment: As Banality begins to claim the changeling, her grasp on reality slips intermittently as the Mists force her to withdraw for her own safety. Things of Glamour seem just a little less real to her. While she does subtract 1 from any chimerical wound penalties as a result, this may ultimately lead her to overestimate her present condition, leading her to suffer greater harm than she otherwise would.

Blackouts: The changeling begins to lose track of time. She experiences missing time, losing anywhere from five minutes to an hour, the events of which she simply cannot recall. While she behaves normally during this time, being suddenly unable to recall the immediate past is jarring. Changelings suffer a

+1 modifier to any Wits rolls in the immediate aftermath of a blackout (which occur at Storyteller discretion, but should take place no more than a few times per chapter at the very most).

Memory Gaps: No longer losing short gaps of time, the changeling finds it difficult to recall vast swathes of her history. She may forget what her car looks like, or even that she owns a car. She may likewise forget the name or even the existence of a roommate, a friend, a parent, or even her feudal lord or lady. Storytellers should work with the player to determine what memories are lost, but they should be something important to the character, something she would not want to lose. This memory loss is not permanent — should the character rid herself of any temporary Banality, the affected memories return intact.

Amnesia: The changeling experiences a total loss of long-term memory. Her personality and skills remain intact, but she largely forgets who she is, and her dual existence as both flesh and Glamour will no doubt leave her seriously confused and even disturbed. Should she ameliorate her temporary Banality score, her identity and memories return intact.

Invoking the Autumn

The Mists can serve as a literal shield as well as a metaphorical one. By invoking the Autumn as one invokes the Wyrd (p. 259), the Kithain can deny the effect of chimerical reality upon themselves. While this renders them immune to any chimerical effects, including chimerical cantrips, it invites Banality in.

System: To invoke the Autumn, the player must spend a Willpower point. Any effect with a chimerical source that would normally affect her does not do so for one action. Wyrd effects function normally, as these affect the Autumn world. The changeling perceives the chimerical world while invoking the Autumn, but she cannot interact with it — for the duration of her invocation, it is immaterial to her. Invoking the Autumn is always a Banality trigger.

Shedding Banality

The fight against Banality is one a changeling wages for her entire waking life, though she knows she must ultimately fail, her soul doomed to fall once more into slumber, sheltering within her mortal shell until it dies, allowing her to be reborn once more. The Kithain have precious few ways to fight against Banality's waxing tide, to hold fast to what little Glamour remains in the world, but it can be done.

When the changeling gains a point of Glamour, she may instead elect to remove a point of Banality, effectively spending the point of Glamour to do so. This is only possible at the moment that the Glamour is gained.

Quests

Changelings may prevent Banality from gaining footholds in their souls as described above, but to free a soul that has already felt the icy touch of Banality, greater measures must be taken. The only way to warm over a soul is to take on a quest that resonates with the Dreaming, to bind one's soul to that quest with an oath, and carry the oath through. Such oaths may be taken on an individual basis, or as a group — changelings from a motley who all swear themselves to the same end all benefit, should they be successful. However, a Quest is not a step lightly taken, and stories are told both of the grand successes of such enterprises and, with a somber tone, their failures as well.

Quests are extended and multifaceted narrative actions, and as such they don't fit into a simple roll of the dice. A quest should, at the minimum, represent at least a chapter of play — larger quests, suitable for Kithain suffering the higher reaches of Banality, might make entire stories on their own. It's important to remember that, though mechanics are included for quests, the Dreaming is not a thing to be satisfied with dry rote action. Indeed, though success or failure hinges upon the final goal, the journey is ultimately more important than the destination. A changeling on a quest is giving of herself to bring more Glamour into the world, one way or another, and in the process warm her heart ever so slightly.

Quest of Deed

The first kind of quest undertaken is the Quest of Deed, in which the Kithain descends into the wilds of the Far Dreaming in search of a great relic of the Fae. This may be an artifact of some kind, a being of great import, or even a Freehold far from the known trods. Whatever the object of the quest, it must be seized and returned, or if it is a place, a trod cleared and well-secured. This quest resonates with the deep nature of the Dreaming and the fantastic things dwelling within, and so is most often chosen by changelings who fear the Banality of the real such that they prefer to avoid it entirely.

Systems: A changeling who seeks to become part of a greater legend must first learn of this legend, be it in a book or in a tale handed down since before the Sundering. Once she learns of the quest in potentia, and the passions stir in her heart, she must attune her own nature to the legend — this requires a Glamour roll (difficulty equal to her Banality). Once she does so, she becomes part of the tale itself, and cannot tear herself away from it without denying her own nature in a truly dire way; should she fail in her quest, or turn aside from it, she gains a dot of Banality. Success in this quest requires significantly changing the legend through one's actions, and the Storyteller is ultimately the arbiter of whether the character's efforts rise to that mark.

The subject of a Quest of Deed must be a powerful icon of the Fae, be it a freehold, a chimera of some kind, or a Treasure — if purchased as a Background, it would be worth 4–5 dots.

- Amphora has heard the tales the elders tell her of the days when they, as wilders, ventured out into the Dreaming and strayed from the trods. They caught sight of glittering towers of glass and gold, and thought they had found a trod that led to Lost Arcadia — but when they approached, a wild manticore drove them off! Feeling the touch of Banality within her heart, Amphora resolves to venture forth with a party of her fellow adventurers and slay the manticore. Finding the towers the elders spoke of is a tale unto itself, stretching across weeks spent in the Far Dreaming, but at last she meets the manticore in battle! It is a fierce fight,

and more than once she nearly loses a comrade, but in the end they are triumphant. The Lost Castle of Galistrad is not Arcadia, but even a pale echo of that realm's shining beauty is well worth the price paid to reclaim it.

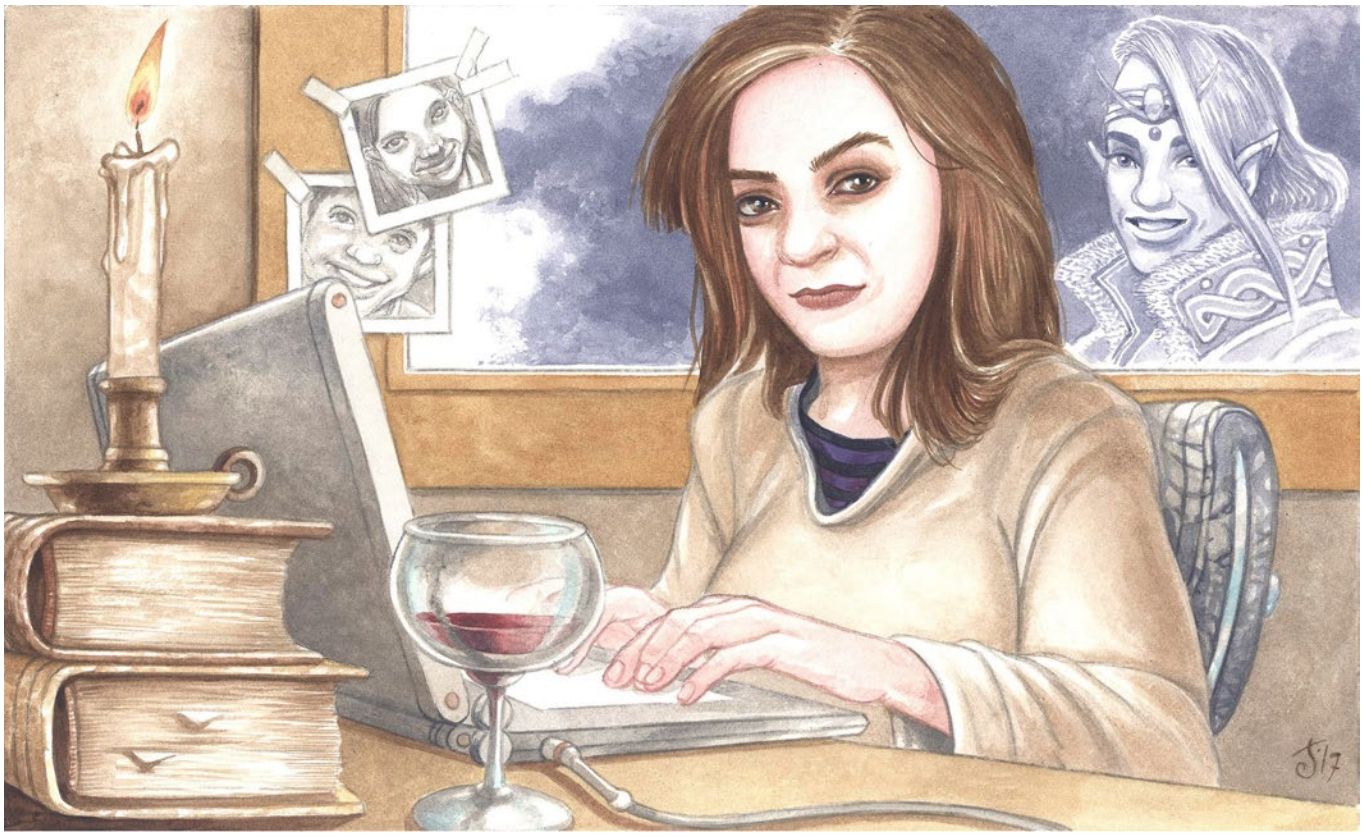
- Nikolai first heard of the Sword of Six Steps during his Saining — it was a story told time and again in the Freehold he found himself in after his Chrysalis, of the magnificent sword that could carry the wielder anywhere, lost centuries ago in the Dreaming. As the years went by, Banality slowly gained a foothold on Nikolai's soul, but the sword never truly left his thoughts. One day, as he told the tale to a fresh young childling, he decided to add an extra line to the story: "And I'm going to find it!" And find it he did, after a long journey in the Dreaming in which he sold his hair to a balding ogre for the knife at its side, which he used to hew down a mighty oak upon which rested the nest of a ferocious roc, from which he saved one egg that hatched into a splendid young bird large enough for him to ride upon. He freed the fledgling when he found the sword and pulled it from the cliff it had been wedged into centuries before. *No need to keep a fellow free spirit chained*, he thought, as the reflection in his blade showed him his dearest friends, and their friends, and theirs in turn and so forth six times over. Who to show off his new treasure to first?
- It was supposed to be easy. Virgilius had only been told of the Oaken Clock and its golden pendulum, and not the brambles, briars, and beasts that stood between him and his quarry. For a time, he'd persevered — he could feel the thing calling him in his soul, after all, and such a call is not easily ignored. But when comrades fell, when hunger rose, and when hope slipped away, there was nothing he could do but simply let go. The burden of the quest was too great, even for the promise of freeing his soul from the terrible grip of Banality, from the ever-encroaching Mists that cloud his mind and vision. He is no longer certain if he is awake or dreaming. He is no longer certain of his own name. All he knows, deep in his heart, is that he has failed, but even the knowledge of what he failed to do has slipped through his fingers.

Quest of Inspiration

The second kind of quest undertaken is the Quest of Inspiration, in which a single mortal is chosen as the object. Through whatever means are necessary, the changeling must drive that mortal to the very heights of her creativity, suffusing her with such Glamour that she shines like a beacon in the night. This is not Rhapsody, though — far from it! The changeling must carefully shepherd her charge, ensuring that the maddened drive she has infused the mortal with does not destroy her mind, or the quest will fail. Instead, she must ensure that her chosen mortal's mantle of Glamour sets off a chain of events that, in turn, brings other mortals to the very brink…but not over it. The idea is to create such a wellspring of Glamour that it becomes contagious, without making it so powerful that it becomes lethal.

System: A changeling who hopes to spread the influence of the Dreaming among mortals must first find a mortal or mortals in a position to influence others. Ultimately the scale is not important — the CEO of a marketing firm with creative control is just as valid a target as a well-known bartender or a stand-up comedian. All that matters is that they have frequent contact with a given group of individuals, and are in a position to inspire them in some way. Choosing to follow this quest is an act of volition. Once the changeling finds her subject, she must dedicate herself to inspiring that mortal with a Willpower roll (difficulty of the subject's Banality — for the purposes of this quest, Banality 6 at minimum). If successful, she binds herself to the subject, promising to make her life a little more imaginative and bright. After this, the player must roll Perception + Kenning (difficulty 8) to determine how long the inspiration will take — see Musing (p. 261) for details. If the mortal's situation and skills lend themselves to the changeling's Musing Threshold, halve the time required. To inspire the mortal, the changeling's player must roll Manipulation + Empathy (difficulty 6) as though she were Musing normally, but unless she leaves that Glamour alone, she cannot progress in her quest. For every unit of time, the character may make a single roll — the goal, ultimately, is to accrue more temporary Glamour than the subject's Banality rating, at which point it bleeds into the environment through her works and inspires others. Each point of Glamour thus bled off represents a single mortal inspired — to remove a dot of Banality, a number of mortals equal to the changeling's Banality must be inspired.

- Henrietta is a single mother, working two jobs to support her two kids and having scarcely a moment for herself, much less the novel she's been trying to write for five years. Her estranged sister Anastasia, meanwhile, bears the soul of a sidhe duchess, and while the two have not spoken in years Anastasia still feels a connection to her sister. She watches over Henrietta from a distance, and remembers being young, before her Chrysalis, when Henrietta was full of wondrous stories of magic and adventure. It is simple enough to reinsert herself into Henrietta's life, the prodigal sister returning home, all the better to guide Fortune to favor her a little better and help out around the home, watching the children and giving Henrietta the chance to finally sit down and write. She finishes her novel, and its popularity spreads like wildfire — before long, the Internet is teeming with art, fiction, fan series and more, all about the stories that Henrietta used to tell her little sister. The surge of Glamour makes Anastasia feel young again, to say nothing of what it does for Henrietta.
- Such is Tabitha's wit and charisma that she is able to hide Banality's slow but steady infiltration of her soul beneath happy tales and a smile that lights up an entire room. One would think inspiration comes easy to her, but she is estranged from mortalkind by the dissonance of her Eshu and human halves, though she moves Heaven and Earth to conceal the most obvious giveaways — shoulders too broad, chin too wide, a laugh a little too deep and loud, and so on. When Tabitha seeks to spurn Banality in a way worthy of a



tale, she feels most comfortable doing so at a great remove — thankfully, even this Banal era has the perfect tool for her! One Tumblr account later, she's a part of a thriving (if easily excited) community. One Twitter account later, and her perfectly composed messages are spreading across the city, across the world! This is not a movement Tabitha started, but it's a movement she's right at home in, weaving facts into an emotional resonance that motivates her peers into real action, which in turn inspires others, all without leaving the safety of her own apartment.

- Thaddeus has been around the block more than a few times, a real grump's grump, content to hold onto what is his. Yet, Banality still eats away at him, and he spends more and more time wondering what will happen to him when he's Undone. When he hears a mad satyr, half-taken with Bedlam, describing a way to expunge one's own Banality, can Thaddeus really be blamed for wanting just a little more of this life? He had it all worked out — get a particularly inspired writer friend noticed, get her a job at a motion picture studio, and watch the Glamour roll in! It might just have worked, if his friend hadn't been picked up by a painfully Banal producer who put her to work penning extruded blockbuster product. Now her own creative spark is rapidly diminishing, and Thaddeus can feel the cold chill of winter eating away at him.

Quest of Dreaming

The third kind of quest undertaken is the Quest of Dreaming, in which a mortal thoroughly taken by Banality is pulled back from its icy depths and shown the beauty and joy of the Dreaming once more. This is not literal, of course, or at least it doesn't have to be — personal inspiration and joy sufficient to cause significant changes in the subject's life are perfectly acceptable end goals for this quest. Care must be taken, however, for with Banality's fingers slipped so deep into the heart of this unfortunate soul, it would not be hard for it to twist the changeling's hopes into a driven hatred of all things Fae. More than one Autumn Person has been born from a quest like this, and such a failure is often worse than the additional dot of Banality the failure of the quest imposes.

This quest is potentially the most difficult of all, however it is also potentially the most rewarding — along with the reduction of the changeling's own Banality, the mortal is also free, or as free as she can be, from the ever-present grip of that dreaded force. Many would call that a success in and of itself. To take on such a quest, the changeling must for a moment commune with her own Banality, and use it to connect to the mortal's own. By joining the two, she links their fates — if she is successful in inspiring this lost soul, she will share in that inspiration and lose a dot of Banality. If she is not, she is saturated by the mortal's apathy, gaining a dot of Banality instead.

System: A mortal with a Banality of 9 is a suitable target for this quest — she verges on complete domination by the apathy that is taking over her heart, but a glimmer of hope still remains. To synchronize with the Banality that suffuses her, the changeling must roll her own Banality in a contested roll against the mortal's, with difficulty equal to her own permanent Glamour. Success indicates that she has merged their Banality, and until the quest is resolved that mortal's Banality no longer affects the changeling. Failure indicates that the

mortal's Banality has lashed out against a detected source of Glamour — the changeling gains a point of Banality. In order to lower the mortal's Banality, a sufficiently large change of life circumstances is required, since most mortals with high Banality ratings have a particular feature of their life that generates it. The changeling must convince the mortal to quit that job, to let go of bitter feelings from that divorce, and so on. The Storyteller should select such a task, though the cause of a mortal's Banality is typically quite straightforward.

- When Mira's life becomes too set, she becomes a wilder and, flooded with a need to travel and act, does something she never thought she would — she goes home. Her father is not best pleased to see her. Bitter and angry after a failed marriage, and with a daughter who didn't live up to his expectations, he threw Mira out before she even finished high school, and the two have not spoken since. Mira finds his mind so clouded with bigotry and Banality that she can scarcely stand to share a room with him at first, but when she swears to drag him out of this rut or die trying, something in her changes. Being with him is still miserable, but it's no longer dangerous in quite the same way, even if their arguments come to shouting more often than not. When she finds a twice-overdue bill in the mail and multiple collections notices, Mira realizes the original stressor that led to her father's downward spiral. His zero-hour part-time contract at the local Big Box has no hope of ever repaying his debts, and he's on the verge of losing his house. A clever wager and some time with his old metalworking tools later, however, and he's made more in a day selling handcrafted scrap-metal jewelry at a farmer's market than he would have in weeks at Big Box. It's the work of years, but he slowly comes out of his Banality-encrusted shell, drawn by the lure of financial stability until, without realizing it, he's creating art for its own sake. He may not be perfect; he's still a sour old grouch who'd rather his daughter settle down with a man instead of that harpy from the big city, but for the first time in Mira's life he isn't saying it to her face.
- Ash never wanted anything more than a carefree life, and maybe a few convenient saps on whom to play (harmless, he swears) tricks. More than once he nearly fell to Bedlam, eschewing the mortal world's Banality so violently that it nearly cost him everything. His motley makes sure to enforce a strict time-with-mortals rule. Having spent so long in freeholds and the Dreaming, however, the world has moved on without him! His best friend, Nolan, has 20 years on Ash, and has long since forgotten the fun they had playing Burn Legend in the arcade together — so when Ash tracks him down and shows up at the door of his apartment with a plastic sandwich bag full of quarters in his hand, Nolan nearly faints dead away. Ash finds his friend in sorry shape, laboring away at a monotonous job that demands 60 hours a week at the minimum, and so he takes things seriously for the first time in his life, swearing to drag Nolan out of this well of Banality. Figuring out how takes longer than he thought it would, however, and once Nolan acclimates to the fact that his childhood friend is both alive and still a child (a story in and of itself, Ash's version of which includes alien abduction and shapeshifting probe ships), they wind up playing Burn Legend EX on his dusty console more than anything else. Rekindling Nolan's passion for fighting games was a complete accident, but was exactly what needed to happen — before long, even without Ash's prodding, he's playing the game in every free moment he has, relearning old reflexes and mastering new systems. When he places in the top eight in a local tournament, he redoubles his efforts, and soon his name is being bandied around the community. Ash can feel the Glamour coming off of him in waves whenever he's competing, stronger every time, and strangely enough he feels better in the mortal world than he has in years in the Dreaming.
- Once, Enoch's prose practically dripped with Glamour, and Adrianna has followed him for many a year, feasting on that Glamour and acting as his muse when needs must — and when someone or something else hasn't caught her eye. Now, having sold the rights to a comic book adaptation, Enoch has moved to a mansion outside of town, ostensibly to provide a cleaner, more focused environment to write in, and has found himself the victim of writer's block so powerful he can scarcely set pen to paper. When Adrianna catches up with him once more, she's shocked — the mansion itself radiates with Banality, the legacy of its former inhabitant, and now that Banality has infected Enoch! The man was her Glamour train as well as her occasional sugar daddy, and she refuses to leave him in such a state — she'd have to find another! Instead, she sets about inspiring Enoch as best she can, and dragging him out of his Banality-tainted home as often as possible — which becomes harder and harder as Enoch becomes increasingly set in his ways. Having forgotten virtually all of the Glamour-fueled wonder Adrianna had shown him in the past, he thinks of her as just another fan, and a particularly annoying one at that. As she lies to him, flattering him and trying to get him to write again, he lies to her, convincing her that he's intimately involved with the writing of the comic adaptation. He tells her it'll all be original, a companion volume to the novels, and this seems to satisfy her until the first issue is released — and is nothing more than a callow, by-the-numbers retread of the novel, with the magic of his prose replaced by dry, unimpressive art. He refuses to answer his door, and after 15 minutes of his phone ringing without answer something shatters inside Adrianna. It might be her heart, but she's too numb to tell.

Nightmare

In addition to the three Temper Traits, players also track a character's Nightmare rating. Nightmare represents the Dreaming pulling the character toward the inhuman madness of the Dreaming; the loss of control and perspective functions as a warning of the changeling's path to Bedlam. Whenever the player rolls the character's Glamour or casts a cantrip, she replaces dice in the pool with Nightmare dice equal to her Nightmare rating, not to exceed the original dice pool.

Example: A troll casts a cantrip and the player rolls six dice, the character's Legerdemain + Fae. The character's Nightmare rating is currently 8, meaning that the player replaces all six of the dice in the pool with distinct Nightmare dice. She does not roll eight dice, because the original dice pool was only six. Nightmare dice replacing normal dice will never increase the total number of dice in the pool, except when a character Unleashes an Art (see Unleashing, page 196).

Nightmare appears below the character's Willpower on the character sheet, and is only tracked as a pool from 0 to 10. Players mark Nightmare from left to right, and incur Nightmare when they botch a Glamour or cantrip roll (adds one Nightmare), Unleash an Art (add one Nightmare before rolling to Unleash), and by rolling 10s on Nightmare dice (+1 Nightmare for each 10 rolled).

Players can reduce the difficulty of a cantrip roll by 1 by replacing another three dice in the pool with Nightmare dice. The character must have three non-Nightmare dice in the pool to gain this benefit. Doing so does not increase the character's Nightmare pool past that one roll (unless the player rolls some 10s, of course).

Nightmare dice function like normal dice for the roll, except that when the player rolls a 10 on a Nightmare die, she immediately adds another point to the character's Nightmare pool. The character can accumulate multiple Nightmare points during a single roll, but the Nightmare rating never exceeds 10.

Imbalance

When a character's Nightmare rating reaches 10, the player removes all the Nightmare points from the character sheet and then marks an imbalance by circling the character's rightmost Willpower box (underneath the last dot of Willpower, reading left to right). The Willpower point represented by that box functions normally, except that the character suffers a Bedlam Threshold (p. 294) if she spends the Imbalanced point of Willpower. If all of a character's Willpower becomes Imbalanced, she is lost to Bedlam. Marking an Imbalanced Willpower also regains one point of Glamour.

Combat

For lucky changelings, life is largely filled with wonder, magic, and joy. However, the Dauntain try to destroy their magic, and the monstrous Thallain regularly attempt to spread destruction and suffering in their wake. To defeat these foes, or sometimes simply to regain their honor when one of their fellows has wronged them, the Kithain must fight.

In **Changeling: The Dreaming**, combat is designed to be dramatic and exciting, while not downplaying the fact that the characters' lives may be at stake. However, it's also important to remember that combat, like all other aspects of a **Changeling** campaign, should be fun, which means that sometimes enforcing detailed rules and looking up tables needs to take a backseat to keeping the action moving and allowing characters to perform daring and heroic feats. Arguing over rules or spending 10 minutes flipping through this book in the middle of a combat is going to seriously detract from what might otherwise be an awesome action scene where the characters risk their lives for their allies or beliefs and show exactly how skilled and brave they are. The following rules are here to help everyone have fun, but always keep in mind that the fun is more important than the rules.

Combat is divided into *action turns*, which are three seconds long and have four phases — Initiative, Attack, Defense, and Resolution. First, everyone involved rolls initiative to see who acts when. Then, everyone makes an attack to see whose attack hits and who gets hit. Next, anyone who wishes to makes a defense roll to try to avoid getting hit. Finally, everyone rolls soak and damage to see how badly everyone who was hit was hurt. While every combat scene is different, combat can be broken down into two major types:

Close Combat: This covers both unarmed combat (Dexterity + Brawl) using fists, claws, or kicks, and combat involving weapons (Dexterity + Melee), which includes everything from members of the sidhe jousting on horseback for honor and glory, to a troll bashing one of the Autumn People over the head with a lead pipe. Characters must be within a yard/meter or at most two from each other to engage in any form of close combat.

Ranged Combat: This form of combat requires ranged weapons, which includes elegantly made longbows, shotguns (both use Dexterity + Firearms), and thrown rocks (Dexterity + Athletics). Opponents typically must be able to see one another and be no further apart than their weapon's maximum range to engage in ranged combat.

Phase One: Initiative

Regardless of what action a character takes in combat, when it happens often matters. Can a pooka dive behind a parked car before an angry sidhe fires her bow? Can a heroic troll stab one of the Dark-kin with his spear before it unleashes a monstrous attack on his friend?

The first step in this phase is for both the players and the Storyteller to determine the initiative of every character involved in the combat scene. Roll one die for each character in the scene and add the character's *initiative rating* (equal to Dexterity + Wits). The higher a character's initiative, the earlier they can act in a particular action turn. The character with the highest initiative acts first and the character with the lowest initiative acts last. If two characters have the same initiative roll, then the one with the highest initiative rating goes first. If these characters also have the same initiative rating, then they act simultaneously. A Storyteller who either has lots of her characters involved in a scene or who simply doesn't want to keep track of different initiatives is free to make a single initiative roll for all of her characters. Storytellers and players who wish to further emphasize characters' abilities and to downplay random chance can instead calculate initiative as 6 + Dexterity + Wits for all characters.

During this phase, everyone must also state what their character is doing in this turn, going from the player with the lowest initiative to the player with the highest. This process

allows players with higher initiatives to plan their characters' actions based on what slower characters are going to do. These declarations of intent can include stating that your character delays her action to see what someone else does. Also, if your character is planning on performing multiple actions in this action turn, you must declare this now. You are free to choose any action that can be performed in one turn — using a cantrip, picking a pocket, charging at someone and hacking at them with your broadsword or scrambling into a car and driving away at high speed. You can also yield your action and wait to see what everyone else does first. Doing this allows characters with lower initiative scores to act first. Your character can still act at the end of the turn. If everyone yields their action, then the turn passes without anything happening.

Initiative Complications

Several exceptions can occur to the order of initiative. If you delay your character's action, you can have her act at any point later in the turn. If she acts on the same initiative number as another character, the character with the highest initiative rating goes first. You can also abort your character's planned action and perform a defensive action as long as you have at least one action remaining in the turn (see Aborting Actions). Finally, any additional actions gained through cantrips or splitting dice pools occur at the end of the turn. Once again, these end of turn actions occur in the order of the characters' initiative rating.

Phase Two: Attack

In addition to using cantrips and other supernatural or indirect means of attack, characters can physically attack each other in one of several different ways. Unless otherwise stated, most attacks are made versus difficulty 6. See the individual weapon descriptions and descriptions of specific combat maneuvers for further information on difficulties. Options for physical attacks include:

- Characters making a close combat attack using their fists, feet, claws, or any other sort of unarmed attack use Dexterity + Brawl.
- Close combat attacks made using any sort of hand-to-hand weapon like a sword, axe, or length of pipe use Dexterity + Melee.
- Ranged combat attacks made using guns, bows, or crossbows use Dexterity + Firearms.
- Ranged combat attacks made using thrown weapons, like hurled rocks, boomerangs, or thrown knives use Dexterity + Athletics.

Combat Maneuvers

Characters have many options in combat other than making a simple attack. These maneuvers allow for both more dramatic, and often more effective, combat. Unless described otherwise, each of these maneuvers requires one action to perform.

General Maneuvers

The following maneuvers can be used with all forms of attack or defense.

Aborting Actions: You can abandon the action you stated for your character during the initiative phase and instead perform a defensive maneuver at any time during a turn. However, you can only choose this option if you have at least one action remaining in that turn. You can also only abort an action to perform a block, dodge, or parry.

Aborting an action requires effort. To perform this maneuver, you must either make a successful Willpower roll (difficulty 6) or spend a point of Willpower. Rolling or spending Willpower to succeed at aborting an action are reflexive actions and do not count as any of your character's actions for the turn. See Defensive Maneuvers for descriptions of block, dodge, and parry. If your character fails her Willpower roll, she must perform her originally declared action, unless she spends a point of Willpower.

Ambush: An ambush is a surprise attack where the attacker attempts to attack her target suddenly and without warning so the target is unable to defend himself. Performing this maneuver requires the attacker's player to roll Dexterity + Stealth in a resisted roll against her target's Perception + Alertness. If the attacker wins, she can perform a single free attack against her target, the target cannot perform any sort of defensive maneuver (unless permitted by an active cantrip or some other supernatural means), and the target cannot even abort a previous action to perform a defensive maneuver. In addition, the attacker can add any additional successes from the resisted roll to her attack roll. On a tie, the attacker still attacks first, but the target can perform defensive maneuvers normally. If the defender wins the contest, then he spots the ambush just before it happens and both parties roll initiative normally.

Flank and Rear Attacks: Attacking a character from their flank gives the attacker one additional die for her attack roll. Attacking a character from behind adds two additional dice to the attacker's roll.

Movement: Characters can move up to half their running distance (see Movement, p. 252) in a turn and still act normally. Moving further than this in one turn counts as an automatic action. Performing maneuvers like climbing, jumping, or tumbling may count as separate actions, depending on their complexity.

Targeting: Aiming for a specific location incurs an added difficulty, but can be used to bypass armor or cover, increase damage, or perform daring feats like shooting a weapon out of someone's hand. Depending upon the nature of the attack and the target, the attack may have effects other than increased difficulty and damage. Characters can target during both close combat and ranged attacks.

Target Size	Added Difficulty	Extra Damage Dice	Examples
Medium	+1	0	arm, briefcase
Small	+2	+1	hand, head, dagger
Precise	+3	+2	eye, heart, lock

Two Weapon Use: Characters who are especially skilled and daring can attempt to use two weapons at once, wielding one in each hand. This maneuver only works for suitable

Combat Maneuver Characteristics

Regardless of the nature of a particular combat maneuver, all of them have the same basic writeup. However, some types of maneuvers lack portions of this writeup.

Traits: The Trait combination used for the action taken. If your character doesn't have a rating in the needed Ability, default to its base Attribute.

Accuracy: The dice added to the roll to hit an opponent. A "+3" adds three dice to the dice pool for that attack. This characteristic is only used for ranged weapons.

Difficulty: Some combat maneuvers have a set difficulty, which is always expressed as (X). Other maneuvers increase the difficulty of a weapon or type of attack. These are always listed as +X.

Damage: The damage dice pool used.

weapons. Firing two pistols or attacking with a short sword and a dagger, or even with two short swords, are all possible. Firing two rifles or wielding two great swords is not, unless a character somehow manages to acquire four arms. Using two weapons in one turn is a multiple action and uses the standard rules for multiple actions. The player rolls and resolves each attack separately, and the attacker suffers +1 difficulty for the attack made with her off hand (unless she's ambidextrous)

Close Combat Maneuvers

Characters can perform any of the following maneuvers while in close combat.

Blinding: Throwing sand in someone's face during a fight is a dirty trick, but sometimes dirty tricks are necessary to win a battle. Flinging or spraying sand, dirt, or hairspray into someone's face can temporarily blind him. If the attempt succeeds, the character's enemy is partially blinded for one turn per success and loses two dice from all dice pools for the duration of this blindness. Gouging or scratching at someone's eyes (as a targeted attack) has the same effect and can also inflict one or more health levels of lethal damage in addition to temporary blindness.

Roll: Dexterity + Subterfuge **Difficulty:** 9

Damage: Special

Body Slam: Your character runs at full speed into an opponent, attempting to use her own body as a weapon. Characters need at least two yards of distance to get up to speed. Damage done by this attack is normally bashing, but if the attacker is wearing spiked armor or is otherwise dangerous to run into, then the damage is lethal. This attack is also an excellent way to knock someone down. After the attack, both parties must make a Dexterity + Athletics roll. The difficulty is 6 for the attacker and 6 + the attacker's successes for the target. Failure leaves the individual knocked down (see p. 283).

Roll: Dexterity + Brawl **Difficulty:** 7

Damage: Strength/B

Claw: Only characters, or more commonly monsters, with claws can use this maneuver. Claws inflict lethal or aggravated damage

Roll: Dexterity + Brawl **Difficulty:** 6

Damage: Strength +1/L

Disarm: The character strikes her opponent's weapon, attempting to knock it away or to force her opponent to drop it. Disarm attacks have a +1 difficulty, but otherwise the character makes a normal attack roll. If this attack roll scores more successes than the opponent's Strength, then the opponent is disarmed and takes no damage. Fewer successes inflict 1L or 1B damage on the target (depending upon the weapon used) but does not disarm him. Botching this roll causes the attacker to lose her weapon. Unarmed disarm attempts are also possible, but difficult. The roll is Dexterity + Brawl, but the difficulty is +2.

Roll: Dexterity + Melee **Difficulty:** +1 (+2 for unarmed attacks)

Damage: None or 1L or B

Entangle: The character uses her weapon to wrap around the target's arm or leg. An entangled arm cannot be used to perform actions and an entangled leg prevents the target from moving more than two yards/meters per turn. Once she has entangled a target, the attacker can attempt to pull the target off his feet by making a resisted Strength roll against the target; both Strength rolls are versus difficulty 6. The attacker adds a number of dice equal to the successes she rolled in the initial entangling attack to her Strength. If the attacker wins, the target is knocked down, if the target wins, he remains on his feet. To escape from being entangled, the target must make a Dexterity + Athletics roll in a resisted roll versus the attacker's Dexterity + Melee, both rolls are also versus difficulty 6. Attempting to pull a target off his feet or to resist this effect take actions, as do attempts to escape from entangling or resisting escape. Only long, flexible weapons like chains or whips can make entangling attacks.

Roll: Dexterity + Melee **Difficulty:** +1

Damage: None

Grapple: The attacker grabs the target and attempts to squeeze him, causing damage. The first turn of the grapple, the attacker does Strength bashing damage. On subsequent turns, the two combatants act on their initiative and each can choose to either attempt to escape the clinch or to inflict Strength damage on her opponent. When inflicting grapple damage after the first turn of the grapple, no attack roll is necessary, only the damage roll. Characters in a clinch can perform no other actions. Escaping from a grapple requires the character to make a resisted Strength + Brawl roll against her opponent. If the character rolls more successes she breaks free; if she does not, the clinch continues.

Roll: Strength + Brawl **Difficulty:** 6

Damage: Strength/B

Haymaker: The attacker winds up and puts her entire body into a punch. Haymakers can't be used as part of a multiple action, but if they hit the punch knocks the opponent back a yard or so unless he makes a Strength roll (difficulty 8) to resist its effects. If the target botches this roll, he hits the ground.

Roll: Dexterity + Brawl Difficulty: 7

Damage: Strength +2/B

Hold: The character attempts to immobilize rather than injure the target. A successful roll allows the attacker to partially immobilize the target (see immobilized characters, p. 283) until the target's next action. On their next actions, both characters make a resisted Strength + Brawl roll. The target remains immobilized until she rolls more successes than the attacker on this roll. The target can roll to escape a hold once per action. The attacker can do nothing else while maintaining a hold, but having a strong character put the target in a hold allows the other characters to more easily handcuff, drug, or attack the target.

Roll: Strength + Brawl **Difficulty:** 6

Damage: None

Joint Break: A particularly cruel and difficult attack, most often used by unpleasant characters and particularly vicious monsters. The character attempts to break one of the target's limbs by bending a joint backwards until it breaks or dislocates. If successful, the target's limb is useless until it has healed, and the target also suffers the listed damage. Characters with a useless leg can move no faster than two yards/meters per turn until the injury heals and add +2 to the difficulty of any rolls to avoid being knocked down.

Roll: Strength + Brawl **Difficulty:** 9

Damage: Strength/L + crippling

Kick: The character strikes with one or both feet. This is a powerful but less accurate attack which increases difficulty and damage both by +1. Kicks normally cause bashing damage, but if someone is wearing spiked or steel-toed boots or has lion claws on her feet, the damage is lethal. A particularly impressive and difficult kick might increase difficulty and damage by +2 rather than +1.

Roll: Dexterity + Brawl **Difficulty:** (+1) 7

Damage: Strength+1/B

Multiple Opponents: Battling multiple opponents in close combat causes the character to increase the difficulty of all her attack and defense rolls by +1 for every opponent after the first, up to a maximum penalty of +4. For example, a character facing three opponents in one turn would increase the difficulty of all of her attack and defense rolls by +2.

Strike: The character punches her opponent. The roll's difficulty and damage are unmodified.

Roll: Dexterity + Brawl or Melee **Difficulty:** 6

Damage: Strength/B

Pistol Whip: The attacker smacks her target across the face or head with a gun, coffee mug, crowbar, or some other small, hard object. This blow inflicts lethal damage and may stun (see stunning, p. 283) the opponent for one turn if she



fails a Stamina roll (difficulty 8). Botching the Stamina roll causes the opponent to be stunned for two turns.

Roll: Dexterity + Melee **Difficulty:** 7

Damage: Strength +2/L

Sweep: The attacker attempts to knock her foe's legs out from under him, knocking him down (see knockdown, p. 283). Attackers can either use their legs (Dexterity + Brawl) or a weapon at least as long as their forearm (Dexterity + Melee). This attack does no damage, but if it succeeds, the opponent is automatically knocked down.

Roll: Dexterity + Brawl (or Melee) **Difficulty:** 8

Damage: None

Tendon Slice: An unscrupulous attacker using a bladed weapon can specifically target her opponent's ankles or wrists and attempt to cut the tendons there, crippling that limb. A successful attack on an opponent's leg means the opponent can move no faster than two yards/meters per turn until the injury heals and adds +2 to the difficulty of any rolls to avoid being knocked down. A successful attack on an arm prevents the opponent from using that hand and causes him to drop anything held in it.

Roll: Dexterity + Melee **Difficulty:** 9

Damage: Weapon damage + crippling

Weapon Strike: The most basic form of attack with a weapon. The character swings her sword, axe, or club at her opponent. The roll's difficulty and damage are unmodified.

Roll: Dexterity + Brawl or Melee **Difficulty:** 6

Damage: Weapon damage

Mounted Combat

Many of the Kithain find great majesty and power in riding into combat on a loyal steed. In practice, a real horse requires considerable amounts of land, time, and money to keep. In addition, riding around in armor while bearing weapons attracts notice and often the police. Chimerical horses are easier, but can be banished by Banality if a mortal sees the rider "floating" in midair. Also, while riding in combat, none of the rider's combat dice pools can exceed Dexterity + Ride – a poor rider cannot effectively fight on horseback. This limit applies to close combat, ranged combat, and defensive maneuvers.

Unless the character is riding a trained warhorse, the horse is likely to shy, buck, or simply run away if confronted with sudden loud noises (like those in combat) or injured. Even on a warhorse, the rider needs to make a reflexive ride roll to keep control of a horse in combat (difficulty 6 for loud noises or sudden bright lights, difficulty 7 if the horse is wounded). Failing this roll means the horse attempts to flee, and a botch means the rider is thrown off and usually suffers two dice of bashing damage if the horse was trotting and three dice if the horse was galloping. Warhorse breeds still exist, but finding a trained warhorse is exceptionally difficult. Anyone wishing such a horse usually must train it herself.

Regardless of their nature, horses can be exceedingly useful in close combat. A trained warhorse can attack independently of her rider, allowing the horse and rider to each attack the same target or the horse to engage in close combat with one target while the rider shoots someone else with a bow or a gun. Attackers who ride a horse into close combat can also use the horse's momentum to boost their damage. Any mounted close combat attack automatically gains +2 damage dice if the horse is trotting and +4 damage dice if the horse is galloping. Also, riding characters can move at half the horse's galloping speed without spending an action on movement, allowing them to enter or leave combat very rapidly.

Fighting while riding a motorcycle has many of the same limitations and advantages as fighting on a horse, especially if the motorcycle is designed for off-road use. When riding a motorcycle, combat dice pools cannot exceed the rider's Dexterity + Drive dice pool, and the rider gains the same additional damage dice when riding the motorcycle into close combat. However, unless they are exceptionally magical, motorcycles cannot fight opponents on their own. See Stunt Driving (p. 253) for further details.

Horses & Warhorses

The following are Traits for an ordinary riding horse:

Attributes: Strength 5, Dexterity 2, Stamina 4, Perception 3, Intelligence 2, Wits 2

Abilities: Alertness 3, Athletics 3, Brawl 1, Empathy 2

Willpower: 2

Health Levels: OK, OK, OK, OK, –1, –3, –3, –3, –5, –5, Incapacitated

Armor Rating: 1 (five soak dice, total)

Attack: Trample or kick for six dice (bashing); bite for three (lethal).

Movement: Horses move roughly twice as fast as humans. Horses can to walk, trot, or gallop. If walking, horses move at 12 yards/meters per turn. If trotting, horses move at (25 + Dexterity) yards/meters per turn. If galloping, horses move at (40 + [5 x Dexterity]) yards/meters per turn.

Horse Types

Light warhorse: Raise Dexterity, Brawl, and Willpower to 3.

Heavy warhorse: Raise Stamina to 5, and raise Brawl and Willpower to 3.

Fae Warhorse: Raise Dexterity & Willpower to 4, raise Intelligence and Brawl to 3. Increased movement: Fae warhorses walk at 15 yards/meters per turn, trot at (30 + Dexterity) yards/meters per turn, and gallop at (50 + [6 x Dexterity]) yards/meters per turn. These creatures are always chimerical.

Ranged Combat Maneuvers

Firing a bow or a gun from behind a wall may not be as heroic as charging into battle, sword held high, but it's often a great deal safer and at least as effective.

Aiming: Taking time to precisely aim a weapon increases the attacker's chance to hit. The attacker adds one die to her attack dice pool for every turn she spends aiming her weapon before using it. If the weapon has a scope, add an additional two dice (for a total of +3 dice) for the first turn of aiming. The maximum bonus a character can earn from aiming equals her Perception (+2 additional dice for a scope). Only characters with at least one dot in Firearms can aim. Attackers can perform no other actions or perform multiple actions while aiming. Attackers cannot successfully aim at any target moving faster than a walk.

Automatic Fire: The attacker empties the weapon's entire clip at a single target. This maneuver can only be used with weapons capable of automatic fire when the weapon's clip is at least half full. Automatic fire adds 10 dice to the shooter's attack pool. However, the massive recoil produced increases the attack's difficulty by 2. Automatic fire cannot be combined with targeted attacks. The weapon is out of ammunition after using this maneuver and must be reloaded. Damage is rolled normally, but is typically quite high due to the many added successes.

Roll: Dexterity + Firearms **Difficulty:** +2

Accuracy: +10 **Damage:** Weapon damage

Reloading: Reloading takes an entire action but does not require a roll; it counts as an automatic action. It can be performed as part of a multiple action without penalty.

Strafing: Automatic weapons can also be used to spray bullets across an entire area. Like normal automatic fire, strafing also adds 10 dice to the character's attack pool, adds 2 to the difficulty, requires the weapon's magazine to be at least half full, and empties the weapon's magazine. Characters can cover up to three yards/meters with bullets using this maneuver. The attacker divides all her successes equally between everyone in the area. Even if only one person is in the area, no target can receive more than half the total successes and, if there are more targets than successes, the Storyteller decides who gets missed.

Roll: Dexterity + Firearms **Difficulty:** +2

Accuracy: +10 **Damage:** Weapon damage

Three-Round Burst: Many automatic weapons can also be set to fire only three bullets at once. This maneuver adds 2 dice to the character's attack pool and uses up three shots. The increased recoil adds 1 to the attack's difficulty.

Roll: Dexterity + Firearms **Difficulty:** +1

Accuracy: +2 **Damage:** Weapon damage

Thrown Weapons: Some weapons are designed to be thrown, and anyone can throw a rock or a bottle. Such attacks are treated as ranged weapons, but their range is much lower and attackers cannot use any of the above maneuvers, including aiming. Weapons not designed to be thrown impose a +1 difficulty to the attack roll, which may become +2 for especially unwieldy weapons. Thrown weapons have a base difficulty of 6 for both normal and point-blank attacks (see Range below).

Roll: Dexterity + Athletics **Difficulty:** 6 or higher

Accuracy: +0 **Damage:** Weapon damage

Ranged Combat Complications

Cover: The best way to remain unharmed when bullets or arrows are flying is to have something solid between you and them. Cover adds to the attacker's difficulty of hitting his target. The better cover the target has, the greater the added difficulty. Complete cover prevents all attacks. However, only cowards, non-combatants, and characters who are hopelessly outmatched simply hide from an attack without attempting to return fire. Characters who are hidden behind complete cover must leave this cover and stick at least their face and hand out to attack. Also, working to keep as much of yourself behind cover as possible means you can't fire as effectively as if you weren't worrying about remaining behind cover. The increased difficulties for attacking someone behind cover and attacking from behind cover are listed below.

Cover Type	Difficulty to Hit Target Behind Cover	Difficulty to Fire from Cover
Light (lying prone)	+1	+0
Good (behind wall)	+2	+1
Superior (only head and hand exposed)	+3	+2

Movement: The easiest way to shoot a gun or bow is to remain relatively still while doing so. Unfortunately, that also makes you an excellent target. Moving while shooting is more difficult, but also safer. Characters who move while firing suffer a +1 difficulty to their ranged attack pools, but anyone firing a ranged weapon at them also suffers a +1 difficulty to hit them.

Range: The Ranged Weapons Chart (see p. 287) lists each weapon's medium range; attacks made at that range are made at difficulty 6. The weapon's maximum range is twice its medium range. Attacks made up to maximum range are made at difficulty 8. Attacks made at targets within two meters/yards are considered point-blank range and are made at difficulty 4. However, as mentioned above, attacks with thrown weapons are made at difficulty 6 for both point-blank and medium range attacks.

Phase Three: Defense

All characters in combat who aren't surprised or immobilized attempt to evade harm. However, when characters are busy concentrating on attacking or performing some other action, this defense is considerably less effective than if they take an action to specifically avoid being hit. You have four options for declaring a defense. You can state at the beginning of the turn that your character will be defending, you can split your actions between a defense and one or more other actions, you can delay your character's initiative and then choose to use your action for defense, or you can abort your previously-chosen action to a defense.

Players have a choice of three different types of defensive maneuvers: blocks, dodges, and parries. These three options

Rough Weather or Poor Terrain

Battles in well-lit open fields are difficult and dangerous enough, but battles outdoors in the midst of a sub-zero blizzard or inside a burning warehouse are even more so. If characters are fighting in difficult terrain or weather conditions, including in heavy rain or billowing smoke, with ice or jagged rocks underfoot, or while standing on shifting and baking-hot sand dunes, all combat rolls increase their difficulty by +1 to +3, depending on just how extreme and unpleasant the environmental conditions are. Fighting in smoke, while standing in shallow water, or on shifting sand might increase difficulties by +1; add in extreme temperatures, heavy rain, or a swift current in the water and difficulties increase further. More extreme conditions can also be threats in their own right, see the Sources of Injury section (p. 291) for details.

provide your character with a chance to avoid almost any attack, but each one has different advantages and disadvantages. Regardless of which of these three maneuvers your character chooses, the basic mechanics of rolling for defense are identical.

Make a resisted roll against the character's opponent's attack roll. If the attacker fails to roll more successes than the defender, the defender has successfully avoided or deflected the attack. If the attacker achieves more successes than the defender, then the attack hits. However, the attacker subtracts the defender's successes from the number of successes she achieved with her attack roll and applies any remaining successes to the attack. Even if a defensive maneuver doesn't prevent an attack, it is almost certain to weaken the blow. Unless stated otherwise, all defense rolls are made at difficulty 6.

Defensive Maneuvers

Blocking: You character uses her own body, usually her arms, to block the attack. Block rolls are made using Dexterity + Brawl. Normally, blocks only work against attacks that do bashing damage — blocking a sword blow with your arm just changes where the sword hits you. However, wearing armor allows a character to block attacks that do lethal or aggravated damage. Blocking cannot be used to defend against firearms. Blocking any ranged attacks by bows, crossbows, or thrown weapons increases the difficulty of the block roll by 2.

Dodging: Dodging is nothing more than moving out of the way of a blow and includes everything from a graceful evasion to falling to the ground and hoping not to get hit. Dodge rolls use Dexterity + Athletics. Dodging works against all types of attacks, but requires that the character have sufficient room to maneuver. Often, the most effective form of dodging a ranged weapon is moving behind cover (see cover, p. 280). The difficulty of dodging attacks by bows or crossbows is 8, while the difficulty of dodging thrown weapons is only 6. Dodging firearms attacks is possible, but the roll is made at difficulty 9. This difficulty increases to 10 for attempts to dodge shotgun attacks, automatic fire, strafing, or three-round bursts.

Parrying: Characters parry by using a weapon they are wielding to block or deflect the weapon attacking them and the roll is Dexterity + Melee. Parrying cannot be used to defend against firearms. Parrying ranged attacks by bows, crossbows, or thrown weapons increases the difficulty of the parry roll by 2, but sufficiently-skilled characters can deflect or even cut arrows with their blades. When parrying an unarmed attack, the defender may harm the attacker – having your fist blocked by a mace or a sword hurts. If the defender rolls more successes than the attacker, the defender reflexively rolls the weapon's base damage plus the parry's extra successes as a damage dice pool against the attacker. This type of attack via parrying does not cost the defender an extra action and is called a rebound attack.

Normal Defense vs. Desperate Defense: Your character can perform blocks, dodges, and parries as part of multiple actions. This choice allows your character to swing her sword to both attack and then parry, or to shoot a gun and then dive for cover. This tactic allows you to both attack and defend, although obviously not as well as if your character performed only one of these actions. Choosing to have your character only defend during a turn is called a *desperate defense* and allows her to defend against multiple attacks. Instead of using the normal rules for multiple actions, your character's first defensive roll in a turn is made at no penalty, and each successive defense against a different attack subtracts one die from the roll, until your character has no more dice to subtract or no more attacks to defend against. However, defending against multiple opponents causes your character to suffer the normal difficulty penalties for facing multiple opponents (see multiple opponents, p. 278).

Phase Four: Resolution and Damage

Once all the characters have determined if their attacks hit or missed, the next step is to see how much damage the characters inflicted or suffered. The resolution of damage should be more than the Storyteller or a player saying that their character inflicted three health levels of lethal damage on their foe. There should also be an element of storytelling and roleplaying, "Your arrow pierced the hellsteed's leg, causing it to stumble and utter a hideous shriek" or "the angry troll punches you with a huge, calloused fist; even through your chainmail hauberk, you can feel your ribs crack." Remembering to combine both story and mechanics makes the game a lot more exciting for everyone.

Rolling damage is relatively simple. Every weapon, from a fist to an assault rifle, has a base damage. The attacker rolls this base damage + one additional die for every success after the first on a character's attack roll. If a character fires a bow and the player rolls four successes on her attack roll, she adds three dice to the damage roll. It's also important to know if a weapon does bashing, lethal or (on rare occasions) aggravated damage. Every weapon's base damage and damage type, as well as its range (for ranged weapons) are included on the Close

Combat Weapons chart (see p. 286) and the Ranged Combat Weapons chart (see p. 287). Damage rolls are always made at a difficulty of 6, and each success on this roll causes one health level of the appropriate type of damage. Three successes on a damage roll for a punch does three health levels of bashing damage, while two success rolls on a damage roll with a broadsword does two health levels of lethal damage. Damage rolls cannot be botched; the only options are success or failure.

Soaking Damage

Characters can sometimes shrug off an attack. To do this, they soak the damage. Without wearing armor, changelings, like ordinary mortals, can only soak bashing damage and lethal damage that is chimerical. Wearing armor allows the wearer to also soak aggravated and non-chimerical lethal damage, using the armor's rating as her total soak pool. Regardless of the type of damage, soak rolls all involve the defender rolling his soak pool. For bashing damage and chimerical lethal damage, the soak pool is Stamina + the rating of any armor he is wearing. For non-chimerical lethal damage and all aggravated damage, the soak pool is only the armor's rating. Like rolling damage, when rolling soak, the difficulty is always 6 and the roll cannot botch. Characters roll soak only after an attack hits and has done damage. At this point, the character rolls his soak pool. Each success subtracts one health level of damage. Soak rolls are reflexive rolls and do not require actions.

Example: *A malicious goblin punches Roberta the Troll and inflicts three health levels of bashing damage. Before applying that damage, Roberta's player rolls a number of dice equal to her Stamina (4) and the armor rating of the biker jacket she is wearing (1), for a total of five dice. She obtains two successes. Instead of suffering three health levels of damage, Roberta only suffers one and is unimpaired as she prepares to stab the goblin with her pocket knife. If the goblin had attacked her with a physical hatchet instead, then Roberta would only have rolled one die on her soak roll, based on her biker jacket's armor rating.*

Armor and Shields

Armor is worn to protect the wearer from damage and can be anything from a ratty leather jacket to shining sidhe plate armor. Regardless of how durable or elegant it is, all armor adds dice to characters' soak rolls. However, all but the lightest armor is somewhat cumbersome and inflicts penalties to the wearer's Dexterity-based dice pools. Also, armor isn't designed to be worn all or most of the time. No one can sleep in armor, it's not comfortable to eat a meal or walk around town in it, and most armor is sufficiently obvious that people will react. Armor also takes at least several minutes to put on or take off.

Shields: Shields are large items the wielder interposes between attacks and his body. Shields increase the difficulty of attacking the wielder in close combat by +1 or +2, depending upon the size of the shield — the attacker needs to work to avoid hitting the shield rather than his target. The wielder can also use a shield to parry both close combat and ranged attacks. Rolls to use a shield to parry ranged attacks with arrows or thrown weapons are made versus difficulty 6 (rather than the normal difficulty 8 for parrying ranged attacks). In addition, if the wielder makes a successful parry roll (also versus difficulty 6), she can use the shield's armor (see Shields, p. 285) against

Special Results: Blinded, Knocked Down, Immobilized or Stunned

Characters in combat are normally assumed to be able to see and move with relative freedom. If this is not true, then they suffer specific penalties. Characters can use various combat maneuvers to produce such states in their opponents.

Blinded: If a character is completely blind or fighting in complete or almost complete darkness, the she cannot perform any ranged attacks or defensive maneuvers, and the difficulty of all of her other physical actions increase by +2.

Knocked Down: If an attack or other circumstance causes a character to fall down, he must take one action to scramble back to his feet. If for some reason he can't, he's counted as partially immobilized until he regains his feet.

Immobilized: If a character is restrained, paralyzed, or otherwise unable to move freely, any character who attacks him reduces her difficulty by –2 if the target is still able to move a little bit. If the target cannot move at all, then all attacks automatically hit.

Stunned: If — after the soak roll — a character suffers a number of health levels of damage from a single attack that equals or exceeds her Stamina, she's stunned until the end of the following turn. Stunned characters can't perform any actions except attempting to shake off the effects of the blow. Attack rolls against stunned characters reduce their difficulty by 2.

attacks by firearms. Using a shield to parry or provide armor against an attack requires a successful parry maneuver, but when used to provide armor against a firearms attack, the parry roll isn't resisted — the character just attempts to place the shield between her and the bullets.

The downside to shields is much like that of armor: They are large, obvious, and heavy. Even more than armor, people on the street are going to look at you very oddly if you walk around with a large shield on your arm. For more on both armor and shields, see the Armor chart and Shields chart, under Combat System Charts (p. 285).

Swashbuckling Kithain can also use cloaks or long coats as shields. The changeling cannot be wearing this garment to use it as a shield and must instead hold it in one hand and parry with it. Using a cloak or long coat in this fashion gives the wielder all of the benefits of a shield. However, a blow or two with a weapon will ruin this garment.

Combat Summary Chart

Stage One: Initiative

- First, roll initiative. Next, everyone declares their actions in order from lowest to highest initiative. The character with the highest initiative performs her action first. Actions can be delayed to any time later in the order of initiative.
- Declare any multiple actions, reducing dice pools accordingly. Characters must also declare any cantrip use or Willpower expenditure.

Stage Two: Attack

- For unarmed close-combat attacks, roll Dexterity + Brawl.
- For armed close-combat attacks, roll Dexterity + Melee.
- For ranged combat, roll Dexterity + Firearms (for guns, bows, or crossbows) or Dexterity + Athletics (for all thrown weapons).

Stage Three: Defense

- Characters can either combine a defense with another action as part of a multiple action or they can perform a desperate defense and only defend. When using desperate defense, defending against multiple attacks subtracts 1 die from the defense pool after defending against each attack.
- A character can abort her planned action to a defensive action (block, dodge, parry) at any time before her action is performed, as long as the player makes a successful Willpower roll versus difficulty 6 or spends a Willpower point.

Stage Four: Resolution & Damage

- Determine total damage effect (based on the weapon type or maneuver), adding any extra dice gained from successes on the attack roll.
- Targets may attempt to soak damage, if possible. Kithain, like mortals, cannot soak lethal damage unless they are wearing armor, except when this lethal damage is chimerical. Kithain can soak chimerical lethal damage just like bashing damage. Each success on the character's soak roll reduces their damage taken by one health level.

Close Combat Maneuvers Table

Maneuver	Traits	Difficulty	Damage	Notes
Blinding	Dexterity + Subterfuge	(9) Special	(B)	
Body Slam	Dexterity + Brawl	(7)	Strength/B	(K)
Claw	Dexterity + Brawl	(6)	Strength +1/L	
Clinch	Strength + Brawl	(6)	Strength/B	(C)
Disarm	Dexterity + Melee	+1	None	(S)
Entangling	Dexterity + Melee	+1	None	(S)
Haymaker	Dexterity + Brawl	(7)	Strength +2/B	(K)
Hold	Strength + Brawl	(6)	None	(C, I)
Joint Break	Dexterity + Brawl	(9)	Strength/L	(S)
Kick	Dexterity + Brawl	(7)	Strength +1/B	
Pistol Whip	Dexterity + Melee	(7)	Strength +2/L	(S)
Strike	Dexterity + Brawl	(6)	Strength/B	
Sweep	Dexterity + Brawl/Melee	(8)	Strength/B (K)	
Tendon Slice	Dexterity + Melee	(9)	Weapon Damage/L	(S)
Weapon Strike	Dexterity + Melee	(6)	Weapon Damage/B or L	

Notes:
(B): The maneuver temporarily blinds the target.
(C): The maneuver carries over on successive turns.
(I): The maneuver partially immobilizes the target.
(K): The maneuver causes knockdown.
(S): Causes special damage or effect.

Ranged Combat Maneuvers Table

Maneuver	Traits	Accuracy	Difficulty	Damage	Notes
Aiming	Dexterity + Firearms	N/A	+1 die to hit per turn spent aiming		
Automatic Fire	Dexterity + Firearms	+10	+2	Special	
Multiple Shots	Dexterity + Firearms	Special		Normal Weapon	(M)
Strafing	Dexterity + Firearms	+10	+2	Special	
Three-Round Burst	Dexterity + Firearms	+2	+1	Weapon	
Two Weapons	Dexterity + Firearms	+0 & +1/off hand	Normal Weapon	(M)	

(M): Multiple actions, like firing multiple shots or firing two weapons, use the rules for performing multiple actions on p. 244.

Defensive Maneuvers Table

Maneuver	Traits	Difficulty
Block	Dexterity + Brawl	(6)
Dodge	Dexterity + Athletics	(6)
Parry	Dexterity + Melee	(6)

Notes:

Defensive maneuvers reduce the number of successes an opponent rolls in his attack pool. All three defensive maneuvers have their difficulties increased by 2 when used against ranged attacks by bows, crossbows, or thrown weapons.

Armor and Shields

Storytellers should keep in mind that openly wearing armor or carrying a shield can make characters look like dangerous criminals, extras from a movie, or worryingly eccentric, depending on what they are wearing or carrying.

Armor Type	Rating	Dexterity Penalty
Reinforced Clothing	1	0
Biker Jacket	1	–1
Concealed Kevlar Vest	2	0
Leather Duster	2	–2
Cosplay Mail	2	–1
Kevlar Vest	3	–1
Chainmail	3	–2
Fae Mail	3	0
Steel Breastplate	3	–2
Flak Vest	4	–2
Police Riot Suit	4	–2
Sidhe Plate	5	–1
Military Body Armor	5	–2
Full Plate	5	–3

Shields

Shield	Armor/Difficulty Increase	Dexterity Penalty
Cloak	1/+1	0
Trash Can Lid	3/+1	0
Wooden Shield	2/+2	–1
Metal Shield	4/+2	–2
Police Riot Shield	5/+2	–1

Notes:

Reinforced Clothing has been backed with a thin layer of Kevlar or other mesh.

Biker Jacket represents thick, practical protection that usually passes without comment.

Concealed Kevlar Vests are light armor that can be entirely hidden by a suit jacket or even a heavy flannel shirt.

Cosplay Mail is lightly-made modern costume armor.

Fae Mail is gorgeous silvery chainmail that is light, supple, and very strong, it is always chimerical.

Kevlar Vests are worn outside of clothing and are bulky and obvious.

Chainmail represents battle-worthy chain-link armor, heavier than cosplay mail.

Riot Suit is police heavy body armor.

Sidhe Plate is light and elegant chimerical armor created by skilled Kithain crafters.

Military Body Armor is a full suit of modern battle armor only available to soldiers.

Full Plate is articulated knight's armor, and is expensive and difficult to obtain.

Weapon Tables

The following weapons might all appear in **Changeling** campaigns. However, Storytellers are under no obligation to allow characters to gain access to submachine guns, military assault rifles, or other items that are illegal for private citizens to own in most nations. Depending upon the nation where the chronicle is set, most of the weapons listed below may be illegal to own or at least to carry openly.

Concealing Weapons

Walking around obviously brandishing a weapon attracts a great deal of notice, especially in public buildings or dense urban areas. Being able to conceal a weapon when not using it is often exceptionally helpful, especially since the police will not be happy with a character telling them that she needs to carry the weapon to protect her from ravening nightmare monsters or rival sidhe. All weapons have a Conceal rating: P = Can be carried in a pocket; J = Can be hidden in a jacket; T = Can be hidden in a trenchcoat; N = Cannot be concealed on the person at all.

Melee Weapons

Weapon	Difficulty	Damage/Type	Conceal	Notes
Axes				
Hatchet	6	Strength +2/L	J	
Axe	7	Strength +3/L	N	
Great Axe	7	Strength +6/L	N	(H)
Polearm	7	Strength +3/L N	(T)	
Blades				
Stiletto	4	Strength +1/L	P	(P)
Knife	4	Strength +1/L	P	
Short Sword	5	Strength +2/L	J	
Sword	6	Strength +2/L	T	
Broadsword+	6	Strength +3/L	T	(t)
Great Sword	5	Strength +6/L	N	(H)
Clubbing Weapons				
Riot Baton	5	Strength +1/B	T	
Baseball Bat	5	Strength +2/B	T	(t)
Crowbar	6	Strength +1/L	J	
Staff	6	Strength +1/B	N (t)	
Iron Staff	7	Strength +3/L	N	(H, CI)
Mace	6	Strength +2/L	N	
Nunchaku	7	Strength +2/B	T	(D)
Spiked Club	6	Strength +2/L	T	
Huge Spiked Club	7	Strength +4/L	N	(H)
Brawling Weapons				
The brawling weapons all use Dexterity + Brawl as their attack pool				
Sap	4	Strength +1/B	P	
Brass Knuckles	6	Strength/L	P	
Spiked Gauntlet	6	Strength +1/L	J	
Improvised & Unusual Weapons				
Broken Bottle	6	Strength +1/L	P	(B)
Chain	5	Strength/B	J	(E)
Chainsaw	8	Strength +7/L	N	(R)
Chair	7	Strength +2/B	N	
Table	8	Strength +3/B	N	(H)
Whip	6	Strength/L	J	(E)

Notes:

Difficulty: The normal difficulty at which the weapons is used.

Damage: The number of damage dice rolled when employing this weapon.

Type: B = Bashing L = Lethal A = Aggravated

Conceal: P = Pocket J = Jacket T= Trenchcoat N= N/A

+: This represents any large sword that can be used with one or two hands, including both broadswords and katanas.

(B): Breakable: Shatters after three uses.

(CI): Cold Iron: This weapon can be made of cold iron.

(D): Defensive: User gains +1 dice to block or disarm maneuvers.

(E): Entangling: May be used to entangle an enemy's limb at +1 difficulty.

(P): Piercing: This weapon ignores up to two points of armor

(R): Risky: On a botch user damages self.

(t): Weapon gains +1 damage if used two handed.

(T): Two-handed weapon, +2 difficulty if used one handed.

(H): Heavy two-handed weapon, this weapon requires a minimum Strength of 3 and cannot be used one handed.

Ranged Weapons

Type	Damage	Range	Rate	Clip	Conceal	Notes
Pistols						
Revolver, light	4	12	3	6	P	
SW M640 (.38 Special)						
Revolver, heavy	6	35	2	6	J	
Colt Anaconda (.44 Magnum)						
Semi-Automatic Pistol, light	4	20	4	17+1	P	
Glock 17 (9mm)						
Semi-Automatic Pistol, heavy	5	30	3	7+1	J	
Colt Automatic (.45)						
Long Arms (T)						
Rifle	8	200	1 5+1	N		
Remington M-700 (30.06)						
SMG, small	4	25	3	30+1	J (A)	
Ingram Mac-10 (9mm)						
SMG, large	4	50	3	30+1	T (A)	
HK MP-5 (9mm)						
Assault Rifle	7	150	3 42+1 N (A)			
AK-47 (7.62x39mm)						
Shotgun, sawed off	8	10	2	2	J	
Winchester Model 24 double barrel (12 gauge)						
Shotgun	8	20	1	5+1	T	
Ithaca M-37 (12 gauge)						
Shotgun, Semi-Automatic	8	25	3	6+1	T	
Bows (B)						
Short Bow	4	60	1	1	N	(T)
Hunting Bow	5	100	1	1	N	(T)
Long Bow	5	120	1	1	N	(T)
Sidhe Bow	6	150	1	1	N	(C, T)
Crossbow Pistol	4	60	1	1	T	
Crossbow	5	90	1	1	T	(T)
Crossbow, heavy	6	100	1	1	N	(T)
Special Ranged Weapons (N)						
Taser	5	5	1	1	P	
Pepper Spray	3	3	1	5	P	

(A): Automatic: This weapon may fire full auto, three-round bursts, and strafing sprays.

(B): Bows take an automatic action to nock and draw; crossbows require two automatic actions to reload, and heavy crossbows require four automatic actions to reload.

(C): Chimerical: This weapon is always chimerical.

(N): Nonlethal: Only does bashing damage, not lethal; adds no extra damage from successes scored. Pepper spray also reduces target's dice pools by two dice for one turn per success.

(T): This weapon requires two hands to use.

Weapon Length (Optional Rule)

If a nocker with a dagger is facing a sidhe with a great sword, the nocker is at a distinct disadvantage because her weapon is shorter. Characters who are facing opponents with weapons that are significantly longer subtract one die from their attack pool. This rule only applies to close combat; the length of your bow or rifle doesn't matter, except for how easy it is to conceal.

Thrown Weapons

The following weapons all use Dexterity + Athletics as their attack pool. All thrown weapons have a range of 10 yards/meters.

Weapon	Difficulty	Damage/Type	Conceal
Knife	6	Strength/L	P
Hatchet	6	Strength +1/L	J
Shuriken	7	3/L	P
Spear	6	Strength +1/L	N
Stone	5	Strength/B	varies
Stone, large	5	Strength +3/B	N

Difficulty for Ranged Weapons

The difficulty of ranged weapons depends upon the range of the target rather than on the weapon.

Difficulty for Guns, Bows or Crossbows

Range	Difficulty
Point-Blank (within 2 yards/meters)	4
Normal	6
Long (2 x Normal)	8

Difficulty for Thrown Weapons

Range	Difficulty
Point-Blank (within 2 yards/meters)	6
Normal	6
Long (2 x Normal)	8

Example of Combat

Amphora is battling a Thallain night marcher. This creature is a huge and hulking brute holding a spiked club. Fortunately, Amphora is wearing fae mail, wielding a chimerical broadsword and a trashcan lid shield, and is mounted on a fae warhorse. At the start of the combat, Amphora's player rolls a 7 on her initiative die, which, combined with the character's initiative rating of 6, gives Amphora an initiative of 13. The Storyteller rolls a 5 for the night marcher, which has an initiative rating of 5, for a total of 10.

Amphora decides to ride up and attack the night marcher, unaware that this monster is ambidextrous and is holding a Colt .45 pistol (a heavy semi-automatic pistol) in his other hand. She starts far enough from the night marcher that she can't both ride up to him and attack without splitting her actions, so her player decides to simply have Amphora ride forward at half her horse's maximum movement (to allow her to still perform an action) during this turn and to delay her initiative in case something unexpected occurs.

Suddenly, the night marcher raises his pistol and fires. With her higher initiative value, Amphora can go first, so her player spends a point of Glamour to Call the Wyrd, allowing her armor to protect her. At the same time, she brings up her shield to help block the blow. The night marcher has Firearms 3 and Dexterity 3, so the Storyteller has a pool of six dice, which are rolled versus difficulty 6, since Amphora is within normal range. He manages a solid hit with three successes. Amphora has a Dexterity of 3 and a Melee of 4, so her player has a pool of seven dice, also rolled versus difficulty 6. Amphora's player rolls three successes. Amphora can't actually parry a bullet, but she successfully interposes her shield between herself and the attack, allowing her to use her shield's armor.

Amphora isn't in range to attack, and the night marcher wasn't hit with anything, so all Amphora can do is attempt to soak the damage. The Storyteller has seven damage dice to roll for the night marcher – five from the pistol and two from his second and third success on the attack roll. The Storyteller rolls four successes, meaning this attack would cause 4 health levels of lethal damage, a serious blow. Fortunately, Amphora has three points of armor from the fae mail (which, after Amphora spent Glamour to Call the Wyrd, can now soak non-chimerical damage) and two points of armor from her shield. Because Call the Wyrd causes the bullet's damage to be treated as chimerical, Amphora can also add in her Stamina of 2 to the soak roll giving her a total soak of 7, rolled versus difficulty 6. Her player rolls three successes, and so reduces the total damage from 4 health levels to 1 health level of lethal chimerical damage. A bullet grazes Amphora's side, but she is still fighting. Her player must also make a reflexive Ride roll because a gun went off near Amphora's horse. Amphora has a Ride skill of 2 and so her player rolls five dice versus difficulty 6. The player only rolls a single success, but that's enough to allow Amphora to keep control of her fae warhorse.

The next turn, Amphora still has an initiative of 12 and the night marcher has an initiative of 10. Amphora plans to ride down the night marcher and attack him with her sword, while her warhorse kicks him. The Storyteller decides that the night marcher is going to split his actions, by attempting to dodge and then shoot Amphora again. His Athletics is 4, but with a Firearms skill of only 3, his dice pool for the two actions is only six dice. Deciding the night marcher's best chance for survival is to kill Amphora quickly, the Storyteller splits his dice pool equally, with three dice for attack and three for defense.

Amphora goes first and the Storyteller decides that her horse should use the same initiative. Amphora hacks at the



night marcher as she rides past, and her horse kicks at him. Amphora's player rolls her Dexterity + Melee of six dice and rolls 3 successes. Her warhorse has Dexterity 4 and Brawl 3, and the player rolls seven dice, also rolling 3 successes.

Since the night marcher is taking multiple actions, he must choose which attack to defend against and picks the broadsword. He'd normally roll three dice to dodge, but he's facing two opponents, Amphora and her steed, so the night marcher subtracts one die from both of his dice pools as the penalty for facing multiple opponents, giving him only two dice for his dodge. The Storyteller only rolls a single success.

After this defense subtracts 1 success from Amphora's attack, Amphora's player has rolled 2 successes for Amphora and 3 for her horse. Amphora's player now rolls nine dice of lethal damage – Amphora's Strength of 3 + three dice for the broadsword, + one die from additional successes, and + two dice from riding towards her target at a trot. The player rolls 6 successes for Amphora and then rolls for the warhorse. The player rolls seven dice of bashing damage, five dice from its kick + two from additional successes, and rolls 4 successes. The night marcher isn't wearing any armor, but since the broadsword is chimerical, the Storyteller can still roll to attempt to have the night marcher soak the damage from both the broadsword and the horse's kick. The night marcher's Stamina is 3, the Storyteller rolls two successes on the soak roll for the broadsword, reducing the broadsword's damage from 6 to 4 levels of lethal chimerical damage. However, the Storyteller only rolls a single success on the soak roll for the horse's attack, reducing the horse's damage from 4 to 3 levels of bashing damage. Since both the broadsword and the warhorse are chimerical, their damage adds. With a total of 4 health levels of lethal damage and 3 health levels of bashing damage, the night marcher falls over incapacitated and is also badly wounded from the lethal damage. Amphora (and her warhorse) have won.

Just as she's about to congratulate herself on her victory, Amphora sees that the night marcher was working with a pair of large and very dangerous looking hellhounds, which are currently charging at her and her horse. Lacking any distance weapons and already injured, Amphora decides that discretion is the better part of valor, and runs. She thinks her fae warhorse is faster than the two hellhounds, but wants to make certain. She decides to give her steed a boost by casting the Quicksilver Wayfare cantrip. Amphora needs the Fae Realm to use this cantrip on her horse. Fortunately, she has it at 3 dots, which is sufficient to affect her horse, and she also has 3 dots in Wayfare, providing her player with an Art + Realm dice pool of six dice.

Since the hellhounds look like they're at least two turns from reaching her, Amphora's player decides to use a bunk

— Amphora whistles loudly and points in the direction her horse is running. This minor bunk reduces the difficulty of the cantrip from 8 to 7. The next turn, the hellhounds are almost upon Amphora. Her player spends a point of Glamour (because Quicksilver is a Wyrd cantrip) and rolls six dice (difficulty 7). The player rolls two successes and applies both to increasing speed. The fae warhorse's already impressive speed of 74 is multiplied by four, increasing to a blinding 296 yards/meters per turn. At the end of this turn, Amphora looks around and the two hellhounds are a long way back and appear confused, so she rides on, confident that she has escaped.

Health

Two kinds of damage make up the majority of physical threats to changelings. Bashing damage is damage caused by impacts: fists, blunt weapons, falls, and the like. Bashing damage heals relatively quickly. Lethal damage is, as the name suggests, far more serious, and is caused by edged weapons, firearms, explosions, and anything else that may prove fatal even in small doses. Bashing damage in excess of remaining health levels wraps around, marking in formerly bashing damage as lethal. As health levels are marked in, the changeling will suffer progressively greater wound penalties, as the pain from her injuries hampers her efforts.

Wound Penalties

Bruised	–0
Hurt	–1
Injured	–1
Wounded	–2
Mauled	–2
Crippled	–4
Incapacitated	Unable to Act

However, the changeling exists in two senses — she has a chimerical aspect and a physical aspect. Both are real, and both can be harmed in various ways. However, the consequences for these two types of harm are very different. Chimerical damage, like a dream, can be made to fade quickly, while damage dealt to the changeling's physical body lingers for some time, only healing naturally unless strenuous measures are taken. Chimerical and physical damage are separate, existing simultaneously within the changeling's experience — if the changeling is currently suffering penalties from one or both, the higher of the penalties should be used. Chimerical and physical damage have separate damage tracks, and must be tracked separately, except in special cases, detailed below. Both types of damage heal at different rates, but do so simultaneously. However, the worst level of damage in either track must be healed before the next worst level in that track may begin healing. For example, if a changeling has suffered two levels of chimerical lethal damage and three levels of physical bashing damage, she will begin to heal her chimerical Bruised level in 12 hours and her physical Hurt level in one day.

Chimerical Damage

The myriad dangers of the Dreaming cause chimerical damage. This may be the claws and teeth of a great chimerical beast, the moon-forged blade of an enemy, or whatever else may be conjured. This damage affects only the faerie mien of the changeling, and not her physical body. As such, individuals who cannot perceive chimerical reality cannot see these wounds. Chimerical damage tends to be much more dramatic than physical damage, with wounds often looking far more serious than they should. Storytellers are encouraged to get creative with their descriptions.

When the changeling takes damage from this sort of attack, mark the number of health levels lost in the chimerical damage track. Chimerical damage heals at an accelerated rate, and healing times are further halved if she recuperates in a freehold or glade. If she is in the Dreaming, these health levels heal at the rate of one per 15 minutes, regardless of their severity. Changelings reduced to Incapacitated outside of the Dreaming must be taken to a freehold, glade, or other strong source of Glamour in order to recover.

Physical Damage

Physical damage is any damage taken from actions or combat in the Autumn world. This could be anything from a car accident to a fist fight to a gunshot — the mundane world can be a very dangerous place. When damage is taken from a physical source, mark any health levels lost on the physical damage track. Physical damage heals at the normal rate, unless the changeling is taken to a freehold, glade, or similar strong source of Glamour, in which case the wounds heal at the rate chimerical wounds heal outside of a freehold or glade. Changelings reduced to Mauled or below on the health level track must receive medical attention in order to heal if they are not taken to a freehold or glade.

Aggravated Damage

Certain sources of damage, chimerical or physical, cause injuries that are qualitatively worse than others. This includes fire, most attacks by Prodigals (including their teeth and/or claws), acid, toxic waste, and of course cold iron (see below). Use an asterisk to mark aggravated damage. Even if the changeling recuperates in the freehold or glade, healing times are only halved, with a minimum of one day per health level required — even in the Dreaming, aggravated damage only heals one health level every 12 hours.

Cold Iron

Cold iron is the antithesis of Glamour, the very touch of Banality itself. Even its mere presence can be enough to sicken a changeling, and its touch enough to burn. Some changelings consider cold iron to be the very physical manifestation of the Sundering itself. Wounds made by cold iron damage both chimerical mien and flesh alike, leaving wounds that fester almost immediately and draining Glamour out of the changeling's very soul. Cold iron weapons cause aggravated damage to a

changeling's chimerical and physical bodies simultaneously, and the changeling loses a point of Glamour for every health level of damage suffered. For example, a changeling who suffers three health levels of damage from a cold iron dagger will take three levels of aggravated chimerical damage and three levels of aggravated physical damage, and lose three points of Glamour.

Cold iron is not what most modern humans think of as iron. Stainless steel or cast iron do not produce the same effects when used as weapons against changelings. Only iron ore heated over a charcoal flame can produce cold iron — the substance produced is more commonly known as wrought iron in the modern world. This black metal can be hammered into virtually any shape, including weapons. Large weapons made of cold iron, such as swords, are brittle and do not hold an edge well, and are typically unwieldy, adding 1 or 2 to the difficulty of combat rolls made with them. If the user botches this roll, the weapon breaks. Smaller examples of cold iron weapons do not suffer this penalty, so the most common uses of cold iron as a weapon are as daggers, arrowheads, and the like.

Forging a cold iron weapon is illegal in virtually every kingdom, and even owning one is a crime in most — this does not mean, of course, that such weapons do not exist. Such weapons are usually made by mortal blacksmiths who have no idea what the "display weapon" they're making will be used for. Sometimes mages are contracted for such work, as some of them can forge cold iron blades with the strength of steel. It is said that a cold iron blade quenched in the blood of a changeling thirsts for more, and thereafter does not cause the discomfort in the Kithain that the presence of cold iron usually engenders. Such weapons are little more than an urban myth, but even the most outrageous legend frequently holds a kernel of truth.

Physical Healing Times

Level	Bashing	Lethal
Bruised	One Hour	One Day
Hurt	One Hour	Three Days
Injured	One Hour	One Week
Wounded	One Hour	One Month
Mauled	Three Hours	Three Months
Crippled	Six Hours	Three Months
Incapacitated	12 Hours	Five Months

Chimerical Healing Times

Level	Bashing	Lethal
Bruised	30 Minutes	Six Hours
Hurt	30 Minutes	12 Hours
Injured	One Hour	One Day
Wounded	One Hour	Three Days
Mauled	One Hour	Five Days
Crippled	Three Hours	One Week
Incapacitated	Six Hours	Three Weeks

Death

Changelings recover quickly from injury with the appropriate aid, but they are still mortal. Their dual nature complicates things, however, as changelings have many ways to die, and not all of them are permanent.

Chimerical Death

Chimerical death occurs when the changeling suffers more lethal or aggravated chimerical damage then she has chimerical health levels. The changeling passes out immediately, and when she awakens she suffers from the Mists, all memories of her fae life inaccessible. At best she remembers them as a dream, or perhaps a nightmare. Her Fae nature can be restored after a certain amount of time, depending on her Banality rating (see the Mists chart on p. 269), with an infusion of Glamour. Those who suffer a chimerical death while in the Dreaming are expelled from it, waking up in the Autumn world with no memory of how they got there.

The guttering flames of Glamour that accompany chimerical death draws in Banality like a beacon. A character who suffers chimerical death accrues half her Banality rating (rounded up) in points of Banality.

Banal Death

Banal death occurs when the changeling suffers more levels of lethal or aggravated physical damage than she has physical health levels. Her human body is slain, and her faerie soul slips away to be reborn once again. Banal Death in the Dreaming, when it occurs, is a strange and eerie experience. The faerie soul rises from the human body, a semi-living monument to what she once was, the memories of her life slowly slipping away. The souls of commoners or Autumn sidhe immediately make for the physical world, and vanish when they cross the borders of the Dreaming. The souls of Arcadian sidhe venture off into the Dreaming itself, leaving the Silver Path far behind. In either case, they defy all attempts to follow them for more than a brief period, the call of their next life too strong to resist.

Fae Death

Most tragic of all, Fae Death occurs only when cold iron is used to strike a death blow. The result is an irrevocable loss of a faerie soul — it will never again be reborn in a mortal host. The dream that she embodies is lost forever. No greater crime exists amongst the Kithain, and those who are known to have carried it out are widely distrusted and loathed — the appellation "kinslayer" is not an uncommon one in such a case – assuming they survive the ire of their fellows.

Sources of Injury

In the Dreaming as in the Autumn world, changelings must protect themselves against many dangers. With their chimerical aspect threatened by the touch of Banality, and with their physical bodies frail shells no more durable than any mortal's, none of these threats are easily ignored.

Disease & Poison

Diseases may be physical or chimerical in origin, and while modern medical science may hold the cures to many scourges that once decimated populations, Banal individuals or structures may make it difficult for changelings to avail themselves of such aid. Thankfully, most freeholds have at least one person with some medical training, with the added bonus of being familiar with maladies that originate in the Dreaming, so most changelings who contract a disease are in good hands.

When a changeling is exposed to a disease, the changeling's player must roll Stamina at a difficulty set by the Storyteller, representing the virulence of the disease in question and the circumstances in which the changeling was exposed. For example, against an airborne illness, a changeling who properly covers her mouth and nose would be less likely to contract the disease. If this roll fails, the changeling contracts the illness. The common cold does little more than impose slight penalties to actions unless the character's immune system is compromised in some way, but more serious illnesses inflict levels of bashing damage that must be healed normally, representing the time necessary to completely clear the contagion from her system. Dangerous illnesses inflict lethal damage — this represents advanced symptoms such as fluid in the lungs or organ failure.

Like diseases, poisons may be chimerical or physical in nature. Unlike diseases, they are not infectious, but must be actively or accidentally introduced into the changeling's system to affect her. Some poisons affect the character even if she only touches the substance, while others require ingestion or injection. The old standby of the envenomed blade is a threat far more common on the chimerical side of reality, but not foreign to the Autumn world. The players of changelings exposed to poisons must make Stamina rolls to resist their effects.

Diseases and toxins are both classified with Toxin ratings, which determines how difficult they are to resist. Damage from drugs is only dealt once, save in the case of the most potent toxins, and is dealt all at once. Diseases inflict damage in single-die increments over longer periods of time, ranging from days to weeks, and even months in the case of longer-term illnesses such as cancer.

A changeling may remove the effects of a chimerical poison or sickness by invoking the Autumn (p. 271) to deny their existence. Unlike other uses of Autumn to ignore chimerical effects, this lasts for one scene, and the changeling may otherwise interact with chimerical reality as usual.

Falling and Impact

It's not the fall that's lethal — it's the sudden stop at the end. For every 10 vertical feet a changeling falls, she takes one die of bashing damage, up to a maximum of 10. After 100 feet, the damage becomes lethal, but ceases to compound further, as the changeling has reached terminal velocity. If the changeling lands on a hazardous surface, such as a pile of jagged rocks, the damage upgrades by one degree — bashing becomes lethal, and lethal becomes aggravated. Falling damage cannot be soaked.

Falls are just as dangerous in the Dreaming, but unlike in the physical world, falling changelings can do something about their predicament. If the changeling is able to catch hold of objects on the way down, or if she manages to land in something that could reasonably be expected to cushion her fall, she halves whatever damage she would have taken and reduces it to bashing if it would have been lethal. In any case, falling damage in the Dreaming can be soaked.

Fall damage can also represent impacts, such as ramming into stationary objects or being struck by a vehicle. Generally speaking, for every 10 feet per turn traveled prior to impact, an individual should take one die of bashing damage. Two objects (or people) who crash into each other at high velocity combine their damage into a single pool, which is then applied to both. Changelings can soak chimerical impacts, but not physical ones, though armor always applies its soak to Impact damage.

Poison & Disease Toxicity

Toxin Rating	Difficulty	Disease	Poison or Drug
One	6	Common Cold(B)	Alcohol(B), THC(B)
Two	7	Chicken Pox(B), Food Poisoning(B), MRSA(L)	Methamphetamine(B), Methanol (L)
Three	7	Influenza(B), Early Cancer(L), Pnemonia(L)	Tainted Water(B), Tear Gas (cloud*; B), Belladonna(L)
Four	8	HIV(L), Leprosy(L), Advanced Cancer(L)	Salmonella(B), Ammonia(L)
Five	8	Severe Flu(B/L), Cholera(B), Terminal Cancer (L)	Bleach(L), Industrial Waste (L)
Six	9	Bubonic Plague(L), Anthrax(L)	Strong Acids(L)
Seven	9/T3*	Ebola(L)	Sarin(L), Cyanide(L)

* Clouds of noxious gases or airborne diseases cannot be dodged. Protective gear must be worn or protective Arts used to prevent their effects.

Fire

Fire is no stranger to the chimerical or physical planes — in either, it is a dangerous foe for any changeling, catching and clinging, burning to the bone. Fire can kill in any number of ways, from smoke inhalation to sheer shock to secondary infections after the fact. The burns themselves, however, are a more immediate concern, with searing pain and crisping skin the first signs. Fire always inflicts aggravated damage, either physical or chimerical, from one to three levels per turn.

Players of changelings exposed directly to fire must make a Stamina roll. The difficulty varies according to the intensity of the flame, and the levels of damage done by the fire varies according to the size — see the Fire Damage chart for details. Success means that, though the character is probably a little singed, she hasn't taken any real damage. Failure, of course, means she has suffered harm from the flames, and a botch indicates a major injury. This may be flash-blindness, a major third-degree burn, or anything else that fits the fiction, at Storyteller discretion. A roll must be made each turn that the character is directly exposed to fire.

Fire Damage

Size of Fire	Health Levels / Turn
Torch; part of body burned	One
Bonfire; half of body burned	Two
Inferno; body engulfed	Three
Soak Difficulty	Intensity of Flame
3	Candle (first-degree burns)
5	Campfire (second-degree burns)
7	Bunsen burner (third-degree burns)
8	Electrical fire or arc flash
9	Chemical fire
10	Molten metal or lava

Suffocation & Drowning

Normally, changelings can hold their breath for an amount of time based on their Stamina trait.

Stamina	Time
1	30 seconds
2	One minute
3	Two minutes
4	Five minutes
5	Eight minutes

A character may hold her breath for an additional 30 seconds beyond that time with the expenditure of a point of Willpower, and may continue to do so for as long as she has Willpower to spend. After that time, if she has not reached breathable air, she begins to suffocate. Suffocation damage cannot be resisted or soaked, and is not rolled. Each turn, the character takes one level of bashing damage. Water or particularly caustic gases may cause



lethal damage, at Storyteller discretion. If the character reaches Incapacitated due to suffocation damage, she dies one turn later.

A changeling may ignore a chimerical suffocation hazard for a scene by Invoking the Autumn.

Electrocution

While electricity is not unknown in the chimerical world, it usually either takes the form of lightning or some kind of strange nocker machine that arcs to anything nearby — most things that ought to use electrical power to operate run instead on steam, water, wind, or pure Glamour. In the Autumn world, of course, electricity is far more common.

When in contact with electricity, muscles contract painfully. The usual reflex reaction is to withdraw whatever extremity has made contact with the current. A sufficiently powerful current, however, will cause the muscles to contract so forcefully that removing the extremity is impossible — this is known as the let-go threshold. More powerful shocks may cause arc flashes or blasts, which may propel the victim away from the source of the current, but are also likely to cause significant harm. For such blasts, refer to the Fire Damage chart (p. 293), as most of the damage is being caused by thermal arcing.

Injuries caused by electrocution vary from surface burns to broken bones or organ damage, the most frequent being fibrillation of the heart. Electroshock damage cannot be soaked, and deals levels of damage rather than dice. Non-conductive armor may, at Storyteller discretion, reduce the magnitude of electroshock damage, if it reasonably protects the point of contact with the current. Refer to the Electrical Shock Hazards chart to determine damage.

Electrical Shock Hazards

Source	Health Levels / Turn
Wall Socket	Two
Electric Fence	Four
Junction Box	Six
Third Rail	Eight

Bedlam

Changelings dread Banality, but they fear Bedlam. Conventional wisdom among the Kithain describes Bedlam as madness caused by overexposure to the Dreaming. An abundance of time spent in particularly Banal places or without reminders of the character's fae nature leads to becoming Undone, but saturation in Glamour beyond what the changeling's mortal seeming can withstand propels the changeling into Bedlam. The road to Bedlam is marked with many signs and warnings, called Bedlam Thresholds, as the chimerical world intrudes on the changeling's senses and obstructs her interactions with the Autumn realm.

Like being stuck in a dream, progressing toward Bedlam leaves the Kithain lucid and in control one moment, but in the next her senses are dominated by the Dreaming. The Near or sometimes Far Dreaming becomes layered on top of her senses. She may be seeing chimera, trods, and creatures from ancient nightmares, but she does not comprehend that they are worlds away.

The closer to Bedlam a changeling becomes, the more chaos and Glamour she attracts. Chimera flock to her like vultures over the dying, waiting to see if she will become a part of their world forever. Once into deep Bedlam, the changeling begins rendering nearby chimera back into pure dreamstuff. Animate chimera may change shape or take on more menacing traits. Chimerical items simply melt into raw chaotic energy. The Near Dreaming around a Kithain close to Bedlam becomes unpredictable and dangerous.

Road to the Neverending Dream

The characters' Nightmare pool and Imbalanced Willpower points (p. 275) mark the road to Bedlam during a **Changeling** chronicle. Bedlam Thresholds represent the intrusion of the Dreaming into the character's mortal seeming, and the severity usually corresponds to the character's number of Imbalances. Whenever a player spends a point of Imbalanced Willpower, the character suffers a Bedlam Threshold for a number of scenes equal to the character's number of Imbalances.

Bedlam Thresholds

The Storyteller should choose a Bedlam Threshold to inflict on a character whenever the player spends an Imbalanced Willpower, and can also create new Bedlam Thresholds she deems appropriate. Each threshold includes a roleplaying element, a change in how the character experiences the mortal world, but also a mechanical impact within the game. Storytellers should adapt or change either the roleplaying or rules of a threshold to best fit the current situation and character.

- **Whispers and Visions:** The Dreaming intrudes on the character's physical senses. She sees and hears, even smells, the Deep Dreaming for a few moments before the mortal world comes back to the forefront. All Perception-based rolls have their difficulty increased by one for each marked Imbalance on the character sheet.
- **Memories from a Dream:** As one thought begins, another comes crashing into the character's mind. A redcap's thoughts might be derailed with the memory of her last meal, while a sidhe becomes sidetracked by visions from an ancient court. All Intelligence-based rolls have their difficulty increased by one for each marked Imbalance on the character sheet.
- **Weird as the Wyrd:** The disjointed chaos of the Dreaming replaces the character's normal demeanor or temperament. Her pattern of speech becomes odd, or the way she looks at everyone is too intense. Everyone around her becomes uneasy and regards her as a little too strange. All Charisma-based rolls have their difficulty increased by one for each marked Imbalance on the character sheet.
- **Untrustworthy:** Something about the way the character speaks unsettles her audience. Perhaps they can feel the muttering of mad kings or strange creatures with arcane riddles within the changeling's voice. Her words become laced with the broken promises of the Dreaming, and those she speaks with are quick to mistrust. All Manipulation-based rolls have their difficulty increased by one for each marked Imbalance on the character sheet.

- **Thickened Air:** The air immediately around the character seems to thicken, slowing her movement and making even the most agile Kithain become clumsy. All Dexterity-based rolls have their difficulty increased by one for each marked Imbalance on the character sheet.
- **Unstable Dreams:** The chimerical world around the character becomes chaotic and malevolent. All chimera near the changeling become warped, and the Storyteller should temporarily change the distribution of points for any chimera that have determined traits. Additionally, chimera become representatives of the character's fears and anxieties. Chimera become hostile and either attack or attempt to impede the changeling (the character's chimerical companions, as represented by the Background, are immune to this effect, though they might well behave strangely).
- **Remove the Leash:** The changeling's control of her fae magics becomes unstable, and the finesse required for casting cantrips eludes her. For the duration of the Bedlam Threshold, the character can only Unleash Arts and may not cast cantrips.
- **To Thine Own Self:** Strengthened by the rampant Glamour in her seeming, the character's Kithain nature comes to the forefront. She exaggerates traits considered typical of her kith, and becomes more likely to ignore anyone not a part of the Dreaming. The character immediately Invokes Wyrd and her player must mark two Nightmare points. The fae mien recedes after the current scene, but she continues to exaggerate her Kithain nature until the Imbalance duration ends.
- **Drowning in Glamour:** The tides of the Dreaming rise high within the Imbalanced changeling, filling her with Glamour until it bleeds out of her in unpredictable ways. The character immediately regains all Glamour. For the duration of the Imbalance, the character functions as a freehold for purposes of others regaining Glamour as well. Changelings and chimera can sense her easily and will seek her out to replenish themselves. Malicious creatures or Kithain may decide to take her to become their own personal well of Glamour. Anytime the character spends Glamour during the Bedlam Threshold she also gains one Nightmare.

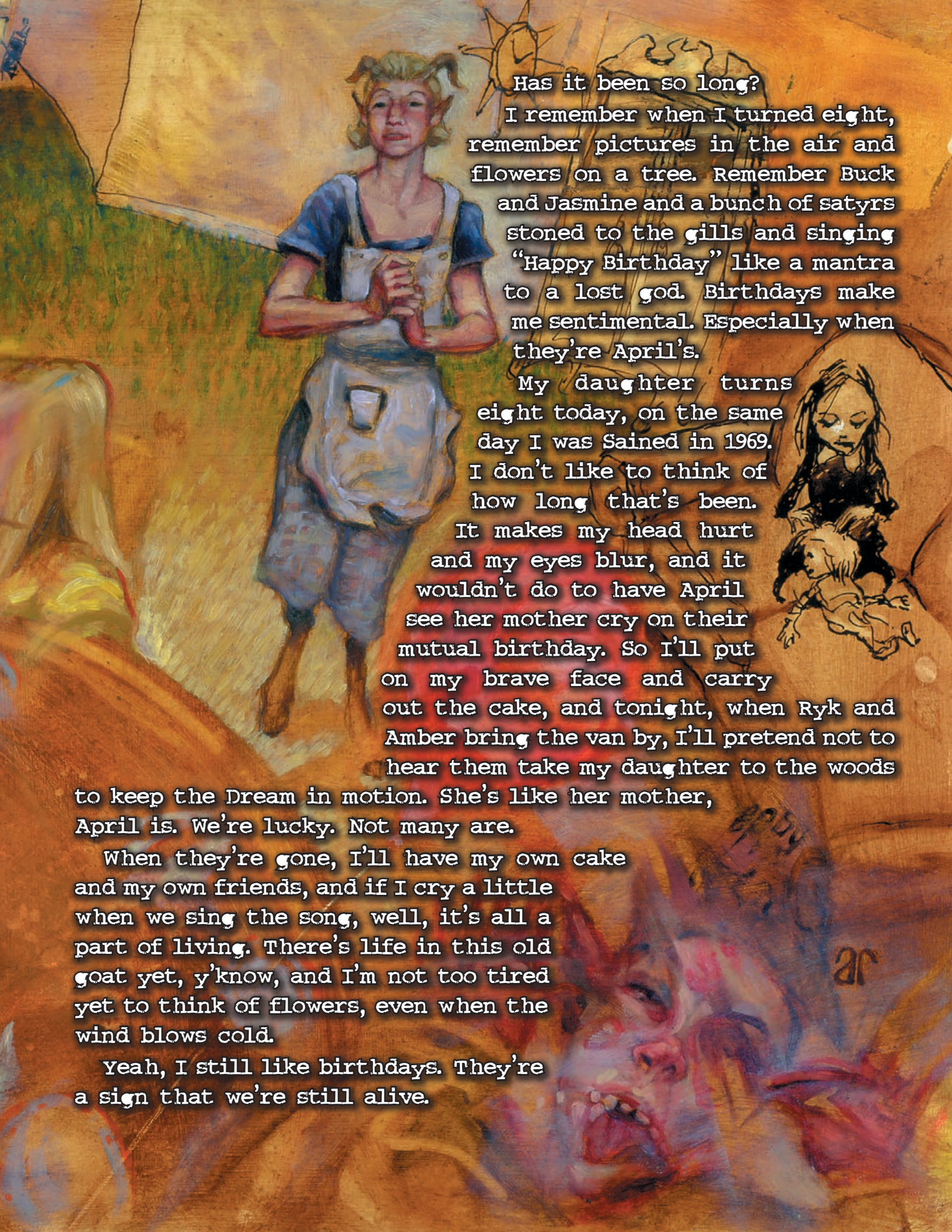
Treating Imbalance and Bedlam

What provides temporary relief for Imbalance does nothing to actually heal the psychic wound. Changelings can invoke the Autumn and ignore the effects of a Bedlam Threshold for a scene, but in order to heal an Imbalance, the character must focus their Glamour and creative energy into something meaningful. When a character successfully undergoes Epiphany (any of the five types), she may remove one Imbalance in lieu of regaining Glamour.

Bedlam itself is another matter entirely. When all of a character's Willpower becomes Imbalanced, she is lost to Bedlam. No known cure for Bedlam exists, and most Kithain who succumb either venture into the Dreaming and are never seen (or recognized at least) again or are imprisoned and filled with medications that subdue the Kithain but never cure her. Legends persist of quests or treasures which can bring a changeling back from the madness of Bedlam, but such stories are always secondhand.




Book Three: Grump


Has it been so long?
I remember when I turned eight, remember pictures in the air and flowers on a tree. Remember Buck and Jasmine and a bunch of satyrs stoned to the gills and singing "Happy Birthday" like a mantra to a lost god. Birthdays make me sentimental. Especially when they're April's.
My daughter turns eight today, on the same day I was Sained in 1969. I don't like to think of how long that's been. It makes my head hurt and my eyes blur, and it wouldn't do to have April see her mother cry on their mutual birthday. So I'll put on my brave face and carry out the cake, and tonight, when Ryk and Amber bring the van by, I'll pretend not to hear them take my daughter to the woods to keep the Dream in motion. She's like her mother, April is. We're lucky. Not many are.
When they're gone, I'll have my own cake and my own friends, and if I cry a little when we sing the song, well, it's all a part of living. There's life in this old goat yet, y'know, and I'm not too tired yet to think of flowers, even when the wind blows cold.
Yeah, I still like birthdays. They're a sign that we're still alive.


Leigh
fig 9
of mind
of soul
of time
of heart
noble

Chapter Seven: The Dreaming

"'But do you really mean, Sir,' said Peter, 'that there could be other worlds — all over the place, just round the corner — like that?'"

—C.S Lewis, *The Lion, the Witch, and the Wardrobe*

Glamour is the lifeblood of the Dreaming. Its cyclical passage between the Autumn world and the Dreaming is vital to keeping Banality at bay. Glamour is more than a metaphysical energy; it's also what makes the building blocks for a world beyond the mundane. This chapter explores the different aspects of Glamour: trods, freeholds, chimera, Treasures, and realms of the Dreaming itself.

The Dreaming

The intensity of our emotions, dreams, and nightmares are at their purest before minds become bogged down by mundane life experiences. Wonderful memories fade and change with time until there's only adjusted fragments that reflect the mind's nostalgic sensations. Humans forget. The Dreaming doesn't.

What is the Dreaming?

The Dreaming *is* Glamour. Its existence is a reflection of humanity's best aspirations and darkest fears. Everyone is born with the capacity to be a true Dreamer — someone that connects with the Dreaming and believes in possibilities beyond what lies before them, but with the drive and passion to create and inspire others that penetrates the oppressing forces of Banality that surround them. The Dreaming taps into their minds and it fuels the true magic that is the lifeblood of the Kithain. Anyone, of any age, can dream, but only the Dreamers can actually sustain Glamour in the mundane world. All other dreams and fears end up in massive collections of uncontrolled emotions that mix with Glamour, which creates zones where new, unstable, and dangerous dreams come to life.

The Dreaming is more than a metaphysical force that's required to uphold Kithain life and magic, or provide defense against the looming Long Winter. The Dreaming is also an entirely different plane of existence where long-lost faerie realms are inhabited by chimera and bygone beasts, alongside Kithain who left — or escaped — the mundane world.

The Crowbar of Versailles

The legend of the cold iron crowbar is a frightening tale of madness with extreme consequences. Towards the end of World War I, a French Dauntain believed that he could rid the world of the Near Dreaming and the "demons" that ruined his life. While it's unknown how he succeeded, he managed to smuggle the crowbar into the Dreaming. The two forces clashed and the Near Dreaming, and every fae, were destroyed along with huge areas on the mundane plane.

While the Near Dreaming began healing, it took the Resurgence to fully restore it into a healthy, but scarred, area. If the crowbar survived the explosion, its whereabouts are unknown.

The simplest way to picture the Dreaming is to consider three layers, each a different plane, that surround the world. In turn, each plane consists of vast numbers of Dream Spheres that host entire landscapes, nations, freeholds, homesteads, or sometimes just a simple witch's cottage where a mystery awaits. The only way to travel between the spheres is through the use of trods (p. 307), but the further one travels between the planes, the rarer and more unstable the roads become. Kithain named the planes the Near, Far, and Deep Dreaming.

For the better part of 600 years, the Dreaming and its ancient lands were truly out of changelings' reach, but the Resurgence changed this. Now it's a place ripe for exploration and rediscovery. Despite the dangers, the desire to explore the Dreaming is deeply rooted in Kithain culture. In these ancient realms, lost freeholds, treasures, and mythic lore exist. Somewhere, in the furthest reaches beyond the Deep Dreaming, stand Arcadia's gates, waiting to be rediscovered.

The largest threat to Kithain survival is the plane itself. Due to its nature, the Dreaming is antithetical to the Banality that exists on the mundane plane. Once Kithain enter certain areas of the Dreaming, they're subjected to a slow process of purification that eventually brings imbalance to their relationship between Banality and Glamour. All changelings know this, but many ignore it. The Dreaming brings out the strongest faerie nature in them, causing the sensation of freedom from the mortal coil.

Dream Mechanics

Entering the Dreaming alters the nature of changeling characters, improving their capacity to wield magic and strengthening their faerie nature. This entails changes to the game system depending on the plane. Switching between planes *replaces* the previous alterations; when entering a new plane of the Dreaming, regardless of whether the character is getting closer to or further from the Autumn world, the rules for that plane are the only ones that apply.

Time, Travel, and The Dreaming

Time works differently in the Dreaming compared to the Autumn world, but it's not as simple as saying that one minute in one world equals one hour in another. Time simply passes at a different and fluid rate. It's possible to enter a trod in North America, go on a journey that seems to take decades, and depart the Dreaming in Scandinavia minutes after leaving the starting point in the mundane world.

History is full of folktales and legends detailing how mortals go missing only to reappear decades later as if no time passed at all (or go missing for a short period of time, and come back decades older).

Banality Purification System

Once changelings pass beyond the Vale of Mists (see the Far Dreaming), the Dreaming's purified Glamour begins to cleanse its visitors of the burdens that the mundane life puts on their shoulders. While this purification eventually reduces the Banality pool to 0, all changes done to the Banality rating only count for the duration of the stay in the Far and Deep Dreaming. Nonetheless, not even in this situation can the Banality rating drop below 1. Changelings remain tied to their mortal coil no matter how hard they try to escape it.

Characters decrease the Banality pool by one point per day until it reaches 0. Following that, provided that the character is active in the Dreaming — going on quests, interacting with the natives, exploring, etc. — one dot of Banality breaks down into 10 points after a week, after which the character begins the process of losing one point per day again. This makes it possible for even the most Banality-ridden to eventually enter the Deep Dreaming, provided they successfully survive the many challenges and impressions of the chimerical world.

Once a character leaves the Far Dreaming, the Banality rating returns to what it was upon entry. Only legendary Treasures and quests (p. 271) can remove Banality dots.

Near Dreaming

The following rules apply while in the Near Dreaming.

- It's easier to cast cantrips while in the Near Dreaming. The base difficulty (p. 194) changes to 7.
- Anything chimerical becomes solid and fully tangible in the Dreaming, including chimerical companions, voile, and the miens of changelings.
- The Dreaming makes no distinction between chimerical damage (and death) and physical death. A changeling that suffers either form of death in the Dreaming dies, their soul passing on to a new incarnation (or, in the case of Arcadian sidhe, disappearing for parts unknown). For someone with an anchor in the Autumn world, death means that the physical body falls into a coma and wastes away.
- Kithain entering Bedlam while traveling on trods turn into one of the Onus — fae intent on defending the pathway against future wayfarers.
- Mortals entering the Dreaming bodily obey its laws. Death inside the Dreaming is a great problem, since the Banality

inside the corpse may spread and inflict damage. In response to this, the Dreaming automatically deposes the remains at random in one of the final destinations of the Paths of Balor.

Empathic Blindness

This frailty replaces the Arcadian sidhe's "Banality's Curse".

As the self-proclaimed epitome of what it means to embody the dreams of rulership, Arcadian sidhe find it exceedingly difficult having to deal with commoners of any kind. Although this doesn't apply to interaction with fellow sidhe (of both Autumn and Arcadian origins), when engaging socially with someone without the Title (or its equivalent) background, characters suffers +3 difficulty on all Social rolls in the Near Dreaming, and +6 difficulty in the Far Dreaming. Once inside the Deep Dreaming, Arcadian sidhe find commoner presence barely tolerable, and any interaction occurs via proxy. While in the Deep Dreaming, they strongly believe that it's a reward for anyone to hear their beautiful voices, not a commonplace experience.

Far Dreaming

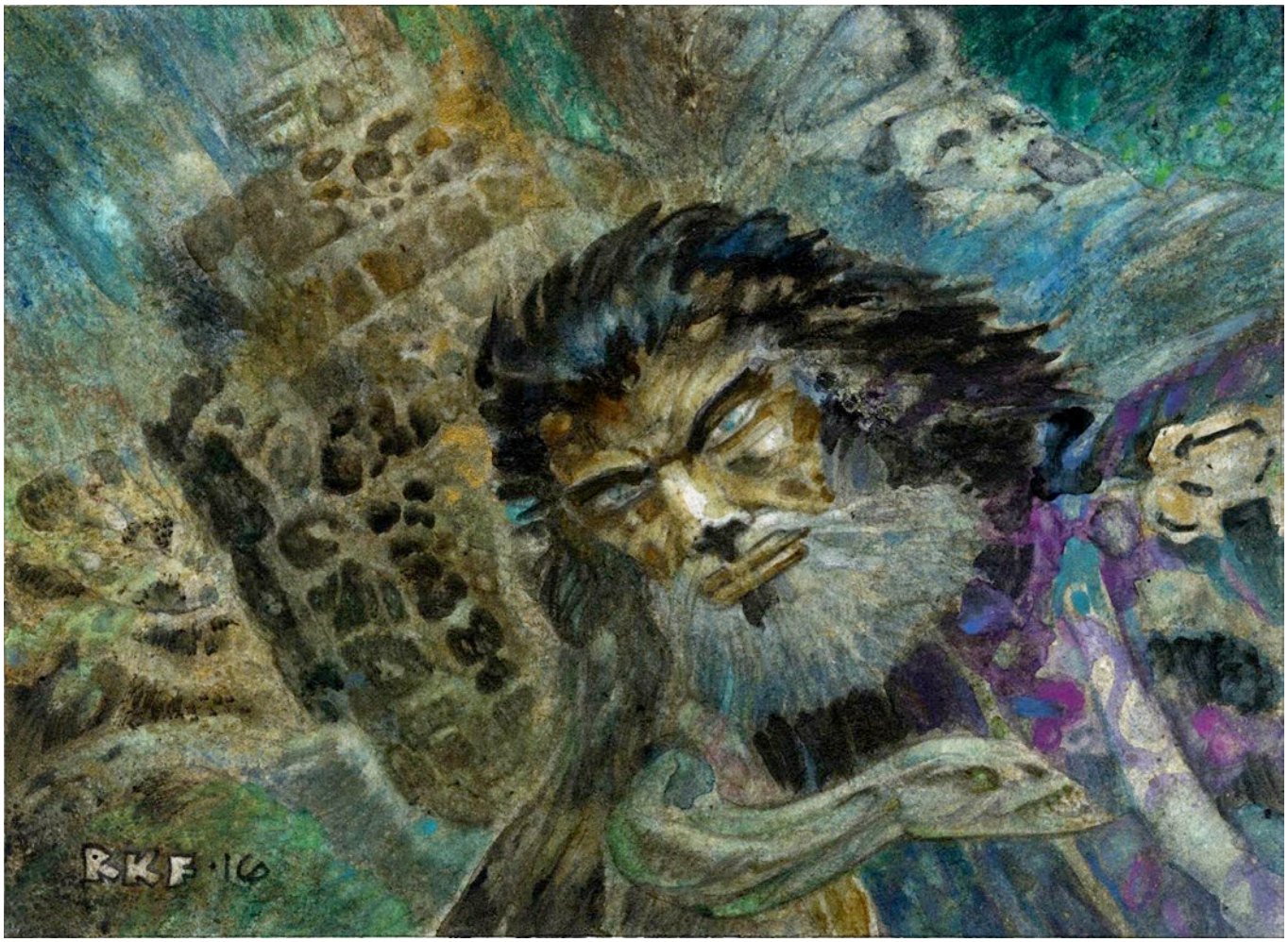
Upon entering the Far Dreaming, changelings experience a second Chrysalis. While lost memories of lifetimes flow through the mind, changeling bodies and clothing transform into a style more suitable for the dream the kith represents — though Court and Legacy also influence the physical appearance.

Example: Boggans decrease in size while their clothing transmutes into simpler and plain garments. Where an Unseelie boggan who's spent her life practicing violence gains a set of sharp fangs, a kindly-hearted one may gain a plumper nose that accentuates his soft nature.

As with most important things, discuss the character change with the Storyteller.

General Mechanics

- All general mechanics from the Near Dreaming remain in effect. Any changes brought on by shifting planes supersede the old rules.
- All cantrips cast in the Far Dreaming automatically become Wyrd. Furthermore, cantrips no longer cost Glamour, but players may opt to do so for available additional effects. The base difficulty changes to 6.
- Add one die to the pool when Unleashing.



- The Dreaming begins Banality purification. Changelings restore temporary Glamour at the rate of one per hour. Food and drink may provide additional points at Storyteller's discretion.

Birthrights

- **Acuity:** Add an additional roll that the character cannot botch. Lower the difficulty of specified aspects of an Ability by an additional 2, and circumstantial applications by 3.
- **Magic:** Magic Birthrights requires no Glamour expenditure to work. Lower the difficulty to any dice rolls by 3. If being seen limits the birthright's activation, it's now possible to use it in front of witnesses with no ill effects.
- **Advantage:** Increase the Birthright Attribute's rating, Willpower dots, or the number of health levels by an additional 2. If the bonus revolves around another factor, discuss what the equivalent of this effect would involve (e.g. time and means to regain Willpower).

Frailties

- **Compulsion:** The character has a growing need to act out her inner flaw. Double all Willpower costs, and add 4 to all difficulties involved in avoiding the effects.
- **Curses:** Double the effects the character suffers if the Frailty applies to a Trait. Increase the severity of the curse, limiting the character further in their interaction with the world. The character's frailty manifests more forcefully — a sluagh's player needs to spend Willpower in order to communicate verbally.
- **Ineptitude:** Double any period of time taken by three, increase difficulty of all rolls related to the frailty by 4.

Deep Dreaming

Memories of past lives flood visitors' minds, but unlike in the Far Dreaming, they remain with the characters. For the duration of their stay, all chimerical beings have Remembrance ๑๑๑๑๑ and a clarity of mind unlike the one possessed while in the Autumn world.

Entering the furthest reaches of the Dreaming, barring Arcadia itself, changes the way characters appear once again. The essence of their representation reaches its peak, as trolls turn into towering giants, and sidhe become so radiant that they embody all the beauty and rage the Dreaming can muster. Keep in mind that in this realm changelings blossom into beings as overpowering and godlike as before the Shattering. Take this into account when altering Birthright and Frailty.

Discuss character changes with the Storyteller.

General Mechanics

- All general mechanics from the Near and Far Dreaming remain in effect. Any changes brought on by shifting planes supersede the old rules.
- No unenchanted mortals or Prodigals can enter the Deep Dreaming. They're immediately cast back to the nearest Far Dreaming trod.
- Normal cantrip casting turns chaotic and akin to Unleashing. Apply the Unleashing rules to cantrip casting and check the number of successes against the total of Art + Realm. Instead of making things easier, bunks act to bring order to faerie magic, lowering the number of successes on the final result. Cantrips and Unleashing cost no Glamour to initiate.
- Add three dice when preforming regular Unleashing.
- Glamour is plentiful in the Deep Dreaming. In addition to restoring 1 Glamour per hour, it's possible to restore additional points through faerie sustenance at Storyteller's discretion. Enchanted mortals partaking of food and drink start forgetting their mundane lives and responsibilities.
- Add a dot of Glamour while in the Deep Dreaming.

Birthrights

- **Acuity**: Add an additional Trait that the character cannot botch. Lower the use of specified aspects of an ability by 4, and circumstantial applications succeed automatically (successes equal to the Ability rating).
- **Magic:** Magic birthrights requires no spending of Willpower or Glamour to work. Lower the difficulty of any dice rolls to a third of the usual difficulty. The birthrights function when witnessed. If the bonus is an ability-based effect, such as sluagh seeing through illusions, it no longer requires dice rolls.
- **Advantage:** Increase the Birthright Attribute's rating, Willpower dots, or the number of health levels by 4. If the bonus revolves around another factor, discuss what the equivalent of this effect would involve (e.g. time and means to regain Willpower).

Frailties

- **Compulsion:** A faerie's compulsions grow to mythical proportions and it's no longer possible to spend Willpower to withstand the effects.
- **Curses:** The character's frailty manifests fully. Sluagh cannot communicate vocally at all, trolls die by breaking vows, and even getting her coat slightly scarred leaves a permanent mark on a selkie's soul.
- **Ineptitude:** Increase time-based effects by tripling the required amount. Also, frailties involving dice rolls automatically fail.

The Mists of Forgetfulness

The different levels of Glamour and Banality that lie within every person affect the Mists directly. The higher the Glamour, the less the target is swayed, while increasing amounts of Banality indicate a growing influence by the mundane.

Entering the Dreaming

Rate: Subtract the character's Banality rating from her Glamour to determine the entrance rate. *Example:* Lindolen has 8 Glamour but 4 Banality. This means that her place on the chart is 4 Glamour. However, Lord Marco has 3 Glamour but 5 Banality, meaning he ends up on 2 Banality.

Mist Effect: See notes.

Time Lapse: How long a Mist side effect affects a character after entering the Dreaming.

Rate	Mist Effect	Time Lapse
10 Glamour	None	Instantaneous
9 Glamour	Clear Memory	Instantaneous
8 Glamour	Slightly Confused	1 Turn
7 Glamour	Slightly Confused	2 Turns
6 Glamour	Disoriented	3 Turns
5 Glamour	Déjà Vu	1 Scene
4 Glamour	Faint Recollection	1 Day
3 Glamour	Confused	1 Week
2 Glamour	Dazed	1 Month
1 Glamour	Awestruck	Permanent
0 Glamour	Numbed	Permanent
1 Banality	Worried*	Permanent
2 Banality	Bitter*	Permanent
3 Banality	Frightened*	Permanent
4 Banality	Angry*	Permanent
5 Banality	Enraged*	Permanent
6 Banality	Denial*	Permanent
7 Banality	Fae-Stroked+*	Permanent
8 Banality	Demented+*	Permanent
9 Banality	Catatonic+*	Permanent
10 Banality	Forbidden	Permanent

* Individual can only enter the Dreaming if aided by enchantment. Prodigals can enter through alternate means, but are confused by what they see.

\+ The Dreaming takes special note of these individuals and attacks if they act in any harmful way.

10 Glamour: The Dreaming works actively to protect her and ensure her survival as much as possible.

9 Glamour: The character might suffer from minor disorientation in the Dreaming.

8 Glamour: Despite memories of past lives washing over the character, she's likely left confused by the recollections.

7 Glamour: The character experiences images of past lives in fragments. Things and faces seem disturbingly familiar.

6 Glamour: Although the character experiences past memories, she's left in a state of disbelief. Few of the events recollected have any bearing on the state of mind, so she might remain blasé to the situation.

5 Glamour: Many things in the Dreaming seems familiar. Images of the past try to resurface in vain, and the character often feels a chill running up her spine without knowing why.

4 Glamour: The character only remembers faint images that lack connection to any coherent memories.

3 Glamour: The character embraces her surroundings, but remains unaware of the many changes that the Dreaming imposes on her ways of thinking and acting.

2 Glamour: The Dreaming is a fascinating place but provides no memories of past lives.

1 Glamour: The Dreaming is a place of new wonders to explore, and sights and sounds often distract the character. Most enchanted mortals are this stage when they enter the Dreaming.

0 Glamour: This character is really unaware of the Dreaming even if she's walking through it at the time. After a short period of time the memories of the mundane plane fade until she doesn't remember what it felt like to stand in lines or work in an office.

1 Banality: The character accepts that there's something beyond the mundane but avoids talking about it, due to being frightened of how others perceive her or her state of mind.

2 Banality: Fear strikes the character and natural preservation takes the upper hand, in spite of the fact that she's unable to grasp exactly why. She acts with hostility to anyone that approaches.

3 Banality: Confusion over the strange lands and the people inhabiting them fill the character. Everything in the Dreaming is frightening.

4 Banality: Confusion turns into hatred. Most individuals with this level of Banality in their souls turn their experience into hatred to hunt down what they perceive as the world's hidden demons.

5 Banality: Unable to withstand the sights around her, the character lashes out at anything within striking range while she battles her own mind and understanding of the mundane.

6 Banality: The character actively refuses to believe anything she sees and is convinced that she has lost her mind.

7 Banality: The concept of the Dreaming overwhelms the character and he can do nothing but stare while lost in thought and contemplation.

8 Banality: Nothing around her makes sense anymore. She attacks anything and everything that surrounds her so that she may go back to her own world again.

9 Banality: The character's mind gives way to unconsciousness rather than forcing her to confront the world before her.

10 Banality: This character cannot enter the Dreaming. Her very presence is an affront to it.

leaving the Dreaming

- **Rate:** Calculated the same way as upon entry.
- **Mist Effect:** See notes.
- **Time Lapse:** This refers how long it takes before the clearest memories of the Dreaming begin to fade.

Rate	Mist Effect	Time Lapse
10 Glamour	None	None
9 Glamour	Clear Memory	None
8 Glamour	Slight	1 Week
7 Glamour	Slight	3 Days
6 Glamour	Substantial	1 Day
5 Glamour	Faint Memories	1 Scene
4 Glamour	Dreams	1 Turn
3 Glamour	Dreams	Instantaneous
2 Glamour	Faded Dreams	1 Month
1 Glamour	Glimpses	Permanent
0 Glamour	No Memories	Permanent
1 Banality	Disbelief	Permanent
2 Banality	Confusion	Permanent
3+ Banality	Amnesia	Permanent

10 Glamour: Remembers everything, but when Banality sets in, memories begin to fade.

9 Glamour: Remembers most of what happened in the Dreaming.

8 Glamour: Strong memories that eventually fade or become confused.

7 Glamour: Strong memories that become disbelief and take on a dreamlike quality.

6 Glamour: Finer details are forgotten. Past lives begin to fade and only the most significant events remain with the character.

5 Glamour: Strong memories are lost and she's only able to recall the faintest details. Everything that happened inside the Dreaming is thought of as little more than a dream.

4 Glamour: Past associations brought to light in the Dreaming become irrelevant, and even the most important events and revelations seem trivial.

3 Glamour: While the character considers everything that happened to be real, the memories are too faded to recall enough to tell anyone about it.

2 Glamour: It was a lovely dream, or a horrible nightmare. Nothing more.

1 Glamour: Time lapse. Where did time fly? What did she do? Nothing but the company had in the Dreaming is remembered.

0 Glamour: Full-scale amnesia. Time has passed and the character cannot explain where she was or what happened. She has no idea that anything unusual happened and is convinced everything is okay. She probably had a bad case of the flu and that's why she was away.

1 Banality: Time is missing. The character wonders if she has some mental disorder that caused her to forget.

2 Banality: While the memory is blank, psychological aid might bring up disturbing images if she concentrates hard enough.

3+ Banality: While the character considers the notion of the Dreaming ridiculous, she occasionally suffers intense dreams or flashbacks of events that took place during her visit.

Near Dreaming

The Near Dreaming takes its name from its proximity to the Autumn Realm, creating distorted images of major cities, or providing a homestead or freehold with a counterpart in the Dreaming. In fact, since the Resurgence, it's become quite common to enter the Near Dreaming by using the front door to a freehold in the mundane world and exit in the Dreaming through the back door. Not all freeholds are connected to the Dreaming this way, but they always have access to a trod that can be opened following the correct procedure.

Once inside the Dreaming, the Silver Path shines vividly for its travelers, and only fades once the wayfarer is closing in on the edges of the Far Dreaming. Time in the Near Dreaming flows at approximately the same rate as in the normal world, but due to the lack of Banality, it's easier to use traveling Arts and Unleashing.

Colors in the Near Dreaming are much stronger, sounds more vibrant, and smells intensified. Even emotions are altered by the Near Dreaming. In the same way, love is even more inspiring and alluring, and fear truly cause bones to shiver and

chilling sensations to run up and down the spine. Sometimes, old memories from past lives surface, but vanish as quickly as they came, leaving only emotional imprints behind that affect the Kithain.

A mysterious aspect of the Near Dreaming is its effects on comatose, or deeply sleeping, mortals that occasionally appear as living shadows in dream realms or on trods. While they remain unable to affect anything, they're able to hold conversations with chimera and fae, in addition to being able to learn about the chimerical existence. After waking up they (usually) don't remember anything, but still manage to hang on to the emotions of having regained something fantastic.

The Firchlis

The Autumn Realm's proximity sometimes inflicts powerful mutations on the Near Dreaming. Kithain describe the effect as rippling waves morphing the environment, as well as the destinations and nature of trods. Changelings call these occurrences the *Firchlis*, and while they're personally immune to its effects, it makes traveling through the Dreaming both more dangerous and exciting. While homesteads have proven quite resilient to the Firchlis, most likely due to permanent changeling presence, furniture and appearances continuously change, even if not drastically.

It should be said that the rippling mutations are not just a source of horrible effects. Since the Resurgence, changelings discovered a few lost freeholds in the Near Dreaming because of the constant changes. Scholars consider these exceptional, since they have no trods that connect them to the mundane world, or even anchors to keep them stable. Despite this, the balefires burn brightly and the locations shield those inside from the mutating effects that the Firchlis impose, and what's even stranger is that for the duration of the stay in such freeholds, Kithain cease to be purified from Banality.

Example location: The Seas of Dream

Vast oceans in the Near Dreaming hides secrets in their depths. Ancient creatures sleep at the bottom, waiting for the right time to rise again. The Seas of Dream are the reflections of many nautical dreams over the years. Traveling on water trods by using ships brings explorers from mystical islands and ancient gateways into deeper areas of the Dreaming. Due to their connection to water, selkies are the first to say that seas can be merciless, while containing endless possibilities.

Example: Firchlis Effect

The meadow full of serene beauty under the sunlit sky immediately mutates into a twisted, dark forest. Songs of the legendary sirens call out to travelers to join the singers in their garden of shadows, and if a changeling follows, he finds himself at the mercy of Thallain hunting for Tuathan descendants or feral chimera.



Far Dreaming

The Far Dreaming is the second Dreaming plane and is a realm that reflects myths, dreams, and ideas that are centuries, if not millennia, old. Some locations are even from long before the Shattering, and while they're rare, Kithain know they exist and hold a great many clues as to what happened during the cataclysmic events. These hidden places survived because the Far Dreaming lacks the direct attunement that the Near Dreaming has to the mundane plane.

Trods of the Silver Path type remains the safest way to travel, but due to the toll the Shattering took on the Dreaming, most are weak, causing the protection spell to end mid-road. It's due to this and the presence of the Firchlis that changelings find it impossible to chart the Far Dreaming. Mutations constantly shift connection points between realms, meaning that wayfarers have to successfully plan their path there. That said, a few stable trods exist that brings travelers to the famous Vale of Mists.

In order to access the Far Dreaming, travelers end up traveling through the Vale of Mists. The Vale of Mists connects the Near and Far Dreaming (but is actually part of the latter). It's a vast landscape with foggy forests, peaceful lakes, and small farming communities. Before the Resurgence, the location was one of the few really stable locations in the Dreaming that reminded the fae of the beauty of Arcadia, and the peacefulness it instilled in their souls. Many Kithain constructed workshops, taverns, and inns in the area, making it popular with changelings and sentient chimera tourists looking to escape the mundane for a while. Sadly, the repeated visitors from the Autumn world made the area respond fearfully to their Banality, resulting in darker, vicious chimera and fae controlling certain parts of the realm.

Due to the risk of Bedlam, only the most powerful chimera and changelings are able to set up residence in the Far Dreaming. In fact, some Kithain view the Far Dreaming as a kind of hospice where they go when they can truly no longer bear to return to Earth after experiencing the Dreaming's glory. Such changelings briefly return to their mundane world to say goodbye and settle their affairs, then move into the Dreaming to live out their existence before falling to Bedlam or dying. No matter who decides to live there, they leave an imprint on the chimerical landscape in one way or another, often attracting some of the vast numbers of sentient chimera to live alongside them. Constructing housing often proves a bit easier than in the Near Dreaming due to the surplus of dreamstuff, and because their magic is further empowered on this plane.

While it's rare, it's possible to end up in the Far Dreaming without meaning to. This sometimes happens when a mythical beast, such as a dragon or roc, visits the Near Dreaming and grabs the Kithain before returning home with its prey. Another, more unexpected, means of entrance is due to the Firchlis mutating nature, shifting its connection point to one somewhere in the Vale of Mists. Once wayfarers emerge from the Vale, they've truly entered the realms of the Far Dreaming.

Far Dreaming surroundings appear even more vivid and pure than those of the Near Dreaming due to its distance from the mundane world. No true shades of gray exist in metaphorical terms, so what is a gentle wind elsewhere turns into a howling, flesh-tearing storm. In the same fashion, mountains are larger and grander, and water in the streams shimmers with clarity while containing traces of Glamour.

Encounters in the Far Dreaming appear extremely odd since its distance from the Autumn Realm means that there's little logic to follow while there. Enigmas never take the form of simple mathematical solutions where adding two numbers together equals another one. Instead, the correct reply to a puzzle may not actually be a reply as much as reaction or emotion. This ever-changing logic makes it difficult for Gremayre users to analyze situations, adding +2 difficulty on all such rolls.

In order to enter the Deep Dreaming, travelers have to pass through one of the 13 magical gates that are guarded by traps, creatures, puzzles, and even chimerical memories of ancient sidhe knights with instructions to keep commoners away. As recently as 15 years ago 14 gates stood, but during the Evanescence one location seemingly collapsed and vanished. Its ruins are lost, but the location may contain clues to what happened if someone successfully discovers a trod leading to it.

Example location: Halostian's laboratory

There are legends among the Kithain concerning a renowned diplomat, alchemist, and strategist called Halostian, who lived during the War of Trees. His knowledge was instrumental to bringing down the Dark Dream, and while he later vanished without trace, his laboratory still exists within the Far Dreaming. Nonetheless, getting there is not an easy task, since it requires leaving the Silver Path and journeying on the cursed Dusk Road and through the Pale Swamps before even setting foot in the domain that once belonged to Halostian. What is less known about him is that he pitted his enemies against each other, rarely involving himself in the deeds. His domain is full of traps and mind-twisting poisons, and many adventurers have died at the hands of their friends while attempting to make their way to the unexplored laboratory.

Deep Dreaming

Entering the Deep Dreaming is more complicated than just succeeding at the trials at the magical gates. If a traveler is weighed by Banality (6+) the Dreaming rejects them and treats them as a cancerous infection, sending its chimerical defenses to eradicate the intruders. It's physically impossible for such creatures to set foot inside the Deep Dreaming. Even if a traveler is unburdened by that level of Banality, she must enter on a Silver Path and pass the final trial inside the Mistweir — the final barrier to a realm of pure dreams where landscapes and locations constantly change. In ancient days, the Deep Dreaming was the outer realm of Arcadia, but during the Shattering it turned into the turmoil that the plane is today. Dreams are so intense in the Deep Dreaming that they cannot be controlled or directed. Even those who enter the region through one of the Paths of Balor find themselves at the barrier borders.

The Mistweir is a great cloud that covers the entire border between the Far and Deep Dreaming. It's extremely thick, ranging from a foot in some locations to further than a mile in others. Commoners, claiming to have left Arcadia to escape the conflict between sidhe, have set up towns and hamlets along the barrier over the centuries, and most of them are in the thrall of Bedlam. The largest populated location is the great city of Fin Bheara, named after the boggan settler who founded it. All sorts of Kithain and chimera live there, even sidhe who were left outside the gates when they closed during the Shattering.

Fin Bheara adheres to the ancient tradition of shared rulership, with a dark-haired sidhe queen ruling one half of the year, and Fin Bheara himself ruling during the second part. In the same way, Seelie and Unseelie mingle and follow ancient traditions of the courts that those in the mundane world have long since forgotten. The fact that both sides live according to ancient rules also means that the old conflicts are as strong as they ever were, and politics is a deadly game in the otherwise peaceful city.

Many adventurers use Fir Bheara as their starting point for the quest to penetrate the Mistweir, due to the proximity to aid and supplies. Once they truly enter the barrier there's little hope of finding the way back, and the only means of travel is to go forward until dying or emerging on the other side. Exactly what sort of trials exist inside the mist barrier varies, but they often expose changelings to their most mundane weaknesses and force them to overcome the difficulties by relying on the dreams they're born out of. It's not uncommon to face enigmas with such simple answers that challengers overthink them and end up paralyzed by adding layers of complexity. Most of those trials end in tragedy and the only way out is to either accept fate, or try to change it by circumventing the events like a legendary faerie trickster. No matter what trials and challenges the travelers overcome, once they emerge out of the Mistweir they're strong enough to face the obstacles that await them in the Deep Dreaming.

Everything is possible inside the Deep Dreaming. Kithain constantly combat ancient minions of darkness. Atlantis exists at the bottom of the deepest and darkest sea imaginable, and songs and legends long forgotten still echo and have life throughout the realm. It's the purest, most primal, place the Kithain know of. Everything ranging from colors to impressions are taken to the extreme, and already strong emotions, such as love, can end in horror if a relationship is broken. Nightmare realms are truly horrifying and only the bravest of changelings would even dare to face the threats within. In the Deep Dreaming even the Silver Path is but a memory because it's not needed; the realm sustains the roads with its own Glamour. The realm is kept alive by those mortals who truly believe with all their souls in the old legends, and who only forget about the existence of giants and monsters during the waking hours. Thus this mythical realm is constantly renewed in an endless cycle of change and, despite the fact that locations often switch places, the majority remain in existence eternally.

Example location: Ruins of the First Empire

Long before the Age of Faerie came to an end, a massive floating island, above the High Court of Arcadia, acted as a retreat and diplomatic meeting place for the faeries of nature. Massive mountain ranges housed the children of stone, while its exquisitely-carved cavern system left the landscape immersed in a perpetual, tranquil melody due to the neverending movement of the air-born. Indeed, the island consisted of everything from magma pools and small volcanoes to raging rivers, babbling brooks, and lush forests.

Its whereabouts in the Deep Dreaming is unknown, although Autumn Fae occasionally stumble over poems, cries for help in an ancient tongue, or even rudimentary maps that all provides clues or indications about where to find it. Today, nightmare chimera, escaped from their mountain prisons, roam the landscape, waiting for signs of the Elder Dark's return, while the memories of those who created the beautiful music immerse the land in an everlasting tune of dread, instilling listeners with the sadness of losses past and those to come.

Trods

What are trods but roads by another name? They act as the pathways upon which changelings can travel to, and within, the Dreaming. Trods reflect the core essence of a journey. They're the paths taken in the Iliad, reflections of investigations into murders and mysteries by literary characters as Hercule Poirot or Lord Peter Wimsey, or manifestations of historical occurrences that continue to fascinate humanity.

Although trods existed during the Mythic Age, the Sundering showed their true importance. During the Shattering, sweeping disbelief and stagnation caused lasting harm to the infrastructure of the Dreaming, leaving wayfarers stranded within nightmares, unsealing ancient curses on trods, or even trapping fae on roads fraught with Banality-infected traps. While the Dreaming continued to purge the "infection" from its plane, it was simply too dangerous to use the few remaining trods connected to the Autumn Realm.

The Renaissance produced enough Glamour to begin stabilizing existing pathways, and it continued to accumulate during the following centuries. Towards the end of the 18th century, the Kithain commenced construction of households in the Near Dreaming again. By the mid-19th century a few Far and Deep Dreaming trods reemerged, taking travelers into new dream realms born out of the Industrial Revolution and the works of writers like Jane Austen and Jules Verne.

The Resurgence made it possible to truly explore all three layers of the Dreaming again. Long-lost realms and pathways returned in full glory alongside the majestic display of Arcadian trods. Changelings across the world experienced the pathways' reconnection through the increased Glamour flow at the time. However, due to the world's accumulated Banality, no trod leading to Arcadia remains stable long enough to travel there.

Trod Control

Military strategists know that controlling roads is an essential part of successful planning, and the fae exercise this practice inside the Dreaming to protect both worlds from the Elder Dark, in addition to preventing coups and local opponents from gaining access to their domains. By populating areas within the Dreaming alongside (and at the end of) trods, the Kithain ensure trod control while also providing their crafters the opportunity to use workshops that are empowered merely by existing in the chimerical world. In the wake of attacks by dark fae and monstrous chimera after the Evanescence, both the Seelie and Unseelie Courts impress upon their members the crucial importance of securing trods.

Opening Gateways

Trod access means locating, or creating, a gateway between worlds. Kithain with a deep affinity to the Dreaming, such as the eshu and the Arcadian sidhe, receive an additional die on such rolls.

Wayfare

Through combining Portal Passage (Wayfare ֍֍֍) and the Fae Realm (Dweomer of Glamour, ֍֍֍֍֍), it's possible to create temporary portals onto a random trod in the Near Dreaming. However, players may opt to cast this cantrip as an extended action, requiring five successes, to assign a basic trod type (Silver Path, Path of Balor, or Twilight Road).

Unleashing Wayfare

Creating temporary rifts between the worlds via Unleashing requires the Art-wielder to command the Dreaming to manifest them. In addition to basic repercussions from botching an Unleashing, such powerful magical mishaps create at least one Wild Portal somewhere in the caster's general surroundings.

Coaxing the Dreaming requires the use of an established gateway as focal point for the Unleashing. This allows the bypassing of any appeasement requirements that the pathways have but the caster doesn't know or can't fulfill. Botching this roll results in changing the destination permanently, destroying the gateway, or even opening a portal into a prison realm, causing the return of additional Thallain or Dark-kin.

Oneiromancy

Sleeping minds connect to the Dreaming unconsciously, allowing all but the most Banality-ridden mortal a brief glimpse into a lost world. Dream Portal (Oneiromancy ֍֍֍) provides all the tools needed to anchor a mind inside the Dreaming. Kithain who have mastered the Fae Realm can merely opt to sidestep their journey through the Dreaming onto a random trod, with any fellow travelers (through use of the Scene realm) automatically joining them. Pulling a mortal into the Dreaming requires the use of the appropriate Actor level, but regardless of travelers, the process never brings physical bodies to the other side (unless in Wyrd before being the target of the spell).

Mortal minds return to their bodies after eight hours of sleep, during which it's impossible to wake them in the Autumn world. Death inside the Dreaming causes the physical body to suffer severe brain damage, or puts the mortal in a coma from which she may never emerge.

Due to the connection with the Dreaming, chimerical souls manifest as if they entered through physical gateways. Those with a chimerical nature aren't limited to staying for a certain amount of hours, instead they must leave through a gateway or have someone use a Dream Portal cantrip or Unleash Oneiromancy. If the physical body dies while the Kithain remains in the Dreaming, she automatically becomes lost, unable to return to the Autumn world. Treat dying changelings according to the chimerical death rules on p. 291 since their mortal bodies remain in the Autumn world.

Unleashing Oneiromancy

When commanding the Art, the barrier between the target's mind and the Dreaming grows weak. If awake, the target immediately falls asleep, thus making it possible for the caster to Unleash on herself. A botch on the roll thins the veil between planes and gives the location a nightmarish aura, which attracts nightmare chimera seeking release into the mundane world.

Coaxing requires the caster to already be inside the Dreaming. It creates temporary trods that lead to specific dreamers' minds where the changeling can command an Unleashing or use Dream Portal to exit. Botching the roll creates a trod that connects to a dangerous location in the Dreaming, or the sleeping mind of a dangerous fae (a Thallain, perhaps, or even a Dauntain) with control over her own dream realm. It also creates a hidden Wild Portal — detectable with Perception + Kenning (difficulty 9) — somewhere close to the caster's physical form in the Autumn Realm.

Established Gateways

An established gateway remains connected to the same trod regardless of how many times it's used. Every functioning freehold has at least one, which leads into the Near Dreaming, and it's not uncommon for such gateways to exist in Glamour-rich environments. All of the gateways share one trait: They require certain conditions to open. Some open after hearing a poem or being tapped rhythmically, others require solving complex riddles or only open at a specific time of the year.

In general, the deeper into the Dreaming a trod takes its wayfarers, the more complex and esoteric its conditions. Near Dreaming gateways tend to only need simple tasks such as tapping the surface of the portal a particular number of times, solving easy riddles, or playing a specific song on an instrument from start to finish. Portals with trods to the Far Dreaming only open at specific times of the day, require an entrant to solve difficult or abstract enigmas, answer philosophical dilemmas that appear in writing briefly on the surface, or even the sacrifice of a Treasure (up to ֍֍). Deep Dreaming gates takes this a step further by only opening on a specific date, requiring blood or sentient chimera sacrifices, or a series of complex tasks to be presented during the opening.

Wild Portals

Kithain society fears Wild Portals, for they often draw unwanted attention to the hidden world. Once upon a time, fae used them to attract mortals into their dominions without having to make an effort, but in modern nights missing people lead to headlines and public investigations. In turn, such reports attract Dauntain, who know what to look for when searching for targets.

Only those with faerie sight (Kenning) can detect Wild Portals. Sometimes the portals appear as swirling vortexes, hidden forest trails, or mirrors. There's no telling where a Wild Portal leads because of their unstable nature. Every time someone enters, the gateways begin to realign (a process taking a few minutes) to shift connection to a new trod.

It's possible to close Wild Portals by Unleashing either Oneiromancy or Wayfare to command the Dreaming to close. This doesn't always last, however (though incorporating the Time Realm helps). A more extreme way to close Wild Portals involves working to create Banality in their vicinity. In the end, the faerie soul suffers as much as the portal, often leading to gains of Banality before completing the task.

Creating Trods

Chronicles using the Dreaming include trod traveling, and this section provides Storytellers with guidelines to craft dream roads.

Step One: Nature

Determine what experiences the journey in the Dreaming is going to present players with. Is the aim to create a tale where the wayfaring tests their motley's bond, locating lost knowledge and Treasures, or where they conquer a trod belonging to the dark fae?

Step Two: Determine Gateway and Destination

If using established gateways, consider the nature of the accessible trod to define what the door requires to open. Also consider where it's located; a trod in a cemetery is going to have very different opening conditions than a trod at the bottom of a pristine lagoon. Gateways in locations full of Glamour created through positive experiences rarely lead to horrifying nightmare trods. This doesn't mean that the trod can't transition into one later on, of course; pleasant dreams can turn to nightmares in seconds. Consider also where the trod ends and how this influences the later part of the journey.

Step Three: Appearance, Control, and Challenges

Trods who've fallen victim to ancient curses may have twisted trees and bushes glowing along their darkened paths. Roads based on beautiful ancient tales involving light may appear as shimmering dust in the sun or moonlight. Trods come in numerous variations, from small forest trails to wide landscapes. Seasons and holidays often affect trods in the Near Dreaming and leave marks on their appearances.

The trod controller influences the appearance quite heavily. A path belonging to boggans may appear as gently-laid cobblestones with a heavy smell of tobacco, but it might also be that the stones are actually clotted blood and have a strong scent of flesh burning over the stove. Imagine what sort of creatures and individuals reside along the way and how they influence the pathway.

Finally, determine what sort of obstacles the travelers have to overcome while on the road between locations. These obstacles ranges from knightly duels on sidhe-controlled paths of honor and glory, to having to perform an autopsy (or vivisection) to find the solution to a dreadful enigma on a nightmare trod. In fact, the very nature of the trod may present a challenge of its own. Consider if the motley needs wings, chimerical vehicles, ships, or similar factors to use the trod.

The Three Roads

Trods fall into one of three categories: Silver Path, Paths of Balor, and Twilight.

The Silver Path

Silver Path trods have a shining thread running throughout, from entrance to end. This is the visible effect of an ancient ban that the Tuatha de Danaan cast during the War of Trees in order to protect their troops and allies from the Elder Dark's minions. Dark-kin, Thallain, and any chimeras or beasts touched by darkness (see **Chapter Nine** for a thorough discussion of these beings) or Fomorian corruption cannot use these trods without suffering great pain. The only Dark-kin exempt from the effects are the moirae and keremet, who took a neutral stance in the conflict.

Changelings and Tuathan allies may set aside the ban and allow a creature touched by darkness to use the road for a brief while. This action costs 1 point of Glamour and lasts while traveling on a single trod. Once the dark fae (or chimera) leaves the main path, the protection wears off.

Silver Ban Effects — Applicable to Dark-kin and Thallain:

- Lose 1 Glamour per turn. Once out of Glamour, reduce health levels at the same rate. The purity of the Silver Path burns in the souls of nightmares.
- Spend an additional point of Glamour to initiate attacks against protected individuals, or suffer a –2 dice penalty on all combat actions.

Paths of Balor

The Paths of Balor are older than the Silver Path and are one-way roads the dark fae used during the Tessarakonta. They are divided into three categories, based on where they exit.

- **Black:** Black paths run across all planes and it's even possible to gain access to one directly from the Autumn world. They're mostly used to travel to the Shadowlands, home of the dead. Rumor has it that the keremet use them for guiding the souls of humans whose bodies were taken by sidhe.



- **Green:** During the War of Trees, the Fomorians used these paths as their supply roads. They lead almost exclusively between the Autumn Realm and the Near and Far Dreaming, but a few exceptions within the Dreaming take travelers to the Otherworld (or "Umbra") which houses prodigals such as werewolves and other spirits.
- **Gold:** Gold are the rarest of the Balor Paths and only exist in the darkest areas of the Deep Dreaming. Some Dark-kin believe that they'll take travelers to either the Fomorians, the Tuatha de Danaan, or another form of deity from before the Sundering. No one has ever returned from these paths.

Twilight Trods

Anyone can use Twilight Trods with impunity. These are paths that once belonged to one side or another in the War of Trees, but have since undergone reconstruction due to the damage caused to the Dreaming during both the Sundering and Shattering. For this reason, established gateways leading to Twilight Trods are heavily guarded, but through bribery and stealth, dark fae have successfully used them to enter the Autumn world. House Balor controls most Twilight gateways, but what their intentions are for these trods remain unknown at the moment.

Example Trods

Use the following three examples as written, or as foundations to develop into chronicle-appropriate trods.

Ripper's Road

House Balor controls one of the most sinister trods in London's history, a Twilight Path born from the legend of Jack the Ripper. Opening its West End starting point, which appears as a brick wall in an alleyway, requires a vial of fresh human blood to be smeared on its surface while reciting the Ripper's first letter to the police. As it opens, the brick chimerically bleeds profusely and forms an opening leading onto a foggy path made of red-stained cobblestones. The air is filled with the sound of police whistles, crowd murmurs, and the occasional shouts of accusation. The acrid smell of blood overtakes any personal odors.

Nightmare chimera intent on eviscerating their foes lie in wait along the path. Trod trials to provide further access on the road includes facing three imprisoned chimera — two are murderous, one is innocent, but all proclaim wrongful imprisonment. By opening a prison door after interviewing them, the wayfarers either proceed further down the path, or end up facing a brutal and powerful enemy within the cell.

At the end of the trod is a Thallain stronghold, where the dark fae conduct rituals to trace and free their masters.

McSwiggan's Digital Highway

Towards the end of the last decade, Lord McSwiggan, a House Dougal noble, created a gateway connecting the Autumn world to the Dreaming via a digital highway. What makes this so extraordinary is that the established portal is his old laptop,

meaning that it's a portable trod. In the same way that digital information transfers in the blink of an eye, so too does this very idea make it possible to take the gateway wherever one goes.

Dangers on the road range from using computers to program digital blocks where the road is empty, to facing off against virus nervosa and monstrous chimera born out of the dark web. At the far end the trod connects to an entire freehold full of information that shadowy Kithain in the Autumn Realm would rather see forgotten. Due to the nature of where the trod ends, McSwiggan spends his time traveling in order to avoid fae who would like to destroy him and his gateway. Only members of his motley know how to access the digital highway, and convincing them to part with the information is not an easy task to undertake.

The Shimmering Trails

Legends among the Kithain of coastal heritage speak of the Shimmering Trails. History describes the trod as taking on the appearance of a vast cavern system that connects fae to all manner of Silver Paths leading to ancient strongholds, laboratories, and even prisons.

While the trods remain lost for the moment, changelings have recovered clues on where the trod network's grand chamber is hidden. However, opening the gateway is complex, requiring the gate's opener to direct moonlight so far beneath the waters that it hits an ancient trio of statues, which portray merfolk and selkie nobles. Furthermore, it also requires the lifeblood of one of the merfolk (p. 448). Nonetheless, should everything be fulfilled, a pathway opens at the center of the area where the statues stand. Unfortunately, what remains of the legendary trods is a mystery to anyone discovering the trod network.

Freeholds

Once upon a time, Faerie was everywhere. The worlds of flesh, spirit, and dream mingled freely, and the freeholds of the fae were numerous and conspicuous. As the dreams of humanity evolved, so too did freeholds, until enchanted forests and traveling camps became faerie towns and sprawling castles. During the Shattering, most of those places were lost, driven by Banality back into the Dreaming, or Mist-enshrouded so well even changelings forgot where they were.

The hardiest of Faerie's sacred spaces survived, though they were sorely diminished. In the dark years of the Interregnum, changelings huddled around the guttering embers of once-powerful balefires. Many freeholds failed entirely in this period, drowned under the crushing waves of disbelief and exile. The few that remained were the only safe havens for faeries vulnerable to iron and Banality, until the development of the Changeling Way.

Ironically, the most powerful freeholds today were the weakest before the Shattering. Did their lack of power enable them to withstand the shifting world? Did Banality expend most of its strength abolishing the dolmen of kings and the rath-citadels of conquerors, leaving the smallest wellsprings untouched? Or was the trickle of remaining mortal superstition enough to sustain them?

The answer is impossible to learn, but most changelings don't care *why* a few freeholds survived when the majority were lost. They're just grateful they did.

Living the Dream: The Nature of Freeholds

Freeholds are built around wellsprings protruding from the Dreaming into the mundane world, and are the backbone, heart, and soul of changeling society. For an individual changeling, freeholds are where he trades chimerical goods, embarks on quests, learns gossip, attends social and Court functions, or simply hangs out with his friends, safe from the ravages of the Autumn world.

Though almost all changelings consider their local freehold a home away from home, few actually dwell there permanently. Long-term residence has steep drawbacks. Time does not always pass at the same rate as in the outside world; a single night or several days spent inside the freehold may not affect the changeling, but longer than a week, and he risks Bedlam as he slowly disconnects from the Autumn world.

Ownership

A changeling may gain a freehold in one of four ways: She can create it herself, inherit it from another, discover it by chance, or steal it from someone else. No matter how she acquires it, she must swear an oath to protect it and invest an amount of Glamour equal to the freehold's rating. Should the freehold ever be destroyed, she gains the freehold's level in Banality points. If she created the destroyed freehold, she also regains the Glamour she invested.

Freeholders are accorded certain rights and responsibilities, which are mystically enforced by the Dreaming:

- **Harvest.** Only the owner of a freehold or another with her explicit permission may harvest Glamour from the balefire.
- **Hospitality.** In accordance with the old laws of hospitality, the freeholder must offer food, drink and a night's hospitality to any who ask for it. She does not have to offer her balefire, however, and she does not have to offer more than one night.
- **Sanctuary**. A changeling's freehold is her castle, and she can expect security within it. While inside her freehold, she gains the freehold's rating in extra dice to any defensive roll against physical or magical attacks, such as dodging, parrying, blocking, or countering, and gains half the freehold's rating to soak damage.
- **Mandate**. Inside a freehold, the owner's word is law. Though she may be beholden to a higher lord or another freehold, within the bounds of her own freehold she sets the rules. Contravening a freeholder's rules inflicts a dice penalty equal to the freehold's rating for any action taken within the freehold, until the offense is forgiven by the freeholder.
- **Passage**. A freeholder is also a guardian for a gate between worlds and, as such, is responsible for maintaining trods and raths. Though she does not have to allow travel through, few are willing to deny those on heroic quests.

The Return of the Kings

When the Resurgence brought the sidhe back from the Dreaming, it brought them into a changed world. The commoners, their former vassals, were now the lords and masters of their fortresses and manors.

The sidhe's reaction was unfortunate, and predictable.

Using Treasures thought long lost, the sidhe forced their former vassals into formal challenges, with ownership of the freeholds at stake. Most of the commoners were unprepared for and outmatched by the nobles, and the freeholds legally and mystically changed hands.

This practice has slowed in the last two decades, officially because the sidhe have acclimated to the changes during their absence. Despite this, they have not given back many of the reclaimed freeholds; those that pass back into commoner hands tend to end up with ennobled kiths.

Of course, some commoners have a different take on why the sidhe haven't taken all the freeholds: Freeholders were caught with their pants down once, and had their rightful lands ripped from them. Some factions have spent the last 50 years making sure it never happens again.

Harvesting Glamour

A freeholder may harvest Glamour by sleeping and dreaming in the balefire's light. When he awakens, he gains Glamour equal to the freehold's rank, up to his Glamour rating. He may also grant another changeling the right to harvest Glamour as a favor.

In cases where an oathcircle owns a freehold, the Glamour is split between members who dream in the balefire's light. No matter the freehold's rating, every member of the motley receives at least 1 point of Glamour.

Reaving Glamour

It is possible to harvest the balefire of a freehold for Glamour, even if one is not the owner or an approved guest. The practice is known as *Reaving*. Most rulers of both the Seelie and Unseelie courts have outlawed the practice, and penalties for performing a Reaving are swift and harsh. Often, the most frequent Reavers are the owners of the freehold themselves, greedy for more than their daily allotment.

System: The Reaver stands near the balefire and draws on his Banality, pushing it into the balefire to forcibly pull Glamour out. The player rolls a number of dice equal to his character's Banality (difficulty 7). The number of successes determines the amount of Glamour gained from the Reaving, even if the successes exceed the freehold's rating.

For every two successes above the level of the freehold, the balefire becomes unstable and the freehold loses one rank. Lost levels regenerate at a rate of one per season (if the balefire is harvested daily) or one per month (if the balefire is given time to recuperate).

Glades

Typically little more than a wellspring that has pierced the barrier naturally, Glades are precious and rare in the modern world. They vary widely in appearance: They may be high mountain springs, a sun-drenched meadow, or a tiny clearing deep in a mist-shrouded wood.

Glades do not have balefires. Instead, their power is centered around a sacred stone. This stone may take the form of a river-smoothed rock, a sparkling raw gemstone tumbled from the mountain, or a standing stone ringed with flowers. If this stone is ever removed or destroyed, the Glade is stripped of its magic and fades into oblivion.

Unlike artificial freeholds, only a single person may harvest Glamour from the sacred stone. No matter how many slumber in the bounds of the Glade, only the first to sleep and dream collects the Glamour.

Most known Glades in the Americas are in the possession of the Nunnehi, despite many historical attempts by European fae to wrest control away.

- **Glens** — Glades located in meadows and fields.
- **Hollows** — Glades found in forested regions.
- **Eyries** — Glades in high, mountainous regions.
- **Subterranes** — Glades located in cave systems and caverns.
- **Grottos** — underwater or lagoon Glades, often controlled by merfolk or aquatic Nunnehi.
- **Isles** — Glades that encompass small islands. Often refined into manors or strongholds. One famous example is Avalon, the legendary island on which King Arthur Pendragon was interred, and from which he is foretold to rise again in Britain's greatest hour.
- **Rings** — the smallest kind of Glade, barely more than a rath, and often a simple circle of mushrooms in a field.

Freeholds

In the Mythic Ages, freeholds were as wide and varied as mortal dreams. Castles spun in the clouds, forests of thorn and bone grew menacingly around a sky-piercing tower, and underwater grottos housed a wild assortment of fish and aquatic fae. Most legendary freeholds had numerous raths (doorways between the Dreaming and the Autumn World where one may step from one into the other), connected trods to dream realms, and satiated the most ravenous fae with nigh-endless supplies of Glamour.

The world has moved on from those times. Modern freeholds are more structured, following a series of archetypes that offer increased stability against the ravages of Banality.



Hearth

A hearth freehold typically takes the form of a wayhouse, coffee shop, or taproom tucked away from the prying eyes of mortals. Most are owned and run by commoners. Modern hearths are a callback to the dying balefires of the Interregnum, and welcome all changelings to sit and drink in safety and warmth. No matter how powerful they may be, all hearths are considered sacrosanct, more so than any other freehold, and most fae will defend them to the death.

Stronghold

Stronghold freeholds are seats of power for faerie lords and other nobles, heavily fortified and able to withstand siege. Most of the strongholds faded after the nobles fled the mortal world, lost to the Dreaming or to the Mists. The Resurgence brought many of them back with the returning sidhe Houses. Most of the strongholds were reclaimed by the nobility that abandoned them, but a few were snatched up by commoners before the sidhe could claim them.

Thorpe

Thorpes are freeholds that encompass urban neighborhoods or rural towns of mostly-fae residents. While they were once among the most common freeholds, they are exceedingly rare in the modern age. Thorpes are unique in that they are the only modern type of freehold that can have multiple balefires of differing levels, spread throughout the community to maintain its integrity against Banality. The leader of a thorpe is known as its Mayor, whether the thorpe is a quiet country hamlet or an inner-city artist commune. Only a handful are known to exist, and most are in the hands of sidhe or commoners who have been raised to the nobility.

Manor

Somewhat broader in scope than strongholds, but not as all-encompassing as thorpes, manor freeholds are tiny communities surrounding a central building that houses the balefire. Next to hearths, manor freeholds are the most common and are almost universally in the hands of sidhe and ennobled kiths.

Market

Many freeholds wither under the choking weight of Banality in urban environments, but markets thrive where others fail. Almost all markets are located in large towns or cities, and their raths are hidden in back alleys or behind "Employees Only" doors of human businesses. Bustling day and night, markets are where changelings go to buy, sell, and trade chimerical items and employment opportunities.

Homestead

Homesteads are freeholds dedicated to the cultivation and production of various chimerical crops and animals. Due to their nature, homesteads have barely any presence in the mundane

world and are, instead, located almost completely in the Near Dreaming. Homesteads are generally run by commoners, but are almost always beholden to another freehold for trade and defense. Homesteads may be specific, focusing on only a single resource, or generalized, producing a wider variety of goods.

Workshop

Workshops are freeholds with an almost completely physical presence, and only a footprint in the Dreaming. They may be owned by nobles, but almost all of them are staffed and run by commoners (usually nockers or boggans). Workshops are where chimerical steel is forged, voile sewn, and ale brewed. Glamour is rarely harvested for personal use, but is instead used in the creation of Treasures and other faerie goods.

Other Sacred Spaces

- **Lost One Freeholds** — During the Shattering, some fae chose not to return to Arcadia or stay in the mundane world. Instead, they barricaded themselves inside their freeholds and remained isolated during the Evanescence. The Resurgence brought back these lost lands, but the long centuries have had their impact: these freeholds are chaotic and strange, powerful but wild, and can trigger Bedlam in unwary changelings who enter them.
- **Nunnehi Freeholds —** European fae frequently misunderstand the nature of Nunnehi freeholds, which are sacred spaces more spiritual than chimerical, intimately shaped by the cultural dreams of whichever tribe cares for them. The Nunnehi Nation and their lodges are covered in detail in Appendix I (p. 392).

Freehold Creation

On the cusp of Winter, creating a freehold is no simple task. Making a freehold from scratch often requires several heroic quests to locate resources and gather components. While it is the most difficult method of acquiring a freehold, it is arguably the one with the richest rewards.

Locating a lost freehold may be a chapter in a chronicle, but creating one is an entire story unto itself. Many obstacles stand in the way of individuals seeking a new freehold. It is less daunting for an oathcircle to pool their resources to accomplish the task.

Step One: Wellspring

Wellsprings are places where the Dreaming leaks through, creating a bubble in the skin of the mundane. Free wellsprings are incredibly rare in the modern age; most have been claimed by other changelings, mages, or shapeshifters.

Wellsprings bubbling through in cities and towns typically pierce the boundaries of the Dreaming in locations that are rich in emotions, creativity, and dreams. The house next door to a best-selling fantasy author might prove fruitful, or the open-air stage in a public park.

Step Two: Rath

The would-be freeholder needs to pierce the skin of the world, using Wayfare ๑๑๑ (Portal Passage) and Fae ๑๑๑๑๑ (Dweomer of Glamour) to create a rath. Should she lack the requisite knowledge of Wayfare and Fae, she may alternately use a Treasure containing the same levels, or convince a sentient chimera with the Traverse Dreaming Rede to open it for her.

Step Three: Balefire

Creating a new balefire is a long, arduous process that involves gathering resonant Glamour from Dreamers whose dreams reflect the nature of the freehold the changeling wishes to build, or collecting dross from chimera in the area she wishes to build. She then invests them gradually into a mundane fire. Once she has fed the flames with enough Glamour (seven times the intended level of the freehold), the Glamour catches alight. If the fire dies before the final steps, she must start fresh with a new fire and new Dreamers.

Alternately, she may hand carry a torch burning with the flames of another balefire to ignite her own. While this seems easier and faster on the surface, taking seed fire from a freehold is fraught with its own complications, most notably that it weakens the parent balefire by one rank until the new freehold is complete. Most freeholders are wary at best and hostile at worst to such requests, but may offer it as a favor or reward (and, of course, changelings can attempt to steal it).

Step Four: Glamour

The simplest step is also the one changelings have the most trouble accomplishing: the investing of personal Glamour into the balefire. Despite lip service to the sanctity of freeholds and the need for more sacred spaces, many changelings are reluctant to weaken themselves permanently in order to create more freeholds.

Alternate methods of investing Glamour can lessen the impact creating a freehold has on an individual:

- Oathcircles or motleys may share the burden, each contributing 1 or more dots of Glamour until the intended rank is achieved.
- The freeholder may sacrifice chimerical companions to the flames. Though the practice has largely fallen out of use, it recalls ancient rituals of sacrificial fertility magic. A willing chimera lowers the cost of invested Glamour by (its rating + 1), with no ill effects for the freeholder. To determine the chimera's rating, see Chimera, p. 315. An unwilling chimera sacrificed lowers the cost of invested Glamour by (its rating –1).
- The freeholder may destroy one or more Treasures (๑ – ๑๑๑๑) to mitigate the personal cost. This garners Banality (see p. 269) and is the riskiest method, because it triggers an immediate stability roll, with a pool equal to the freehold's rating at a difficulty of the changeling's permanent Banality. Success lowers the investment cost by the Treasure's rating. If this roll fails, the wellspring becomes unusable for a year

and a day, and the freeholder must start again from scratch. If the roll botches, the freeholder also takes an unsoakable amount of lethal damage equal to the freehold's rating.

No matter what method the freeholder uses, she must always invest at least 1 dot of personal Glamour to anchor the balefire.

Step Five: Freehold

The final step is shaping the artificial structures and landscaping that comprise the freehold's physical appearance, as well as shaping the freehold's appearance in the Dreaming. It may be as simple or complex as the freeholder desires. This step is never truly complete. It's an ongoing process, as maintaining the features of a freehold nurtures the Glamour, encouraging it to flow smoothly.

Freeholders may use Arts to shape the Dreaming aspects, though making such effects permanent requires the expenditure of Glamour (1 point per level of the Art). This is in addition to any Glamour costs the cantrip requires.

Example Freeholds

Freeholds come in all shapes and sizes, from tiny meadows in the forest to grand, elaborate castles that sprawl over acres of ground.

Cenote

Holdings ֍ (Grotto)

The Mayan people believed that cenotes, circular pits of crystalline water peppered across the Yucatan Peninsula, were gateways into the afterlife. Through them, it was believed that sacrificial offerings might reach the gods, and many pits are littered with personal items and ancient bones. Some larger cenotes, such as the Sacred Cenote near Chichen Itza, are famous, but most hold only a trickle of power and are hidden in cliffs and forest. The cenote's hearthstone normally lies at the bottom of the pit.

Molly's

Holdings ֍֍ (Hearth)

Molly's is a small Irish pub in downtown Boston protected by a Treasure bell above the door that makes mortal eyes ignore the building. Inside, Molly's boasts a welcoming atmosphere, with the balefire burning in the hearth and a waiting mug of house ale on the bar top. A doorway in the back leads directly into the Dreaming, and upstairs rooms offer a night's hospitality to weary travelers.

Whitehall Keep

Holdings ֍֍֍ (Manor)

Granted to the Baron of Vellumton in the Kingdom of Willows, Whitehall Keep serves as the seat of power for Baron Arawn and Baroness Ellawyn. Its mortal aspect is that of an elegant Victorian bed-and-breakfast. In the Dreaming, Whitehall Keep is a sprawling mansion befitting its owners' status. Every summer, the barony hosts a medieval re-enactment festival, where mortals and changelings can mingle freely.

Shimmer Alley

Holdings ֍֍֍֍ (Market)

In between the busy streets of the Kingdom of Roses, Shimmer Alley turns brisk trade. A permanent market in the Dreaming, the freehold has many entrances in side streets and tucked-away shops all over London, and boasts many exotic goods from far-flung corners of the Dreaming. Accorded neutral territory, one might even find Gallain or Hsien here, browsing wares or hawking goods.

Tara-Nar

Holdings ֍֍֍֍֍ (Stronghold)

The Stronghold of Dreams, Tara-Nar is the seat of power and primary residence of the High King, David Ardry. Located in upstate New York, it is an imposing and splendid castle reminiscent of French architecture, protected by the geography of the Catskills and the Red Branch Knights. The walls reflect the changing weather, painting patterns in accordance with the sun, wind, and rain on the translucent stone. Formal gardens and a tourney field surround the palace, and stables, mews, and kennels occupy outbuildings.

Chimera

The Dreaming is a place of chimerical wonder, and every part of it springs from the collective imaginings and dreams of humanity over a span of thousands of years. No matter where in the Dreaming a changeling finds himself, he can be sure even the smallest stone or the mightiest mountain came from the mind of a Dreamer. "Chimera" is the catch-all term changelings use to describe everything within the Dreaming or a dream realm, from the clouds in the sky (and the sky itself), to the trees and rocks, to the rabbits and jabberwocks frolicking in the field. To say that chimera is a key component to all known parts of the Dreaming is about as defining as saying carbon is a key component to all known life on Earth.

What exactly comprises chimera is an enigma. Though many fae have made a study of dreamstuff, all but the most basic properties escape definition. Changelings can't even be certain that chimera are, in fact, *real*: Though the fae and the enchanted can observe chimera with all five senses, chimera cannot affect the mundane world except under special circumstances.

The dreamstuff that makes up a chimera's form is somewhere between Glamour and Banality. It is crude yet elegant, able to retain a shape while being malleable, and can change its properties so that it mimics flesh, grass, leaves, fur, breath, rock, water, soil, ice, fire, dragon scales, or anything else a person can dream.

Chimera can be broadly categorized by whether they are incidental or dreamed, whether they are animate or inanimate, and whether they are sentient or non-sentient. The Dreaming offers no hard, fast rules on what combinations of these broad categories can exist: a tree might just be a tree, (incidental, non-sentient and inanimate), but it might also be an Ent (dreamed, sentient and animate).

Incidental vs. Dreamed

The Dreaming is a constantly shifting place. By far, the majority of chimerical objects and beings are fleeting and ephemeral, dreamed into existence for a few seconds before evaporating like smoke. This type of chimera is called *incidental chimera*. Incidental chimera are the most common kind of chimera found in the physical world, spun out of daydreams and idle thoughts. Mortals cannot see them, and they quickly succumb to the ravages of Banality, especially if they are removed from the area where they came into being.

In contrast, *dreamed chimera* spring from the minds of changelings and mortals, and are the most common type of chimera found in the Dreaming. Dreamed chimera are hardier than incidental chimera, able to survive indefinitely after the reverie that created them ends.

Inanimate vs. Animate

Inanimate chimera are the building blocks of the dreaming, and may be as simple as a stone or as complex as spidersilk. They are dreams of cloth and metals and precious jewels, springing from the dreams of individuals, or the collective dreams of humanity. They may also be secondary products of chimerical creatures: Spider chimera produce silk, which can be collected and used as raw material.

Inanimate chimera may manifest half-formed and malleable, or they may be fully-realized objects of art. Virtually every piece of beauty or importance in the Autumn world has a chimerical counterpart — in Paris of the Kingdom of Neustria, Notre Dame Cathedral towers high and breathtaking; farther south, in the Hellenic Empire's Dreaming, the Acropolis gleams new and whole under the light of a Mediterranean sun.

Not all fully-realized inanimate chimera are durable, however. Typically, only places of great creativity or those that represent the hopes and dreams of a people keep their reflection in the Dreaming. A pancake house may have a reflection in the Dreaming, but it is crude and in a state of flux, changing with every new customer that comes through the doors.

By contrast, animate chimera almost always form fully realized. They may not necessarily be sentient, but non-sentient animate chimera are difficult to tell apart from those with true sentience. Like inanimate chimera, animates may be harvested for Glamour or raw crafting components.

Non-sentient vs. Sentient

Non-sentient chimera can appear to be intelligent and alive, but even the cleverest riddler or canny hunter is little more than a set of preordained instincts and preprogrammed behavior.

Sentient chimera may not be animate, but are otherwise fully alive in every sense of the world. They possess self-awareness, intelligence, and free will, and are capable of self-determination.

Shaping Dreamstuff

The truly gifted can create amazing works of beauty and function with little more than raw dreamstuff and the force of their own will, shaping their dreams into reality. At one time, all changelings could do such a thing, drawing incredible weapons, clothing, and foodstuffs out of thin air with little more than a gesture and a passing thought. Though all changelings still possess the potential, dream manipulation has become an increasingly-difficult skill in the Autumn world, and those that learn find they prefer the refined Art of Oneiromancy to raw exertion of their will. Instead of creating and banishing their accoutrements at a whim, changelings make the most of their panoplies and everyday goods in a more permanent fashion: reshaping inanimate chimera using mortal crafting techniques.

Forged Chimera

Forged chimera, those crafted by nockers and other talented artisans, fall somewhere between the categories of chimera into their own classification. Like chimerical items, they are constructed out of materials gathered from the Dreaming and are put together in laboratories, workshops, and garages. Clockwork and robotic servants, steeds, and pets are quite common in larger urban areas, especially in recent years with the resurgence of steampunk's popularity amongst the masses.

Giving life to such chimera is a more difficult accomplishment. Even though changelings understand that their dreams have power and can be shaped, surprisingly few have the focus, motivation, or raw power to dream a new chimera specific to their needs. It is less difficult to find a chimera to coax, coerce, or force into the forged shell, but that is fraught with its own perils and drawbacks.

Most artisans who forge chimera are content to give it a semblance of life instead of actual life. Most forged chimera are non-sentient, but can surprisingly act in intelligent ways. Guardian chimera may have an amazing ability with a blade, hunters may display instincts on par with an experienced tracker, and a chimerical butler might be able to hold a conversation, but all of these are illusionary at best. Non-sentient forged chimera behave according to the wishes of those that constructed them, filling the role for which they were created and nothing more.

Though it begins with no independent thought or willpower, a forged chimera can spontaneously develop self-awareness. This has been a rare occurrence in the past, but has become more commonplace as mortal technology leaps towards true artificial intelligence, and more people become afraid of (or excited for) the day when robots and computers gain self-awareness.

Voile

Voile is the most common example of crafted chimera. It is faerie garb, created from the chimerical equivalents of mundane cloth, leathers, and metals. Much like mortal seamstresses and fashion designers, a thriving fashion industry exists in market

freeholds and changeling communities. Though it hasn't quite reached the high-octane frenzy of International Fashion Week, some freeholds hold competitions and sidewalk sales for their local craftspeople to promote their unique lines.

A changeling often instinctively creates her first set of voile during her Chrysalis. In that first powerful outburst of Glamour, the fae subconsciously manipulate the raw stuff of the Dreaming to clothe themselves as their kith and station require. This is known as Dreamed voile, and is often of better quality than voile craftspeople produce. Dreamed voile is always personal and attached to its creator. Even if removed in favor of other voile, the Dreamed garb is always within reach of the changeling, should she desire it.

Voile does not confer any special abilities or talents on the wearer. Certain kinds of voile may, however, have special visual effects or minor enchantments natural to the material from which it is crafted. A cape made from the breath of an ice dragon frosts the air around it; a dress sewn using silk of giant fire spiders might burn away, revealing another outfit beneath. A shield of truesilver never loses its mirror sheen, and a suit of dragonscale armor offers minor protection against the elements.

Weapons

Chimerical weapons often have a real-world component, into which the chimerical aspect is woven. Mortals see only the mundane appearance, but changelings, enchanted mortals, and other creatures of the Dreaming can see both aspects. A troll knight may draw his broadsword to fight a rampaging demon bear in the middle of Times Square, but unenchanted onlookers might only see a man shadowfencing with a stick or a cane. Other weapons are entirely chimerical, crafted from steel, stone, or wood harvested from nodes in the Dreaming.

The damage inflicted by both types of chimerical weapons is chimerical in nature. Though a changeling or enchanted mortal may feel like their flesh has been cut, their spines crushed, or their heads broken open, the weapon instead slices away at the Glamour of the victim, shredding her faerie mien (or borrowed Glamour) and allowing Banality to come rushing in.

Though changelings can be "killed" with chimerical weapons, it is not a true death. The changeling awakens without knowledge of her true fae self, and unable to see any aspect of the Dreaming until she is infused with Glamour once again.

Chimerical weapons are a vital tool in changeling society, as causing true death to a changeling garners crushing Banality. Chimerical death, inconvenient but fleeting, is considered an acceptable final resolution to honor duels, battles, or punishments.

Creating Chimerical Items

Crafting a chimerical item is not functionally different from crafting its mundane counterpart. Creating a mundane vase and creating a chimerical vase use the same basic procedures — both require a pottery wheel and training in pottery techniques. The difference lies in the materials: The chimerical vase may use clay gathered from the bank of the river flowing beside Silver's Gate, whereas the mundane vase is created using a brick of potter's clay purchased from a craft store.

Materials

Before the craftsperson can begin his project, he must first gather the materials out of which that project will be made. Chimerical weapons require chimerical steel. A king's castle in the Dreaming requires stone quarried from a dream realm and wood from an enchanted forest. Homebrewed ale may require berries harvested from a particular bush in a Glade outside the city.

If the crafter does not have the time or desire to gather everything himself, he has other options. Most sizeable freeholds with established crafters have a thriving economy which includes common raw materials for trade or purchase; the larger hearths or strongholds, and most market freeholds, also have exotic inanimate chimera for sale. Finally, the artisan may choose to hire others to venture into the Dreaming to gather his components, but this runs the risk of his employees returning with substandard or incorrect materials.

Planning

Experienced artisans may choose to skip this step, but can still find it useful for unique projects: A master weaponsmith does not need to draw up new models for every basic longsword she makes, but designing a blade for a Gwydion lord who desires a unique, signature weapon is a different story.

The artisan's player rolls Intelligence + Crafts (or Science, or another Ability deemed appropriate by the Storyteller), difficulty 6. Each roll represents a full day of work (at least eight hours). For every five successes achieved, the difficulty of the subsequent crafting roll is reduced by 1.

Crafting

- **Difficulty.** The scope of a project determines how difficult it is to complete. The difficulty may never be lower than 3. While the difficulty can exceed 10, this makes the project impossible for any changeling to achieve.

Base Difficulty	
6	Simple crafting: functional, plain, everyday items
7	Basic crafting: unadorned weapons, shields, tools
8	Advanced crafting: full armor, unique weapons, houses, specialized tools
9	Complex crafting: machinery, siege weapons, clockwork steeds
10+	Masterwork crafting: castles, legendary weapons, airships

- **Modifiers**. A variety of things, including level of experience, preplanning research, and specialized tools, can add or subtract from the project's difficulty rating. There is no

limit to how many positive or negative modifiers may affect a difficulty rating, but the difficulty of the creation roll may never be lower than 3.

Modifiers

–1 to –3	Thorough research or project plans
–2	Dream realms
–2	Specialized tools and workspace
–1	In a freehold or the Near Dreaming
–1	Low Banality mundane area (1–4)
–1	Experienced with previous identical projects
–1	Basic tools
+1	Improper tools or workspace
+1	Medium-Banality area (5–8)
+2	Broken tools, inappropriate workspace
+3	No tools, improper materials
+3	Extreme Banality area (9–10)
+3	New project with no planning
+4	No tools, no materials

Threshold. Several things determine the number of successes required, including the size of the finished project and its complexity. The Storyteller is the final arbiter on how many a particular project will need.

Successes

1–5	Simple crafting
6–10	Basic crafting
11–15	Advanced crafting
16–25	Complex crafting
26+	Masterwork crafting

Dice Pool. Typically the artisan's Dexterity + Crafts pool, with applicable specialties. Some things can add additional dice, however: assistance permits the artisan to add an additional die to his pool for every skilled helper he has. There is a limit, however, to how many helpers can assist before the extra hands become detrimental.

Small projects (weapons, tools, household items, etc.) are limited to one helper (granting a +1 die bonus). Medium projects (small buildings and siege weapons, for instance) can have up to 5 helpers, for a total of 5 extra dice. Large projects (freeholds, large vehicles, manors) may have up to the artisan's Dexterity + Crafts in helpers.

Every roll made to complete the project represents a week's worth of work. Successes on each roll count towards the ultimate total, as determined by the Storyteller. Failure means no progress was made that week, but no other negative effects occur. A botched Crafts roll can have several effects:

- A tool may break, forcing a halt to the project until the artisan can make or purchase a replacement.
- Important raw materials are destroyed, forcing a pause in the work while new materials are acquired.
- Previously completed work is damaged, reducing the project's total successes by the changeling's Banality rating.
- The changeling injures herself or one of her helpers, taking wound penalties that reduce her dice pool.
- Any other consequence the Storyteller deems appropriate.

The Nature of Chimera

Chimera serve many purposes for changelings. They can be hunted for Glamour and dross or harnessed for working roles. Changeling society is a feudal one, and it mirrors the medieval structure closely. Stables, kennels, and mews house herds of chimerical horses, packs of faerie hounds, and flights of hunting raptors for the amusement of the nobility.

Non-sentient chimera are not actively Seelie or Unseelie, because that implies an informed choice most chimera are simply not able to make. Instead, they gravitate by instinct to changelings and freeholds of the court that best suits their personality and behaviors.

Chimera require Glamour to survive. Though they do not have to consume plants or flesh to obtain their Glamour, most follow the unconscious expectations changelings and non-fae have of them: A chimerical housecat absorbs its Glamour from eating chimerical mice, and a chimerical horse feeds from wheat grown in the Dreaming.

Some chimera ignore these conventions, however, and instead take their behaviors from human legend and folklore. An Unseelie housecat can feed from mice the way its Seelie brethren can, but why would it, when it can feed by stealing the breath from sleeping babies?

Chimerical Birth

Chimera are spun from raw dreamstuff. A chimera may spring into being in several ways:

Chrysalis. Some chimera form from the first outburst of raw, untempered Glamour that accompanies a changeling's Chrysalis. A few of these are incidental chimera, fading after a short time, but many more comprise the first chimerical companions a changeling may acquire in her life.

Emotion. Chimera may form when a changeling undergoes a period of high stress, extreme emotion, or incredible creativity. This is a byproduct of the changeling's mental or emotional state; the Dreaming reacts to the raw, creative potential buried in each fae soul, and creates a chimera in response.

Bedlam. The madness that accompanies a changeling's descent into Bedlam often spawns unpredictable and dangerous chimera that attach themselves to their creator and remain long after the period of Bedlam passes.

Prodigals. While many kinds of Prodigals carry high levels of Banality, others are not quite so toxic. When using their unique gifts and abilities to interact with the Dreaming,

low-Banality Prodigals can birth both incidental and dreamed chimera associated with their nature, such as a vampire spawning bloodthirsty nocnitsa (see p. 357) or shapeshifters creating feral chimera of their animal breed (see p. 348).

Humanity. Whether the chimera sprung from the legends of humanity, or the legends were inspired by the chimera is a debatable point. Though they are largely unaware of it, humans are part of a collective unconsciousness, and this unified mind can influence and shape the Dreaming to produce monstrous, terrible, and beautiful chimera.

Dreamers. Mortals with low Banality ratings (1–4) are precious and rare, because their nightly dreams generate Glamour and influence the Dreaming. Such Dreamers produce chimera at a prodigious rate; though many tend to be incidental, many more are dreamed chimera that populate the Dreaming around their homes.

Freeholds. Modern freeholds are havens for chimera, attracting them in droves. Freeholds rich in wild and dangerous Glamour — such as those of the Lost Ones — can spontaneously produce new, often dangerous, chimera in addition to providing shelter and Glamour for extant chimera.

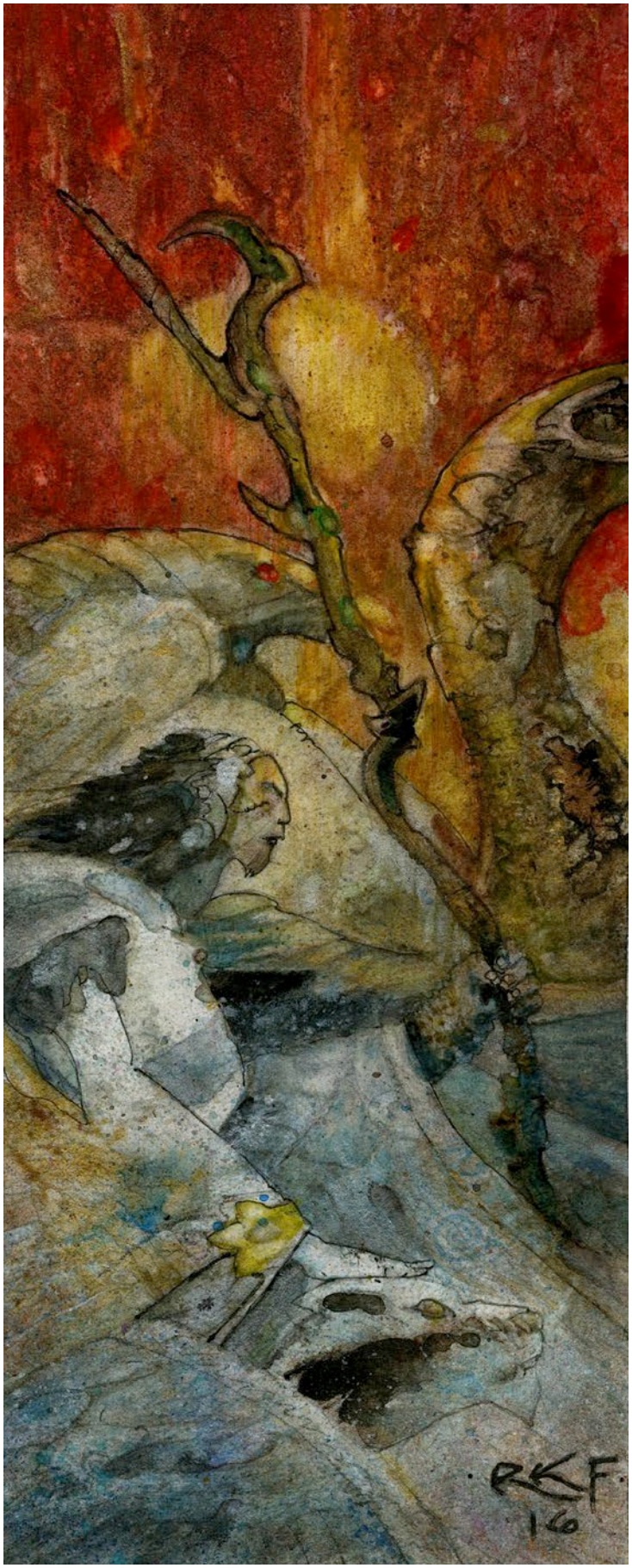
Chimera. Many chimera can produce other chimera of their archetype, whether mimicking the life cycles of their Autumn world counterparts, as feral chimera do, or constructing other mechanical chimera, like sentient forged chimera can.

Chimerical Death

Despite their strange and often incomprehensible natures, chimera can be injured and even die, just like any other creature. If a chimera loses all its health levels, the Storyteller rolls its Willpower (difficulty 7). Even a single success means the chimera has enough force of will to retain its integrity, and it becomes non-corporeal (similar to Dreamform). Over time, it heals its wounds and becomes corporeal again. A non-corporeal chimera is immune to physical attacks (including those made by chimerical weapons), but may be affected by Glamour wielded through offensive Arts and Treasure weapons.

Injured, incorporeal chimera usually flee their attackers, as even a single level of damage in this state can permanently destroy them. If a chimera is destroyed in the Dreaming, its body becomes visible again, allowing changelings to harvest it for dross and crafting components, such as dragonhide, chitin plates, ivory, bone, etc. The chimera's body is reclaimed by the Dreaming: As the corpse rots, the dreamstuff is repurposed as fuel for the area's chimerical plant life, insects, or other scavengers of the Dreaming.

If a chimera is destroyed outside of the Dreaming, it is much harder to harvest its corpse for useful parts. If the local Banality is higher than the chimera's Glamour rating, the chimera dissolves in seconds, and nothing may be harvested. Only if all Banality ratings, (including those of the location, onlookers, and passersby) are



lower can the chimera be harvested. Even then, changelings are advised to gather quickly, as the corpse does not last long outside the Dreaming.

Creating Chimerical Companions

Like chimerical items, chimerical creatures are represented by the Chimera Background (see p. 169). Chimerical companions are designed using chimera points, as outlined in the Background. Chimerical creatures run the gamut of forms, from cute and fuzzy animals to clockwork robots to intelligent clouds of color that roil in abstract shapes. All chimera have six basic types of Traits: Attributes, Abilities, Glamour, Willpower, Health Levels, and Redes.

Average chimera from the Near Dreaming typically have anywhere from 15 to 35 chimera points. Some, notably those from dream realms, are more powerful, ranging from 45 to 60 chimera points. Truly legendary chimera from the Deep Dreaming may have in excess of 100 chimera points, as well as many unique Redes.

Attributes

Chimera have access to the same nine Attributes all residents of the World of Darkness use. Unlike most others, however, chimera do not need to possess all Attributes, and they are not required to spend a certain number of points in each category.

Chimerical creatures do not begin with 1 dot in each Attribute.

Cost: One chimera point purchases 3 points to be allocated amongst a chimera's Attributes.

Optional Rule: Harvesting Dross

A special kind of chimera, dross is Glamour made solid. It can manifest as any kind of small item: river rocks, small gemstones, feathers, beads, colored leaves, flower petals, strips of bark, loose scales, and tufts of fur are fairly common manifestations, but any item a person can hold in a closed hand is a valid form.

One piece of dross is equivalent to one point of Glamour and many changelings use dross as a form of currency in Kithain society. With Storyteller permission, dross may be used by players for cantrips, enchantments, crafting, and other effects requiring Glamour point expenditure.

System: To harvest dross from a dead chimera, the character draws on her own Glamour to call the Glamour in the corpse out. The player rolls Glamour, difficulty 7. Successes indicate the amount of dross harvested, and rolls may be made once per turn. Multiple characters may harvest a chimera at the same time. A chimerical corpse may be harvested for up to five times the chimera's permanent Glamour rating.

Physical Attributes: Most chimera are formed out of crude Glamour that lends them a pseudo-physical form. A few chimera, notably those with the Dreamform Rede, are constructed from rarefied Glamour, and do not necessarily possess corporeal bodies. Chimera with physical forms possess Strength, Dexterity, and Stamina.

A chimera dispersed (but not destroyed) as the result of an attack reacquires its Physical Attributes at the rate of 1 dot per Attribute per week.

Mental Attributes: Almost all chimera, regardless of form, possess Perception and Wits. Not all chimera possess Intelligence. Though many creatures appear as though they are intelligent, they cannot learn new skills or make independent decisions outside their original behavioral programming.

Social Attributes: Chimera are not required to possess Social Attributes, as many creatures have only limited behavioral "programming" and do not socialize with either each other or changelings. More self-aware chimera, especially humanoid or anthropomorphic chimera, possess ratings in Charisma, Manipulation, and Appearance.

Abilities

Chimera spring from the dreams of mortals and changelings; as a result, they can possess almost any Ability available to changelings or other denizens of the World of Darkness. If a person can dream of someone doing something, a chimera can do it, too. Chimerical Abilities can go above 5, but do not usually exceed human capacity, though legendary chimera from the Deep Dreaming may possess superhuman skills.

Cost: One chimera point buys 3 points that can be distributed to any Ability.

Glamour

As creatures of the Dreaming, all chimera possess a Glamour rating. Without Glamour, they would cease to exist. Like changelings, chimera have both dots and points. Average chimera have between 2 and 5 dots of Glamour. More powerful chimera range between 5 and 8, while ancient chimera from the Deep Dreaming can possess almost limitless strength.

Chimera regain Glamour at a rate of 1 point per hour. Chimera cannot regain Glamour outside the Dreaming without the Steal Glamour Rede.

Cost: One chimera point buys 1 dot of Glamour.

Willpower

Whether a chimera is sentient or non-sentient, Willpower holds its dreamstuff together. Most chimera have a base rating of 1 in this Trait. Sentient chimera often have higher ratings, reflecting their intelligent, self-aware state. Willpower is necessary to fuel certain Redes.

Chimera regain Willpower at the rate of 1 point per day.

Cost: Three chimera points buy 1 dot of Willpower.

Health Levels

With few exceptions, chimera have a physical presence in the Dreaming and, as a result, can be attacked and damaged, even "killed." A duel with chimerical weapons may result in a changeling being forced into her mortal seeming, but a chimerical creature can be dissipated or Undone completely.

Chimerical wound penalties typically mirror those of changelings for the first seven health levels, but this is only a loose guideline. Many chimera have different wound penalty tracks, and some do not suffer any wound penalties whatsoever until they are completely destroyed.

Cost: One chimera point buys two health levels. A chimera is limited to its (Stamina x 5) in Health Levels.

Attacks

All chimera with a physical form can attack with their natural weapons (fists, teeth, claws, horns, etc.). This attack uses Dexterity + Brawl and inflicts a base of (Strength + 1) chimerical damage. Some chimera also use chimerical weapons, or have specialized attacks, such as venom.

These attacks cannot affect mundane targets without either the Enchantment or Wyrd Redes.

Chimerical Creation Cost Summary

Attributes:	1 chimera point per 3 Attribute points
Abilities:	1 chimera point per 3 Ability points
Glamour:	1 chimera point per 1 Glamour point
Willpower:	3 chimera points per 1 Willpower point
Health Levels:	1 chimera point per 2 health levels
Redes:	Variable cost

Redes

Chimera can possess strange and unique powers, known as Redes. These powers have an endless variety, and are fueled by Glamour. Some powerful Redes require Willpower to function. Though not all chimera have Redes, it is the rare creature of the Dreaming that does not display at least one Rede.

The following list of Redes is only a partial inventory of the strange and mysterious abilities chimera exhibit.

- **Aggravated Damage —** The chimera can inflict aggravated chimerical damage with its attacks. This Rede may also be used in tandem with the Wyrd Rede to inflict mundane aggravated damage.

  Chimera Point Cost: 3

  Use Cost: None
- **Armor —** The chimera has extra protection for its physical form. This protection can take many forms, including chitinous exoskeletons, tough skin, thick fur, dragon scales, and metal plating.

  Chimera Point Cost: 1 per point of Armor

  Use Cost: None
- **Befuddle —** This Rede allows the chimera to confuse its target, clouding its mind and making it difficult to perform any action. The Storyteller rolls the chimera's Glamour at a difficulty equal to its target's Willpower. The target loses one die from all dice pools per success the chimera achieves. The effect lasts for one minute per success, or until the chimera leaves the vicinity of its victim.

  Chimera Point Cost: 3

  Use Cost: 1
- **Dreamform —** The chimera has no physical form; it is instead constructed of rarefied, pure Glamour. It is immune to normal attacks, but can still be damaged with Treasures or Arts. The chimera remains visible, however, unless it uses the Hide Rede. The chimera does not need to possess Physical Attributes, but it must still purchase health levels. A Dreamform chimera that does not have a Stamina rating substitutes its Glamour rating instead, for the purposes of calculating health level restrictions.

  Once purchased, this Rede is permanent, but the chimera is especially vulnerable to Banality. If exposed to a source of extreme Banality, such as an Autumn Person, the Storyteller immediately rolls the chimera's Glamour (difficulty of the source's Banality). On a success, the chimera retains its Dreamform (and likely flees the source of Banality). On a fail, Banality forces the chimera to temporarily manifest into a more physical form for the duration of the scene, with a base of 2 in each of its Physical Attributes. On a botch, the Banality permanently strips the chimera of its Dreamform. The chimera's player receives 5 chimera points to distribute into Physical Attributes.

  Chimera Point Cost: 5

  Use Cost: None
- **Enchantment —** Enchantment allows the chimera to interact with and affect non-fae. If the chimera uses this Rede to attack a human, all damage is still chimerical and the human soon forgets the encounter (refer to the Mists chart, p. 269). In order to cause physical damage, the chimera must use the Wyrd Rede in tandem with Enchantment.

  Chimera Point Cost: 3

  Use Cost: 1 Glamour per turn, or 1 per hour in a freehold or the Dreaming
- **Ensnare —** The chimera has an ability to physically restrain its target. Spider chimera have webbing. Others may spit adhesive goo. Still others may manifest a rope or net. The chimera may even be powerful enough to cause the ground to liquefy and harden, trapping its target's legs in rock or soil. The chimera must make an attack roll, or set the snare in advance.

  The snare itself has Strength 2 and an armor rating of 2 for every 3 dots of Glamour the chimera possesses. If the chimera possesses less than 3 dots of Glamour, their snare has a Strength and armor rating of 1.

  Chimera Point Cost: 2

  Use Cost: Variable cost. 1 is sufficient to restrain a human-sized target or smaller. 5 may restrain an elephant. 10 can restrain a dragon.

- **Fear —** The chimera can cause its target to flee screaming in terror, or freeze in paralytic horror. Bloodcurdling shrieks, mental domination, horrific physical appearance, and natural auras of terror are common methods of using this Rede. Fear lasts for a number of rounds equal to the chimera's permanent Glamour. The victim may roll Willpower (difficulty 6) to reduce the duration by one turn per success.

  Chimera Point Cost: 2

  Use Cost: 1
- **Fester —** Chimera with this Rede cause their victim to manifest symptoms of a particular disease (see Disease & Poison, p. 292). This disease progresses as fast or as slow as the Storyteller determines, but most progress far faster than their mundane counterparts. Players can counter the use of this Rede by rolling Stamina at difficulty 8, though their character must be aware of the chimera to resist Fester's effects. This Rede may be purchased more than once. Each new purchase reflects an additional disease the chimera may inflict on their victims.

  Chimera Point Cost: 3 (Toxin Rating 1–3), 5 (Toxin Rating 4–5), or 7 (Toxin Rating 6–7)

  Use Cost: 1 (Toxin Rating 1–3), 2 (Toxin Rating 4–5), or 3 (Toxin Rating 6–7)
- **Flight —** The chimera can fly at a rate of 25 feet per turn per point of Dexterity. Changelings seek out chimera with this Rede as mounts and for crafting components for brooms, magic carpets, zeppelins, and other forms of aerial transportation.

  Chimera Point Cost: 3

  Use Cost: 1 per hour of flight

  Use Cost: 2
- **Glamour Pact —** This Rede allows a chimera to protect itself from being destroyed, reshaped, sacrificed, or trapped in a Treasure against its will. Any attempt to force an unwilling chimera with this Rede into a Treasure results in an additional +2 difficulty on the crafting roll for the artisan to do so.

  Chimera with Glamour Pact retain their Glamour, Willpower, and Mental Attribute ratings, though their new form dictates the remainder of their traits. Some changelings believe Treasures and other items created with Glamour Pact to be cursed, as the item has a will of its own and may not behave as its owner desires.

  Chimera Point Cost: 5

  Use Cost: 1 permanent Glamour
- **Gulp —** The chimera can swallow its victims whole. With five successes on an attack roll, it unhinges its jaw or engulfs a victim with its body, and gulps them down. Damage occurs automatically, inflicting the chimera's Stamina + 1 in bashing damage per turn. Some chimera only hold their victims long enough to feast from the terror and panic before regurgitating them; others are content to consume and digest their meals in peace. Victims may attempt to dislodge or cut themselves out of the chimera's body (resolved with resisted rolls. See Grappling, p. 277).

  Chimera Point Cost: 3
- **Healing —** The chimera may heal its own wounds, or those of another. It may even heal non-chimerical injuries, if it also has the Wyrd Rede.

  Chimera Point Cost: 5

  Use Cost: 1 per Health Level healed
- **Hide —** This Rede grants a chimera invisibility, allowing it to hide from any creature of the Dreaming or, if used in conjunction with the Wyrd Rede, mundane creatures. A player may roll Perception + Kenning (difficulty of the chimera's Glamour rating) for their character to sense the location of hiding chimera. A single success grants the chimera's general vicinity, and three successes are enough to pinpoint the exact location. The chimera remains invisible to the changeling's mundane senses.

  Some chimera can also cloak items or other beings from sight. This enhanced version works exactly as above.

  Chimera Point Cost: 5 (self), 7 (self and others)

  Use Cost: 1 per being or item affected
- **Possession —** The chimera can possess another sentient creature of the Dreaming with this Rede. The chimera must touch the target. The Storyteller makes a Glamour roll (difficulty of the target's Willpower), resisted by the victim's player rolling Willpower (difficulty of the chimera's Glamour)

  Chimera Point Cost: 3

  Use Cost: None
- **Scuttle —** Chimera with this Rede can move at lightning speeds. For every point of Glamour spent, the chimera gains an additional action for the turn. The amount of points spent cannot exceed the chimera's Glamour rating.

  Chimera Point Cost: 3

  Use Cost: 1 Glamour per extra action.
- **Sense Banality —** The chimera can tell exactly how much Banality is in a person, place or thing. This is a prized ability for chimerical companions of urban changelings especially, who appreciate an early warning for approaching Autumn People and assessments of areas where they plan on using Arts or other faerie magic.

  Chimera Point Cost: 2

  Use Cost: 1 Willpower per scene
- **Shapeshift —** There are two versions of this Rede. The first allows chimera to alter their size, coloration, physical beauty or monstrousness, or placement of features (moving its eyes to the back of its head, for instance). This power is largely cosmetic, does not allow the chimera to change its fundamental shape, and grants only limited benefits from this Rede (such as increased Strength from a larger size, or complete 360-degree vision from rearranging their eyes).

  The second version of Shapeshift grants a chimera a completely new form, changing its configuration entirely and redistributing its total chimera creation points (minus the cost of Shapeshift). Shapeshift is not an exclusionary Rede: Both versions may be learned by a chimera, though the second version must be purchased separately for each

alternate form. Very few chimera have more than one alternate shape.

Chimera Point Cost: 4 (cosmetic shapeshifting), 7 per alternate form

Use Cost: 1 per shape change

- **Steal Glamour —** The chimera may directly steal Glamour from another creature of the Dreaming. The chimera's player rolls Willpower with a difficulty equal to the target's Glamour. The number of successes rolled determine how many points of temporary Glamour the chimera can steal.

  Chimera Point Cost: 3

  Use Cost: 1 Willpower

- **Traverse Dreaming —** The chimera can travel back and forth between the Dreaming and the Autumn world. Chimera may only travel along established trods and through raths, some of which may be known (or accessible) only by chimera.

  Chimera Point Cost: 5

  Use Cost: 1

- **Venom —** The chimera makes a physical attack that delivers a potent venom to its victim. Bites, claws, tail stingers, and spitting attacks are common for animalistic chimera, whereas a humanoid chimera may use envenomed arrows or darts. The victim suffers damage from the attack, and must make a successful Stamina roll (difficulty 8) or suffer debilitating effects. Common effects include paralysis (one minute per point of Glamour used), pain (one minute of wound penalties a category higher than the victim's current health track per point of Glamour invested), and auditory or visual hallucinations (one minute per point of Glamour invested). In addition, the venom may add direct damage to the initial attack (1 health level per point of Glamour spent in addition to any spent for debilitating effects).

  Chimera Point Cost: 3

  Use Cost: Variable

- **Weaponry —** The chimera manifests a physical, melee, or ranged weapon from its body. Common examples are swords, claws, horns, and spears. The manifested weapon inflicts the chimera's Strength + 1 in base damage, but may cause more if the chimera has a more powerful version of the Rede.

  Chimera Point Cost: 2 chimera points (base), +1 damage per 2 further chimera points

  Use Cost: None

- **Wyrd —** The chimera may choose to become a solid creature, able to affect and be affected by the Autumn world. This is among the rarest of Redes, as chimera interacting too frequently with the mundane are corroded by its Banality.

  Chimera Point Cost: 7

  Use Cost: 1 Willpower per scene

Treasures

Treasures make heroes of their bearers. Tales are spun and songs are sung of the changelings who tread perilous paths to locate such items, or die in the attempt. To the troll who built it, the earthshaking maul she wields is the ultimate Treasure. The gleaming white waistcoat discovered by a sidhe knight leaves onlookers dumbstruck, as its imbuement grants the wearer the social magnetism of Don Juan. Treasures make the changeling, or at least augment their legends among the Kithain.

Treasures are wondrous artifacts built from the stuff of dreams, or mundane items cultivated into something more by master crafters. The courts prize artisans capable of making the humdrum into the sublime. Treasures of a martial nature are as highly valued as beautiful creations of social influence. Some artisans work exclusively with particular materials and items, while others adopt a broad scope and apply their talents across a spectrum of articles and knickknacks. Treasure creation is equally the domain of crafters as it is of the magically adept. Some make Treasures with will, focus, and manual agility, while others forge the raw substance of magic.

Found somewhere within the Dreaming, a market known as the Grand Bazaar travels, serving changelings the greatest cache of treasures ever seen. No larger cornucopia of rare and exotic Treasures exists.

The Greatest Treasures

The piece of costume jewelry you've only worn once, the toy soldiers you used to play with, the dusty copy of *To Kill a Mockingbird* you were given when you left school; one or all of these can play the role of a Treasure. It's particularly evocative for your players to hold a treasure in their hands. When planning your chronicle ahead of time, think of colorful items you own with little monetary value, and consider making them Treasures the changelings can discover, buy, or steal in the course of the story. Handing an actual object over, rather than just describing it, allows a player to draw her own conclusions.

Crafted Treasures

Many changelings assume it takes special gifts and dedication to create the fantastic items of myth and legend. They would be shocked to realize that forging Caliburn is fundamentally no different than forging a regular longsword.

The secret lies in the materials, and crafting Treasures is as simple as acquiring the appropriate elements to make them. Of course, "simple" is relative, because gaining access to even a single component can encompass entire stories for troupes.

Example: *Sir William Southborough ap Ailil, a sidhe bladesmith, wishes to forge Caliburn, the sword of the Once and Future King, a magnificent blade long lost to history and Banality. After exhaustive research, he determines that he needs an ingot taken from Silver's Gate to alloy with steel, a forge powered by the balefire of the Stronghold of Dreams, and the heartsblood of an ancient dragon found deep in the Nightmare Realms to quench the blade. Once he acquires all of these items, crafting is just crafting, with sufficient successes.*

Crafting Treasures should be just this side of impossible, incredibly difficult to do but still within the reach of players' characters. Players who want their characters to craft deadly, powerful Treasures may work with their Storytellers to determine what unique materials are required and what special abilities (if any) the item will have once it's crafted. Alternatively, the Storyteller may choose to make acquiring the required components as revelatory quests all on their own, and the true power of the Treasure a mystery until the crafting concludes.

System: The Treasure's creation requires an equal number of mystical components as its level in an Art. Therefore, a crafter who wishes to build a trumpet that when played, alters a listener into the form of an animal, would need three components to manifest the third level of the Metamorphosis Art.

The time it takes to acquire the components for such a Treasure's construction enhances the Treasure's natural Glamour, meaning the crafter herself does not need to possess the Art used in its construction. The Treasure itself manifests the sought-after Art, once its components are in place after a successful crafting roll (see Crafting on p. 317).

Each use of a crafted Treasure's Art requires the roll associated with the Art's level, where applicable.

Imbued Treasures

Artisans from all kiths possess the skill to imbue an item with the Dreaming, though few are prepared to make the sacrifice. Imbued Treasures rarely remain in the hands of their creators. The powers these Treasures manifest are extensions of their creator's, and find common use in the hands of the creator's allies and loved ones.

To create an imbued Treasure, a changeling must find a mundane item that's had a significant form of impact on inspiration or creativity. A guitar once owned by a popular musician, a can of spray paint used by a street artist, even the murder weapon used by a serial killer — creativity abounds in many places.

The creator must study, research, and meditate upon the item. She donates a steady intake of Glamour to the intended Treasure. Over a period potentially lasting days, the changeling gives up something of her chimerical being, imbuing the item with the stuff of pure dreams.

System: A mundane item becomes subject to an extended roll of Intelligence + Gremayre, limited to one roll per hour. The difficulty increases at the Storyteller's discretion, if an item is particularly Banal before imbuement. The number of successes required varies depending on the Art level added to the Treasure, with each level requiring five successes. Each level of power requires the artisan to gift the Treasure a point of temporary Glamour.

The Treasure's Art must be possessed by the artisan, at the level with which she is imbuing the item. Each activation of the Treasure's Art costs its user a single point of Glamour, as well as requiring the roll associated with the Art's level, and spending any Glamour cost associated with the power.

Example: *Herrero, a satyr collector of rare fiction, obtains a first draft of* The Adventures of Tom Sawyer. *Mark Twain autographed the text, dedicating it to Herrero's great-grandmother. The satyr wants to imbue the book with chimerical magic, and pass it on to his own descendants as a gifted imbued Treasure. He reads the story from beginning to end, studying every word, tracing every crease in each page with his fingertips, imagining how it must have felt to hold such a rare prize when it was new. He studies the work next to its latest version, marking out differences in wording, and changes in plot course. Herrero meditates on the book. As all this research takes place, the satyr's player rolls Intelligence + Gremayre (seven dice), intending to imbue the Treasure with two points of the Primal Art. He rolls 3, 3, 6, 7, 7, 9, 9 — five successes. Ultimately, Herrero requires 10 successes. He contributes a single point of Glamour to the Treasure to lock the five successes in place. The player cannot roll again until the next hour of in-game time. Perhaps the satyr now takes a break, and pursues an adventure with his companions. He can return to this project later.*

The Power of Treasures

At their simplest, Treasures contain the power of changeling Arts. Chimerical reality tends towards the chaotic and poetic however, and the dreams and nightmares present in Treasures are as unpredictable and wondrous as anything experienced in the Dreaming.

Treasures contain one effect based on the Art assigned to them and the level purchased, with no Realms required for their use. The Treasure exists both in the Autumn world and the chimerical one. With increasing use, Treasures develop legends of their own. Newly-formed Treasures bear only the Art placed within them. Legendary Treasures bear the Art, along with memorial abilities associated with their fable. Discuss a Treasure's additional legendary status powers with the Storyteller.

Example: *Goblin Parchment is a 1-dot Treasure imbued with the first level of Naming, Between the Lines. Those who copy coded text from another source onto it find the Goblin Parchment reassembles the encryption into legible words. As a newly-made Treasure, this is the Goblin Parchment's only power.*

Behn'ir's Sword of Fire is an ancient, 4-dot Treasure that emits a jet of elemental flame, disintegrating solid objects on contact. The Art instilled in this Treasure is the fourth level of Dragon's Ire; Holly-Strike. It only gains the benefits of the Art's fourth level. A fable tells that the Sword of Fire struck down an army of vampires in nights of old. Its legendary status conveys aggravated damage to all undead. It still does normal damage to mortals and changelings.

The Treasure holds a 1-dot Background value for each point of Art contained inside.

Changelings may donate Glamour to a Treasure at any point. The maximum Glamour an imbued Treasure can hold varies depending on the significance of the item and its creative impact, but it's rare indeed for a Treasure to hold more than 10 points of Glamour. A Treasure requiring Glamour for activation of its Art draws from the stored Glamour before drawing from the changeling's own pool.

Rarely, changelings make Treasures for later destruction, to act as a source of Glamour when needed. Such an act comes at a cost, as defiling a Treasure triggers Banality. The Glamour held in a Treasure is equal to its Treasure rating (see the Treasures Background, p. 171).

Some Treasures apply bonuses or effects to other rolls; others require dice rolls to use or activate. A magical sword that allows the wielder to attack in a blur of speed (using the Wayfare Art power of Quicksilver) might require a roll to activate, with each success allowing an extra attack with the sword, or might simply require that the player spend a point of Glamour but always grant the same number of extra attacks. In the former case, the roll to activate the sword should be an instant action, just as the cantrip would normally be, whereas in the latter case, spending the point of Glamour is a reflexive action.

The dice pool for activation varies, too. If using the Treasure is a matter of employing the object for its usual function (that is, a Treasure pen that only functions when the user is writing a letter), then the normal dice pool for that action serves to activate the Treasure (in the pen's case, probably Manipulation + Expression). If the Treasure's effect is purely magical (a pearl that lets the changeling see anyone she concentrates on), the dice pool might be the character's Glamour rating or Intelligence + Gremayre.

Excalibur's Scabbard (Spring ֍֍֍)

Any weapon drawn from Excalibur's Scabbard is said to be unbreakable in combat, but the true power of this Treasure stems from its healing ability. This handcrafted Treasure, built from the wood of a maenad's sacred willow, the brass of House Balor's sacrificial fireplace, and the leather of the Beast Glatisant's hide, carries the third level of the Spring Art: Well of Life. While in physical possession of the scabbard, none may spill the owner's blood. The owner ignores all lethal and aggravated damage. The lowest health level to which the keeper of this treasure can fall is Injured. Other types of damage that would not naturally cause the spilling of blood (such as bashing damage, fire, cold, or drowning) deal damage as normal, as the last owner unfortunately discovered when she drowned beneath a frozen lake, taking the scabbard with her.

Vulcan's Hammer (Contracts ֍֍֍֍֍)

Vulcan's Hammer became prominent when a war between trolls and ogres commenced, kiths of both Courts vying for ownership of the renowned Treasure. Enchanted with the Contracts power Sanctified Words (see p. 205), for the purposes of smithing, the hammer magically imbues the metal it hits with an oath whenever it is activated. The oath, sworn when someone takes possession of the forged weapon, binds the weapon to that recipient forever. Due to its legendary status, it also increases the strength of the metal on its receiving end. Weapons forged by Vulcan's Hammer never need sharpening and deal an additional level of damage in combat per success on the activation roll. Armor forged with this Treasure offers an additional soak die per success.

Lightning Gun (Skycraft ֍֍֍֍֍)

Lightning guns look like archaic dueling pistols or something out of *Flash Gordon*, but this does little to diminish their value. These guns gain the fifth level of Skycraft, Lord of Levin (see p. 221), enabling them to shoot lightning bolts from the barrel. These guns are newly created, and so only contain the power of the Art inside them.

For each point of Glamour invested above the one required for the Treasure's activation, the firearm gains five charges. Without this extra investment, the gun does not work. It can fire once per turn. It can contain no more than 10 charges at any one time.

Difficulty: 6
Damage: 5
Concealment: J




~beloved~
~moon~
~precious~
fig 8~
~My Diary~
~May 1~
~My Diary~
~Sept 6~
~My I

Chapter Eight: Storytelling

So write your story as it needs to be written. Write it honestly, and tell it as best you can. I'm not sure that there are any other rules. Not ones that matter.

—Neil Gaiman

The art of telling stories with a group might seem like a daunting one, but fortunately, with some preparation and practice, it soon becomes second nature. This chapter discusses some basics every Storyteller should know, from building a setting and creating characters to measuring and ending stories, and provides advice on common issues such as handling problem players or scheduling game sessions.

Setting the Stage

Before any other preparations can begin, the question needs to be answered about what kind of chronicle the Storyteller is going to run. There are two most commonly-used chronicle setups: story driven and character driven.

Story Driven

As the term suggests, a story-driven chronicle begins with the Storyteller having an idea for a tale she thinks would interest the players. For example, a Storyteller might decide she wants to tell a sort of detective noir story with a **Changeling** twist, where the characters must solve mysteries to expose a web of corruption at the heart of their local court.

One of the advantages of a story-driven chronicle is the focus — since the Storyteller has a clear idea of the basic type of story at the outset, it's easy to make sure all the characters fit into the world that's being drawn up. Whether the Storyteller pre-generates characters for the players, or simply guides the process to ensure they create roles that fit the foundational themes and elements, the end result is a tight, purpose-built cast. In addition, the players know what they're getting up front, or at least have a good idea of the theme and mood they can expect, which means they can prepare themselves for that type of story.

As strong as story-driven chronicles can be, however, it's important for the Storyteller to remember that this is still a collaborative process — the players must also be able to put their own stamp on their characters and the chronicle as a whole. She must

also recognize that players might take events in a different direction than originally anticipated. A game with little free will isn't really a game so much as a Storyteller monologue, after all, and while it's certainly acceptable to nudge players now and then, keeping them tied down to a single path through a predetermined story goes against the intention of **Changeling: The Dreaming**.

Character Driven

In a character-driven chronicle, the players create their characters first — and collaborate with the Storyteller on building a setting — and then the Storyteller designs stories around those characters. The results can be quite an interesting mix of characters that wouldn't necessarily seem to have much in common to start, but like the unlikely heroes of countless stories, wind up facing hardships and coming together…or tearing apart.

One big advantage of a character-driven game is the fact that players are engaged from the very beginning, simply because these are the characters they are most interested in playing. The level of involvement in building the characters and the setting also makes for immediate engagement on the part of the players, as they have a strong hand in what the game is about right from the beginning. Of course, where characters start off and where they end up aren't always quite the same thing, but at least at the outset the players have a firm grasp of what to expect.

Character Creation

One of the most important, yet often overlooked, aspects of roleplaying is the character creation process itself; while everyone knows the rules and numbers involved, the social dimension of making characters should not be forgotten. After all, these characters are going to be the protagonists of a tale the group will be spending hours and hours exploring!

Group Character Creation

If at all possible, the group should create their characters together, ideally with the Storyteller on hand to answer questions and contribute input as needed. Regardless of whether the characters are completely finished or if the actual points and numbers are handled later, being able to hash out concepts and relationships and setting details with the rest of the group is a valuable creative experience. It allows for rapid feedback and easy forging of character ties, which in turn makes for a stronger group on the whole.

Making characters together is useful even if the characters will begin the game as strangers to each other, because the players are still able to make connections and suggestions even if such things won't come right away during play. Two characters might not know each other, but if the players talk and wind up building a common experience into their pasts, once the characters find out it will go a long way toward understanding why they might work together during the chronicle.

Of course, sometimes it's simply not possible for everyone in a group to sit around a table and make characters together. That's fine! However, it is still recommended that the Storyteller involve any absent players as best he can — sending emails, making calls, even setting up a video chat — so that those players don't feel left out of the process. Nobody wants to be the odd one out of a tightly-knit group, after all.

Embrace Flaws

One of the best pieces of advice for making interesting characters is to avoid trying to make perfect characters — those that have nothing to lose, never make mistakes, and excel at everything they do. It can be difficult to avoid thinking defensively, treating the story as the antagonist and building a character who can survive anything unscathed, but the rewards for resisting this urge are great indeed. While showing off exceptional ability certainly makes for fun stories, so does confronting vulnerabilities, as it forces characters to face situations where success is far from certain, and requires them to reach deep to face their worst fears.

This does not mean a character must be a dramatic fop or hopeless sad sack who's terrible at everything, or that a character must have a melodramatic personal life. Those can be fun, but that's not what it means to embrace flaws. It simply means giving a character a defining weakness or two, something that makes them vulnerable and interesting. This weakness doesn't have to be innate, either, though it certainly can be — a character could also be vulnerable to constant trouble at home, for instance. So long as it potentially poses a serious obstacle or threat, any sort of weakness will do.

For instance, a peerless swordswoman could have a chaotic family life, constantly requiring her to bail out her mortal siblings from one fix or another. What will she do when her lady requires her presence at a critical duel on the same day her little brother needs her to bail him out of jail after his latest brush with the law? Does she do her duty and get snubbed by her family, or lose her reputation but keep her siblings close? Her family is dragging her down, but they're her family — what does it say about her if she turns her back on them? Is there another way out, or will she have to accept giving up half of herself to please the other half?

Indeed, while a lot of character design focuses on strengths, it's good to think about the sort of mistakes a character makes. Does he have an actual tragic flaw such as consuming jealousy, or is he simply bad with money? Does he stretch himself too thin with too many commitments, and find himself canceling on or disappointing others as a result? Even apparently minor things like always running late or being too quick with a cutting remark can become memorable and even dramatic habits over the course of a story.

Try to avoid picking problems that aren't really problems — a character who is bad with money but lives mostly in the Dreaming and so rarely uses the stuff doesn't really have much of a problem. Likewise, a character who is supposedly a sucker for a pretty face but never pursues any attractive supporting characters isn't going to make any interesting mistakes as a

result of this supposed "flaw." The idea is to imagine what kind of trouble the character usually makes for himself, even without much outside intervention, and let the Storyteller know so that it can be a factor during play.

Some players may find the idea of building flaws into a character to be counterintuitive; after all, if they want to do well at the game, it may seem strange to highlight weak points for the Storyteller to exploit. It's worth reminding such players that the goal isn't to avoid the "traps" the Storyteller sets for a character's weaknesses — playing into a character's flaws is experiencing the character as conceived. Not only that, but asking them to name some of their favorite characters from fiction or television will provide a host of character flaws, bad behaviors, and other examples of how imperfect characters make for compelling personalities to enjoy.

In the end, building a character with weaknesses as well as strengths makes for a more rounded, believable character than some flawless ideal of heroism. It also makes for a more relatable character, which in turn makes it easier for a player to empathize and engage with his character, leading to greater immersion and deeper roleplaying down the line.

Making Connections

Another good idea during character creation is making sure that every character has some connection to at least one other character in the group. Sometimes this happens naturally, such as the players deciding to be part of a group already — a motley, a rock band, you name it — but sometimes it's harder to figure out what a group of characters would have in common. That's where certain connection techniques work well to help players figure out how their characters might come to be a regular group. What follows are but a few possible ways to build ties between characters; groups should feel free to alter or add to these techniques as they see fit.

Sinister Bonds

This technique is simple but effective. The players sit around a table, and go around in a circle where each player makes a connection with the character of the player to their left. It can be anything from oathsworn blood brothers to casual neighbors in the same apartment building, but it has to be something both players agree upon. When a bond is formed, the exercise passes to the next player until the circle is complete. For more thorough connections simply repeat the process, but choosing the player to the right instead.

Hot Seat

In this model, each player takes a turn in the proverbial hot seat and gets the attention of the entire group. This means she introduces her character to the other players, sharing as much as she likes, and then opens the floor to discussion with the other players about how their characters might have run across hers in the past, what they think of her, why they might get together in a group, and so on. When her turn is finished, the next player gets the hot seat, until everyone has had a turn. Don't forget to write this material down in all the excitement, either!

Pick a Card

With this method, players pair up and draw Tarot cards, using the associated meaning to define the relationship between their characters. For example, if two players draw the Death card for their characters, it could mean there was a failed relationship between the characters – romantic, business, political, etc. Or it could mean that the same failed relationship connects them, such as changelings who are step-siblings as the result of a previous marriage ending in divorce.

Straight Arrows

For this exercise, each player makes a small chart of the characters in the game, with their character in the middle. Nothing elaborate; a name in a box will serve. Each player introduces her character, saying what others might know about them (even if it's just her appearance). After the introduction, each player draws an arrow to that character on her chart and writes down how her character feels about that character. If characters know each other, the other player may offer his character's outward attitude or past behavior toward the character as well.

Roll the Bones

Even the best players can get stuck finding connections, and that's where a little bit of random chance can sometimes shake some inspiration loose. If two players can't seem to figure out a way to connect their characters, one of them can pick up a die and roll, then consult the chart below for the connection. Note that the result rolled is still open to interpretation. A result of "family" might mean one character is dating another character's brother, for example, rather than indicating the two characters are actual blood relatives.

Result	Connection
1	School
2	Work
3	Family
4	Romance
5	Rivalry
6	Chrysalis
7	Politics
8	Hobbies
9	Shared Danger
10	Shared Mystery

Character Clash

Sometimes players will want to create characters that really won't get along, like a group that contains both a haughty sidhe royalist and an angry common revolutionary. This can seem to present the Storyteller with an insurmountable problem in terms of finding reasons to keep the group together, but it's not necessarily a major issue provided the players involved are willing to work with each other (even if their characters are at odds).

The Character Sheet Code

For Storytellers, a character sheet is basically a coded message, telling her what kinds of situations a player wants to encounter. A character with high Physical Attributes and a lot of fighting prowess wants to be tested in battle, a character with excellent Knowledge ratings is just begging to be served up some mysteries, and so on. For that matter, seeing what is absent from a character sheet can serve just as well, showing what sorts of challenges a character will be hard-pressed to overcome. If a Storyteller ever needs a quick idea for some possible scenes, there are worse ways than to simply look over the group's character sheets and think about how to tie together their various strengths and weaknesses.

For one thing, you can find countless fictional examples of groups containing two or more members who can't stand each other at first, but wind up becoming close companions after shared hardship and adventures. Suggesting this model to the players can actually be the beginning of a really amazing roleplaying journey, as the *players* work to bring their characters closer together over time even though their *characters* can't possibly imagine such an outcome when they first meet.

Another thing to remember about clashing characters is that some tension and discord in the group can be a really fun element to roleplay, but only so long as it is kept in character. Players whose characters clash must take care to always keep such conflicts in game, and not take it personally. Provided they can do that, having bickering characters or characters who are seriously at odds only adds to the drama of the adventure and can lead to some very engaging roleplaying during the chronicle.

Ultimately, players of clashing characters should bear in mind that unless the group has specifically agreed to allow intense player vs. player actions, their disagreements should ultimately not break up the character group, but be used more for color and roleplaying tension. After all, while discord can be good for drama, actually derailing the game due to excessive conflict between characters can leave the rest of the group feeling a bit frustrated out of game.

Building a Setting

Characters don't exist in a vacuum, and the choice of a setting has a major impact on a lot of the chronicle's most basic elements. A game set in a small town in middle America during the early 1960s is going to be very different from a game set in the punk subculture of modern London, for example, and both are substantially different from a game set in a freehold overlooking a remote mountain town in Alaska.

Some Storytellers may wish to handle the setting process entirely on their own, so that they can build it to suit their chronicle's needs precisely, but unless this is truly necessary it's a good idea to work with the players to help design a setting together. Doing so removes some of the burden of a complicated process from resting entirely on the Storyteller, for one thing, and for another having a hand in designing the setting makes the players immediately invested, in much the same way as character-driven story design, discussed previously.

One of the easiest ways to approach setting creation is to start off with a very basic notion of where the game might take place, such as "a city" or "somewhere in the wilderness." The Storyteller may wish to control this aspect, such as specifying a particular city or certain area of wilderness if she wants to steer things in a certain direction, or she can leave it up to the players. For example, she may feel that a city is the best place for the story she has in mind, but not be too particular about which city, leaving that up to the players with room for her to customize around whatever metropolis they decide upon.

If all of the players are not familiar with the chosen setting, it's a good idea to get everyone up to speed with some basics — pictures, maps, a little bit of a history lesson, whatever might help them visualize where the game will be taking place. If the setting is mostly or entirely fictional, it's best to make sure everyone understands what it's like and has a feel for the place. It doesn't have to involve creating hours of detailed background, just enough detail to get a sense of what the setting is like to start is fine. Drawing real-world comparisons helps, too, whether it means showing the skyline of one city, some famous landmarks from another, or otherwise grounding it at least somewhat in reality.

Soliciting suggestions from the players for interesting locations is another good way for a Storyteller to involve them during this process. Once the basic setting has been decided upon and the players have a rough idea of what it's like, go around the table and have everyone pitch in an idea for a place that might turn up during play. It can be something personal, like a character's house or school, or it can be something broader, like a local landmark or watering hole. It can even be something that the characters aren't aware of yet, but that the player thinks might be cool to explore, like a mysterious house at the edge of town or a strange grove in the forest. This sort of exercise can yield a rich bounty of plot hooks and character connections, not to mention help fill out the setting's map right from the start.

Another element of setting design is the cast of supporting characters that the players' characters will encounter during the story. While the Storyteller may have a few in mind already, going around the table and having players suggest supporting characters in the same style as interesting locations can be a quick and effective way to help populate the setting with a diverse and compelling cast. Not to mention providing a number of ready-made personalities that the Storyteller can fall back on as needed.

Last but not least, it's definitely worth talking about whether the players are the only motley in town, or merely a segment of a larger fae population. Being the only changelings in the area makes for a very intimate game, but can also limit certain setting elements like Kithain politics and antagonists, as well as the ability to use supporting characters to illustrate



Fictionalized Settings

A fictionalized setting is based on a real place (or places), but at the same time also a distinct fictional entity, such as the hybrid city of San Fransokyo in the film *Big Hero 6*. The main advantage of such a setting is that it allows for both the inclusion of familiar real world elements as well as extensive fictional customization. The Storyteller can draw on an actual place for inspiration and keep any parts of that place that she likes – maps, landmarks, historical events, general ambiance — while at the same time also leaving her free to add, remove, or alter anything she likes to suit her story. The result is a place that's at once very familiar, and yet at the same time utterly alien…a perfect way to represent the World of Darkness.

Example: Pete is running a game for a group of friends, and since the group lives near Philadelphia, he decides it would be convenient to use it as a setting since they're all familiar with it. However, he also wants to make it his own, as well as change some parts of it to suit his story better. He decides to create a fictionalized version of Philadelphia, which he calls Liberty City. Most of the city's history is the same, from its role in the Revolutionary War up to the present day, but he decides to add to the skyline a bit, putting up several huge corporate headquarters and letting the players know the city is experiencing a high-tech boom that has revitalized downtown.

Thinking on it a little more, he also tells the player the city is host to a number of large cemeteries full of ornate old mausoleums, in the style of New Orleans. When the players ask why, he simply smiles and tells them they'll find out soon enough. All of a sudden a place they knew well got a whole lot more ominous and sinister, which is exactly what he had in mind.

elements of **Changeling** like Bedlam or the Undoing. If the players are the only changelings in town, it's also worth asking if they really know what they are, or if they have just been struggling to put it together on their own. It may also be useful to determine if there are any local Prodigals the characters are aware of, whether they're ghosts the sluagh are familiar with or still stranger creatures in the night.

Story Time

Once characters are created and a setting established, it's time to begin telling stories together. Whether the game is a one-shot session, a story spanning a half-dozen sessions, or a years-long chronicle, certain common units of measurement are used to help players and Storytellers alike keep track of time and organize stories. Chapter Five introduced some of these

terms as units of measurement, but now it's time to discuss how to use them as elements of a narrative.

Scene

Each game session typically consists of at least two scenes, which are dramatic sequences centered on a particular action or event. Scenes are fairly elastic in definition, with no set time limit or area, but generally speaking a scene resolves a significant action, reveals useful information, or introduces a new problem for the story.

For example, a session revolving around a festival night might begin with a scene where the characters are talking as they get ready for the party, then another scene of them mingling and picking up gossip at the festival, followed by a fight scene as some unruly changelings crash the party. Even though the location didn't change between the second and third scene, the focus of the action certainly shifted, which merits considering them as separate scenes.

When possible, as she is preparing a chapter the Storyteller should try to give each character a chance to shine in at least one scene, or a player may feel superfluous and a bit frustrated. Whether this means letting a character show off his skills and powers or simply making sure each player has a featured roleplaying moment at some point, it is nevertheless a helpful goal to make sure everyone gets some attention.

It's also a good idea to vary scene length. Sometimes the action may occur in a series of short, rapid-fire scenes taking no more than a few minutes to resolve, and that's okay. Or a scene may stretch out for an hour if the characters really dive into it and that's fine, too, though really long scenes may need to be broken up by topic or events as described previously. Changing scene pacing and length can help keep a game from feeling stale and predictable.

Chapter

Individual game sessions are referred to as chapters, because it's often useful to think of them like chapters in a book. As a result of the scenes contained in the chapter, the overall story moves forward. Chapters also tend to include one or more dramatic moments where major elements of the story are brought into play in an important way, and either resolved or further developed to continue to play a part in the story.

Sometimes a chapter may tell a short, self-contained tale — a plot that is introduced, explored, and resolved in a single chapter. There's nothing wrong with this sort of chapter every once in a while, especially as a breather between longer story arcs, though using it too often can make a chronicle feel overly episodic and individual chapters a bit disconnected. Used well, though, it can offer some perspective on events that have transpired as well as a chance to size up what might be coming next.

Other chapters may end on cliffhangers — where the session ends in the middle of a suspenseful moment — in order to build tension and build anticipation for the next chapter. For example, the characters might spend a chapter trying to uncover the identity of a villainous mastermind, only to have the villain turn around and be revealed as a character's own mentor… and before she can react, the Storyteller ends the session. Naturally cliffhangers are a great way to keep players eager and excited, but it's important to remember that even chapters that end on a cliffhanger should still have some definite dramatic moments and resolutions of their own, otherwise it might feel like the chapter really didn't accomplish anything except setting up the cliffhanger.

Chapter Previews

Without giving away plot specifics or surprises, Storytellers may find it useful to preview what to expect in a given chapter – is it going to be a lot of action/adventure material, with constant fights and chase scenes? Is it likely to be more of a social encounter, with extensive interaction and lots of in-depth roleplaying? Or is it more focused on mysteries and detective work, with players gathering information and uncovering puzzles? Some Storytellers may even do a "teaser" where they describe scenes or images that might come up, in order to build player anticipation.

Story

A plotline that requires multiple chapters to resolve is called a story. Many television serial dramas use this model, with long story arcs that build up over the course of several episodes or even an entire season. Each episode still has its own dramatic resolution, of course, but they also cumulatively tell a larger tale that is bigger than any of its individual parts.

A simple three-chapter story structure might go something like this. In the first chapter, a loved one vanishes, prompting the characters to investigate and ultimately discover a Dreamer kidnapping ring. In the second chapter, the characters go undercover and infiltrate the ring, freeing a number of captives and learning the identity of the nefarious noble behind it. In the third chapter, the characters travel to the villain's lair and have the final confrontation, for better or worse. A simple story structure, but no less effective for it.

Many different types of stories and ways to tell them exist, but a few notable variations bear mentioning. The classic Western model is the Hero's Journey, popularized by mythologist Joseph Campbell. It is the story of a humble heroine who comes from unlikely circumstances, rises in power as she risks dangers and confronts villains, and ultimately masters herself to overcome an adversary who has thwarted her numerous times earlier in the story. It's an archetypal structure, and works quite well as the basis for a chronicle so long as the role of the hero is divided among the group and not just lavished on one character while the others serve as comic relief or sidekicks.

Of course, the Hero's Journey is not the only model for chronicle design. Another compelling form is the *Rashomon* story style, which takes its name from a famous Kurosawa film

and involves telling the same story several times from different points of view. For example, for one chapter the players might play their normal characters, then the next chapter they might portray the antagonists working against them, and then in another chapter the players might play mortal detectives trying to figure out what's behind the strange events in their town as the other two groups clash. While logistically this style can be a bit demanding, the payoff when players see things from different sets of eyes is well worth the effort.

Regardless of the style chosen, though, it is important to remember that while Storytellers may draw inspiration from all kinds of sources — books, movies, television, comics, video games, music, or what have you — certain realities require a little adjustment in tabletop roleplaying as compared to most other forms of storytelling. Perhaps most importantly, as noted in the Hero's Journey description, many conventional stories focus primarily around a single protagonist or "chosen one," which does not translate well to gaming where all characters should be of equal importance to the overall story. So attempting to model a chronicle after a film that featured a single heroine, for instance, would require shifting different story elements and roles to spread them out across multiple characters so that everyone is central to the story.

Subplots

As the name suggests, a subplot is a secondary story arc that takes place alongside the main plot, but is not necessarily crucial to the main plot's conclusion. Most of the time a subplot is confined to one, maybe two of the characters — if it involves everyone in the group, it's probably not a subplot anymore. Classic examples of subplots include romances between two characters or a character and a supporting character, or personal storylines involving a character's mortal life away from the main events of the story (work, school, family, etc.). Some subplots may resolve in a chapter or two, while others may last the length of a story or even a chronicle.

A short story may not have room for subplots, but in a longer chronicle they are a wonderful way to flesh out characters and offer some perspective on the bigger events of the main story. It's also a good method for exploring areas that the player finds interesting about her character or the world of the story, but which are too far removed to devote time to during a regular chapter. Players can also experiment a bit in subplots without worrying about derailing the main storyline.

A subplot need not even take up time during a chapter; if the Storyteller and the player agree, subplots can be handled by conversation or email during downtime, sometimes with just roleplaying and little to no dice rolling. As a rule of thumb, in a longer chronicle it's a good idea for each character to have a subplot of some kind every story, just to give the player a chance to explore other aspects of his character that might not be relevant to or explored in the main arc.

Chronicle

A chronicle is the name given to an ongoing game that lasts for one or more stories. A chronicle typically revolves around a single group of player characters, though larger or more ambitious groups might have multiple teams of characters featured during a chronicle. There are many advantages to running a chronicle, chief among them being the ability to build really engaging, well-developed, in-depth fiction as group. With a number of chapters and sometimes even multiple stories at her disposal, a Storyteller can take time to craft a complex, nuanced narrative that unfolds at a pace of her choosing, rather than feeling rushed to wrap everything up in a chapter or two.

Planning a long-running chronicle is perhaps best compared to writing a trilogy of novels or constructing a multi-film franchise. Each story in the chronicle is equivalent to an individual book or movie in the sequence — it should tell a tale that is satisfying on its own, but it can also build toward an overall conclusion that is greater than the sum of the individual installments. One common way to do this is to introduce an ongoing antagonist that is simply too powerful for the characters to confront directly, at least early on, leading the players to spend multiple stories exploring how best to overcome this dire enemy, while enduring the villain's increasingly dangerous attentions as they become more and more of a threat.

Tolkien's *Lord of the Rings* cycle is a good example of this type of chronicle design structure, as each book in the sequence tells a satisfying tale in its own right, but together they build toward an epic conclusion that ties all the books together and topples a seemingly insurmountable villain. Another solid design example would be the different "phases" of the Marvel Cinematic Universe, where individual movies tell their own stories but also weave together common elements in order to set the stage for a grand climax at the end of the phase. The television series *The Wire* is another role model; a Storyteller could look at it as a chronicle exploring crime in a modern city, with each season of the show serving as a story that illustrates the impact in a different part of the city.

Like stories, there are variations on chronicle structures. For example, there is the "anthology" style, which is a type of chronicle where a certain element remains the same across every story while other things change around it. This element can be as vague as a theme, like stories all based on the notion "what is lost always returns," or it can be more specific, like a chronicle where each story is based on a different time period in the history of a single freehold. Typically, the players make different characters for each story in an anthology chronicle, though sometimes they may have connections to previous characters, such as being the descendants of an earlier time, the opposing faction of a previous story, and so on.

The Elements of Story

When designing a chronicle, it's important to build good characters and recognize the underlying structure — scenes, chapters, stories, etc. — but those aren't the only factors involved. These elements help determine the shape of the events in a chronicle, and so are worth careful consideration before play begins.

Scale

Broadly speaking, scale refers to the breadth of the chronicle — how many different people and places will be involved. A game with a small scale might focus on a single motley in a modest town, with a relatively small cast of supporting characters and not much travel outside of town (and perhaps the local Near Dreaming). Other people and places might be mentioned, or perhaps handled in brief interludes, but generally the action stays focused on the central town.

A game with a larger scale, by contrast, features many more characters or locations, perhaps both. A chronicle about the cross-country tour of a motley of Kithain rock stars might feature dozens of locations as the characters roll from one town to the next, while a political thriller might not move as much but could feature a cast of dozens as the players navigate a complex web of intrigue and ever-shifting alliances.

The main difference in handling scale is the amount of preparation required — a game with a large scale is going to demand a high level of preparation, as well as good record keeping to make sure key locations are mapped out and important names aren't forgotten. Of course, the players can help with keeping notes once something is in play, but in general a large-scale game is going to take a fair amount of preparation in order to bring so many different elements to life in vivid and distinct fashion.

By contrast, a smaller-scale game requires fewer elements to prepare, though in turn it demands them to be fleshed out in a bit more depth or the players will run into gaps and blank spots. If the whole action of the game is set to take place in a single small town, it's not necessary to map out every house and street, but the players are likely to get fairly in-depth with important local people and places, so it's best to make sure key areas get good coverage to avoid running into problems.

Scope

If scale determines the size of the chronicle's cast and range of locations, scope determines the reach of the actions in the game, and what kind of consequences are entailed if the characters fail — or if they succeed. A game with a grand scope might involve stories where the fates of cities, nations, or even worlds are at stake, while a chronicle with a smaller scope might only affect the town where the characters live, or even just their own personal lives.

As with scale, nothing is wrong with keeping things on a personal scope; in fact, if the characters save the world every week, the players will quickly become inured to that level of danger. Varying the scope of different stories thus allows for some contrast, not to mention breathing room, allowing the players to appreciate problems both large and small. Indeed, it's very possible that over the course of a chronicle stories will have different scopes, as many stories start with smaller events and then build to a larger climax.

For example, the chronicle might start off with the story of solving a single kidnapping, which in turn leads to another story centered on breaking up the whole kidnapping ring, and finally a story where the characters track down the villainous, Bedlam-crazed mastermind in his lair in the depths of the Dreaming. What began as a small, personal story slowly expanded into one that literally spanned worlds, all as the result of a naturally-escalating scope during the chronicle.

As with other story elements, it can be very useful to discuss the concept of an upper limit for the scope of the game (if any) when building a chronicle. If some players are expecting a lot of personal stories about their characters' daily lives, while others are expecting to run around saving whole cities from dastardly villains, there's going to be some disconnect and frustration in the group.

Stakes

Scope and scale are both necessary concepts, but stakes are what keep players invested and, in turn, what make dramatic events in the game really hit home emotionally. Simply put, stakes are what's at risk in a story, and therefore what motivates the characters to get involved. Figuring out what stakes are involved is important, not in the least because many stories involve characters getting into fights, investigating mysterious events, traveling to dangerous places, or breaking laws (fae or human), and nobody does those sorts of things without suitably-compelling reasons!

One of the most common stakes in roleplaying is putting lives on the line, typically either in a situation where the characters must defeat a villain before she kills them, or where the characters must stop a villain from killing innocents. Putting lives in the balance can make for a very dramatic situation, of course, but it's easy to fall into a trap of making that the most common set of stakes in a game and, like constantly setting the scope too high, stakes that are used too often become less effective, even dull.

Remember those superhero cartoons where the sidekick was *always* getting captured and threatened with some dire peril, and how little you cared about it after a while, maybe even joked about it? That's the danger with always using the same stakes. Fortunately, it's relatively easy to avoid falling into that sort of trap if the stakes "reset" from time to time, going from larger to more personal before ramping up again.

After defeating a deadly Thallain menace in a harrowing battle at the edge of town, for example, the characters might come home to find their mortal lives in disarray due to their need to blow off work, school, and family obligations to combat the supernatural threat. It might seem like a strange juxtaposition at first, but then again, battling Thallain rarely pays the rent,

and boyfriends tend to be hurt about three canceled dates in a row and are unlikely to believe an explanation of "because monsters" even if it is utterly sincere.

Theme

A theme is a recurring idea that shows up during the chronicle, usually best expressed in a short phrase such as "love is precious" or "power corrupts." Although some themes are morals, this is not a requirement — a theme can be explored from multiple angles with no clear "correct" interpretation, presented as a matter to be pondered more than a question to be answered.

When designing a chronicle, choosing a central theme helps determine the sort of stories that will be told — "power corrupts" naturally lends itself to a lot of intrigue and politicking, for instance, while "vengeance solves everything" suggests very violent, aggressive stories.

Themes are also useful because they help a Storyteller stay centered as a story or chronicle unfolds, giving her a central idea she can return to when she's not sure what to do next or what direction to take an unexpected turn of events. If the theme of the chronicle is "power corrupts" and the characters unexpectedly take down the intended villain early, for example, the Storyteller can use the theme as inspiration to start a new story about how an ally winds up becoming puffed up on this success and turns out even worse than the original antagonist.

While they are useful storytelling tools, it's best to handle themes with a light touch whenever possible; feeling like you're being hit over the head with a "moral" can rob it of a lot of its power. Fortunately, this can be avoided by incorporating the theme in small ways as well as large ones — in a game with "power corrupts" as a theme, for instance, the Storyteller could include a developing news story about a local politician embroiled in a corruption scandal in the background of the chronicle. This doesn't necessarily impact play directly, but helps underscore the theme in a subtle but persistent way.

Mood

If a theme is an idea or message that comes up repeatedly during game, a mood is a persistent feeling, an emotional filter that colors the environment and actions of the chronicle. A story with a "simmering tension" mood finds the characters constantly encountering situations where serious problems and strong feelings lurk below apparently calm surfaces, while a story with "bittersweet hope" is likely to include some conflicted resolutions and difficult sacrifices.

It's important to understand that setting a mood for a story — or a chronicle — doesn't mean that every character the players meet must express that emotion. Indeed, moments of contrast are necessary in order to underscore the importance of the overall mood, as well as avoid a sense of emotional monotony. Even in a "simmering tension" game there should be moments of release, otherwise the tension becomes ordinary and loses its sting.

Crossing the Threshold

One very useful discussion to have before a story begins is what thresholds different players have when it comes to what they enjoy seeing in games. For example, some players don't mind a bit of a gore and other visceral horror, while others might be put off by it. Likewise, a player may not want to see issues like domestic violence or sexual assault come up in game. It's a lot better to find this out earlier than later! Some players don't mind pushing the edge a bit, but others prefer to keep things lighter, and sorting out who's who and where the limits are is a good way to avoid messy misunderstandings later on.

It's important to remember that the purpose of thresholds is not to "sanitize" games, but rather to make sure that everyone around the table is comfortable and enjoying themselves. Or rather if they're uncomfortable, it's a good kind of uncomfortable — like the shocks of a horror film or the nail biting that accompanies a thrilling tale — rather than a more personally upsetting sort of discomfort. It can be a fine distinction at times, but it's still an important one.

Bringing up mood in play is a matter of making sure the associated feelings and emotions are never far from the surface — think of it as the "default state" of the chronicle, from an emotional standpoint. While events may temporarily move away from it, in the end the mood is the emotional tone that the chronicle returns to naturally.

Antagonists

Every story needs some opposition to the characters; otherwise they'd simply get what they need with no fuss at all, and where's the fun in that? A memorable antagonist can be the backbone of an entire story or even an entire chronicle, so it's important to take some time and design them right. And when making really great opposition, it's a good idea to go beyond the character sheets and dice pools and get into their heads a bit to understand why they're against the characters in the first place.

To begin with, all antagonists should have clear goals — even if the characters don't see them right away — and reasonable plans to achieve those goals. (Well, reasonable to the antagonist anyway, if not necessarily to anyone else.) Whether their methods involve brute force, sneaky manipulation, magical power, or some other ploy depends on the antagonist in question, but their plans should always play to their strengths. They want to succeed, after all, and just like the characters that means they should employ their best assets to make that happen.

Of course, it's also good to design weaknesses in antagonists and their plans, ones that clever players can uncover and exploit. This can be anything from an actual physical allergy or vulnerability to a dark secret or personality flaw that allows the

characters to gain the upper hand. An antagonist might have a soft spot for a certain person, for instance, and find it impossible to go through with her plan if it places him in danger, or she might be prone to rages and poor decisions if she's taunted in public. Just like character weaknesses make for more interesting characters, antagonist weaknesses make opponents more than just cookie-cutter villains.

Indeed, although it's tempting to make a story's antagonists pure evil, remember that every "villain" needs a reason for what they do — what's at stake for them? A marauding chimerical beast might simply be hungry and searching for food, for instance, while a Dauntain high school principal might be crushing the hopes of Dreamers from a warped but sincere desire to "protect" them from the uncertainties of the creative job market. These reasons don't make such enemies less fearsome, but they do make for more relatable foes, and potentially open new avenues to tackling those threats rather than just grabbing weapons and rushing right in. Some antagonists might be "good guys" who are just on the opposite side of the characters, maybe even friends or allies who don't like opposing the group but find they have no choice.

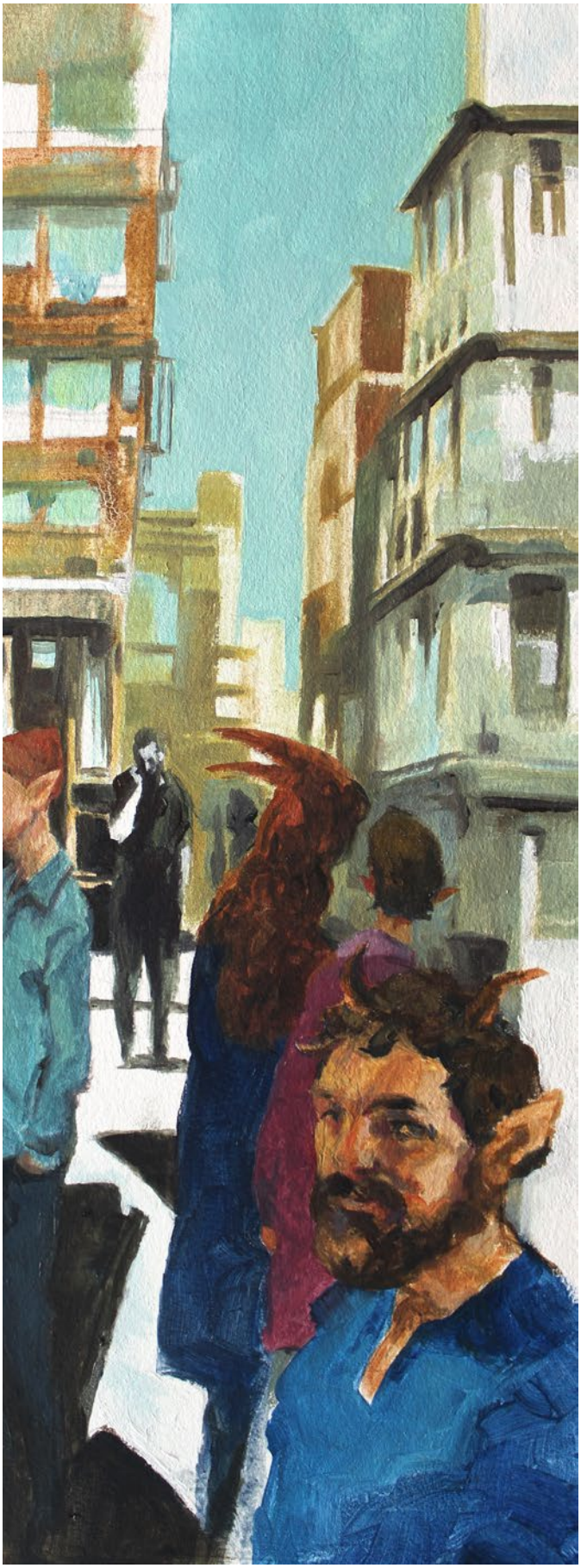
Likewise, Storytellers should consider the stakes for villains in much the same way they consider the stakes for characters. An antagonist's stakes determine how far she will go to achieve her goals, not to mention when she's likely to retreat and regroup (or surrender). Is a teen bully really going to kill — or die — just to make her changeling girlfriend the prom queen? Or is she likely to give up after the characters dish out some public embarrassment? Remembering that most villains aren't video game enemies who simply fight until they're destroyed opens up possible alternative solutions to defeating them, not to mention makes those fanatics who *are* willing to kill and die for their cause rare and genuinely terrifying.

Creating antagonists that are less "evil" and more simply at cross purposes with the characters is a good way to introduce stories with complex moral or ethical choices, as simply destroying the opposition may not be right or even desirable. Even against really despicable villains, sometimes the most direct confrontation options simply aren't viable, requiring characters to explore different avenues to handling problems rather than just throwing punches or casting cantrips until an enemy is vanquished.

Climax

Although roleplaying games do not have predetermined endings like many other forms of gaming, that doesn't mean the individual stories should simply go on and on forever. While chronicles may last many years, it's important for Storytellers to have an idea how each story will end, and to work toward an appropriate ending so that the story can have a satisfactory resolution for the players.

This might seem like contradictory advice, but it's actually quite necessary to avoid having stories stagnate or meander as they stretch out over long periods of time. A story that never resolves winds up being hard to engage with, because it goes against every other type of story the players have ever encoun-



tered. As hard as it can be to end a favorite story, much less a beloved chronicle, letting it go on until players lose interest or it simply runs out of steam is definitely not preferable to finding a suitable ending.

It's also worth noting that a satisfactory resolution refers to the players feeling that the story reached a conclusion that matched their investment in it. It doesn't mean that the characters must triumph and every plot be wrapped up with a neat little bow. In fact, sometimes the best endings are tragic ones. From *Hamlet* to *The Empire Strikes Back* to *The Last of Us*, fiction is full of proof that a dark ending or defeated characters can still mean a satisfactory resolution for the audience, not to mention inspire more questions or even follow-up tales to explore what comes next.

As a story goes on, it's a good idea for the Storyteller to check in with players from time to time to see how they feel about where they see it ending, or what they'd like to see resolved. While the Storyteller is under no obligation to change his plans to match exactly what they want, it's a good idea to see what the players expect. If everyone is looking forward to a tragic ending, and the Storyteller is planning a happy triumph, the players might actually feel a little bit robbed. Knowing this can allow for some potential changes to satisfy both the Storyteller's plans as well as the players' desires, making for a better experience for everyone.

Likewise, if a player is thinking about retiring her current character to start a new one, the Storyteller can use this information to give the character a satisfactory send off and wrap up any related plot threads. It's a good idea to discuss the character's departure with the player, and see if there are any particular mysteries or subplots the player really wants to see resolved before the character departs. It may not be possible to cover them all, but with enough warning it's usually possible to at least wrap up enough to satisfy the player's desires.

The Death of Dreams

Changelings have two unique possible "endings" for characters that deserve special mention — coming Undone from Banality, and descending into Bedlam due to unchecked exposure to Glamour. As both of these represent highly tragic and disturbing ends for a character, it is a good idea for a Storyteller to talk to a player whose character is heading in either direction, and see if he's willing to see such a dark fate play out or if he'd rather retire his character before reaching that point.

A changeling coming Undone is an exceedingly tragic circumstance, as everything magical and wonderful about them is permanently extinguished (at least in this lifetime). An Undone character doesn't even get a glorious send off, but fades into normalcy, forgetting their Kithain friends and their chimerical adventures, becoming just another face in the crowd. It's a powerful conclusion for a character's story, but can be simply too tragic for some players to think of it befalling a beloved character, at least "onscreen" during play.

By contrast, a changeling succumbing to Bedlam is horrific in an entirely different way, warping her into a chimerical nightmare of her former self. She becomes something less of a person and more of an urban legend, the kind of tale that other Kithain use to frighten their children. Even a "benevolent" individual fallen into Bedlam is a dangerous creature, for she has lost all notions of mortal empathy or morality. She might fake them, at least well enough to lure in an unsuspecting target, but she does not truly feel them, not one bit. Becoming the sort of creature other changelings hunt and fear, possibly even an antagonist in her own right, is not a fate some players are willing to stomach for their characters.

Advanced Storytelling Techniques

What follows is a small sampling of Storytelling techniques that can be a bit tricky to pull off, requiring a bit of extra thought and preparation to enact, but that also offer some unique experiences and interesting perspectives for those willing to attempt them. This is by no means an exhaustive list, but hopefully should serve to inspire some unconventional tales to keep players excited.

In Medias Res

Meaning "in the middle of things," this technique involves opening a story in the middle of an action sequence or other dramatic situation. Doing so gets the attention of the players immediately and gets things off to an exciting start, though it's important to still provide enough information for the players to understand at least the basics of what's going on, or the action will stall out in confusion instead of hurtling forward as intended.

Flashback/Cut-Away

A flashback involves momentarily stepping back in time to see past events — or current events happening elsewhere, in the case of a cut-away — in order to shed more light on a current situation. Some of these scenes may be purely narrative, with the Storyteller simply describing events, while others may be more interactive, with players temporarily taking on roles of individuals in the past. (Though if it becomes too intricate this becomes a frame tale, as described below.) Unless it's discovered in-character, the information in these scenes is strictly for the players, not the characters, and is shared in the interest of increasing tension.

Frame Tale

Also known as a story within a story, this technique involves telling one or more stories inside the main one, which still serve to advance the action of the primary tale. These other stories typically spotlight the mood or theme of the main piece, as well as provide necessary insight to conclude the main

tale. For example, while investigating a mysterious old house the characters discover a diary kept by the original owner, a changeling who died mysteriously 100 years ago. Using the diary as the framework, the Storyteller turns the clock back one century and hands out new characters to the players, and for the next chapter or two they play out key scenes described in the diary in order to learn what happened. Perhaps it's even their characters' past lives, which makes it even more interesting if they find out one of them was actually the killer….

Unreliable Narration

Perhaps one of the trickiest of all techniques to pull off, but amazing when executed well, unreliable narration centers around one or more characters receiving descriptions that don't match "reality" as far as the game world is concerned. Naturally, characters who are descending into madness or Bedlam make good subjects for this technique, though it can also be used to create unsettling dream experiences and the like. A good cinematic example of this technique is the film *A Beautiful Mind*, where it is ultimately revealed that many events and even whole characters existed only in the main character's mind. Given the group-oriented nature of gaming, this sort of unreliable information filter can be quite tricky to arrange without potentially confusing the other players. The Storyteller is therefore advised to make the unreliable perspective public knowledge to the players, if not their characters; alternatively, she may keep it a secret either from the subject (but let the rest of the group in on it to enlist their help) or the group (so that only the subject knows).

The Prelude

Before introducing a player's character to the rest of the group and the chronicle proper, many Storytellers like to run a short introduction called a prelude. A prelude may consist of a single scene, or it may be an entire session. Often the prelude is private, played out as a one-on-one session between each player and the Storyteller, though it can be a full group session as well. Some Storytellers like to run individual scenes that eventually wind up bringing the group together, weaving the characters into each other's lives a bit more naturally than the classic "so one night you all just happen to be hanging around a bar" setup.

Regardless of how they are set up, prelude sessions offer some valuable elements to any chronicle. Think of the prelude as the "hook" for the story, the scene that both captures the attention of the audience as well as introduces the main character at the same time. A good prelude lets a character stretch her legs a bit and show off some of her nature, while also including potential story hooks and plot elements that will resurface later on.

Another useful aspect of the prelude is that it allows the Storyteller an extra opportunity to make sure the characters have a reason to stick together and, if not trust each other completely, at least not have so much mutual distrust it strains belief to have them keep associating with each other. A collective prelude makes this task a bit easier, but even individual ones can work with enough advance planning.

A Chrysalis Introduction

Running the Chrysalis as a prelude scene is an excellent way to introduce the setting to players who are new to **Changeling** — their characters are just as ignorant about the world of the fae as they are, and so they can ask questions and learn on both levels at once. This can alleviate some new player anxiety, as well as let her see exactly what it's like to step out of a mundane life for the first time and take in the chimerical world in all its glory.

Storytelling the Prelude

As a Storyteller, it is often useful to look at the prelude as a way of establishing a "baseline" for a character's life before the events of the chronicle intrude. After all, it's a lot harder for events to seem extraordinary unless a player has an idea of what is "ordinary" in the first place, so using the prelude to provide a sense of what is "normal" for a character makes spectacular and unusual events that much more impressive later on.

Of course, "normal" should not be confused for "boring" — even if the prelude is going to focus on the Chrysalis and accompanying transition from mortal to Kithain life, that doesn't mean it should be an hour spent roleplaying filling out tedious paperwork before the action begins! Rather, in the prelude a certain amount of normalcy should be put on display so the player can get a feel for what her character's life is like before the events of the chronicle turn it upside down.

Preludes are an excellent time to give players a preview of the themes and moods that will be prevalent in the chronicle. For example, if a chronicle theme is "hope is fragile," rather than dash a character's hopes directly, the Storyteller could feature some hopes being broken in the background of a character's prelude, such as a character overhearing a couple lose their homes to foreclosure while waiting in a bank. Moments like that allow the theme to be introduced without putting it front and center in the character's life, while being notable enough to make an impression.

Preludes are also excellent places to employ other advanced narrative techniques as well, particularly foreshadowing. If the Storyteller has even some vague ideas about characters or events that might be introduced in the future, planting hints and making references to such elements makes them even more effective later on, since they don't crop up out of nowhere but date all the way back to the beginning of the chronicle.

Playing the Prelude

Coming from a player's point of view, the prelude offers valuable time to try out a role and start to understand her point of view, come up with a "voice" for her when roleplaying, and otherwise tinker with various aspects of character portrayal. This is especially true if the prelude is being handled as a pri-

vate one-on-one session. Feel free to experiment a bit and find what suits the character the best, and don't worry if it shifts a bit as the prelude goes on – such changes are a natural part of these sessions. Think of it like the pilot episode of a television show, where character portrayals are often different from what's depicted during the actual season.

The prelude is also a good time to work directly with the Storyteller to establish setting and backstory elements that you want to see come into play later. Just like the Storyteller may use foreshadowing to set up plot points that come up later, a player can use the prelude to suggest potential subplots and twists he wants to see in the future. Sometimes this sort of element can come up spontaneously in response to what's going on in the prelude, as characters or events inspire a new direction.

For instance, the Storyteller might decide to start the prelude as a character is at home with his husband, just to start off with a scene of normal domesticity. However, the player suddenly decides that he wants the relationship to be troubled, with the possibility of it coming under real pressure later in the chronicle. Hearing this, the Storyteller takes a moment to think, then launches into a scene where the two of them are arguing about money after what should have been a nice relaxing dinner date. The player dives in, and the prelude goes on, with feedback.

Running the Game

Whether it's a single session "one shot" game or a chronicle years in the execution, there are certain issues that may come up or advice that can prove useful for Storytellers seeking to keep their stories on the right track.

Be Descriptive!

This is perhaps the most basic bit of advice for players and Storytellers alike, but still a very useful reminder. While roleplaying games work with the power of the imagination, peoples' imaginations work even better when given fuel, and descriptions are that vital energy. The more descriptions the players are given, the more vivid a scene is; the more vivid a scene is, the easier the players can invest in it; the easier it is to invest in, the more a scene can inspire and engage the players to experience it to the fullest.

For their part, players also are encouraged to be descriptive when talking about their characters and the actions they take. "I dodge and then swing my sword at him" is fine, but "I laugh as I sidestep his clumsy attack, then bring my sword down for a cut across the back of his leg" is a lot more vivid and entertaining. Not every action needs to be so detailed, of course, and descriptions must line up with the rules where applicable — "I stab him through the heart and leave him gasping on the ground!" just doesn't line up with an attack that inflicts one level of damage on an otherwise healthy enemy — but it's still worth remembering to keep a game exciting.

While some Storytellers and players are naturally gifted with vivid descriptions, for others the habit can take some work. That's okay! One good way to get practiced at description it is to try to include sensory details apart from just audio/visual information – bring up smells, tastes, and textures too. While sight and sound are important, invoking the other senses makes things more physical and immediate in ways those two base senses don't. Take the following example:

You walk into the convenience store. It's too cool and bright compared to the warm night outside, the music is bad pop through worse speakers, and the place smells like old dirt and fresh floor wax. A lone clerk and an equally-lonely hot dog seem to be the only ones inside.

It's not a long description, but it still manages to hit all five senses: sight (bright), sound (music), smell (dirt and floor wax), touch (cool), even taste (hot dog). Even if the players only spend a few minutes in the place, it will seem much more real and interesting than if the only description was "it's a normal convenience store at night."

Of course, being descriptive doesn't have to mean busting out the thesaurus and giving a half hour to each person the players happen to stumble across. It's not important what words are used, so much as giving the players an interesting description they can imagine. A thumbnail sketch can be just as evocative, with the added benefit of not taking as much time to share:

The clerk is middle-aged and pasty with thick glasses. He glances up as the door opens but doesn't really seem to see you before looking back down at his old paperback.

This description is pretty bare bones — no information on height, weight, hair color, clothes, etc. — but at the same time it captures some necessary details for the players to decide how they want to interact with him. On the whole, even just these spare details make the guy more real and memorable than just saying "there's a clerk inside and he looks really bored."

Of course, some more advanced techniques for description exist as well, for Storytellers who want to try out some interesting variations. For example, nothing says that a description can't editorialize a bit, or include a mood or ambiance that isn't strictly based on sensory details, so long as it serves to create an even more detailed impression of the scene. Continuing with the convenience store, the description might include:

That hum you hear could be quiet desperation… or maybe it's just the fluorescent lights.

This injects a little bit of humor into the scene, as well as a mood of tedium and dull routine that changelings tend to notice, if only as a harbinger of possible Banality. It's not really sensory information, but it definitely adds to the overall impression. These sorts of touches can also be used to reinforce theme and mood, provided they're not too common or heavy-handed.

Another popular advanced technique is sharing details with the players that the characters don't know yet. Although some groups avoid this approach, feeling that it spoils the surprise or makes it hard to separate player knowledge from character knowledge, it can still be quite effective at creating dramatic tension. Consider how it changes the convenience store scene if this little bit is added to the end of the description:

Meanwhile, in a darkened, parked car out back, one battered-looking redcap turns to another. "Put your mask on, idiot!" he snarls, tugging on a ski mask of his own. "And don't shoot nobody this time!"

All of a sudden, an ordinary trip to the convenience store is about to take a hard turn. Now while the characters browse the aisles picking up drinks and snacks for their party, the players tense up more and more, knowing that at any minute some armed bad guys are going to come bursting in and change the night in a big way. And the longer it takes, the more the tension rises.…

Follow the Players' Interest

As discussed in the character creation section, character sheets are basically code for what type of stories a particular player is interested in seeing during a chronicle. A player who creates a master swordswoman wants to get in swordfights; a player who creates a genius scientist wants to use her acumen to solve problems and have amazing breakthroughs, and so on. However, reading and understanding what players are interested in doesn't end with character sheets — it's important to keep track of what they're focused on during play as well.

Game sessions are a very limited, very focused period of time, so it's important for Storytellers to notice what players pay the most attention to during a chapter. As a rule of thumb, it's always easier to get players engaged and entertained if the story follows their interest, rather than trying to drag them away from something they like in pursuit of something they're not as engaged in. If the players were "supposed" to be talking to the bouncer during a club scene, but are having more fun talking to the bartender, maybe the bartender is actually the one who has the information they need. Or perhaps the bouncer gives them useful details for their current mystery, but the bartender becomes a regular contact for the group in the future, maybe even a romantic interest for one of the single characters.

This isn't to say that every passing whim of the players must be indulged at the expense of careful preparation or focus, merely that it's generally a good idea to take note of the story elements the players enjoy and play them up when possible. Doing so makes the players feel intimately connected to the world of the story, and gives them tangible rewards for their attention and participation, which is a powerful draw all its own.

Preparation & Record Keeping

Some Storytellers work extensively from prepared notes, with plenty of ready maps and supporting character writeups for every session, while others prefer a more freeform style, starting with a basic idea of where they want the session to go and then making it up as the players go along. A lot of Storytelling is improvisation, it's true, as both players and stories are notoriously unpredictable. However, as any good improvisational actor will tell you, improvising well actually takes a surprising amount of planning, and Storytellers of all styles can benefit from this advice.

Before a session begins, the Storyteller should take some time and try to anticipate where the story might go — not just the most obvious path, but at least one or two possible alternative routes the players might explore. What happens if the players manage to talk their way out of the climactic fight scene, for example? Or what if the players (wrongly) guess the identity of the killer in the first scene and skip right to a confrontation instead of doing more investigation? It's not possible or necessary to try to think of every potential twist, of course, but giving a couple of possible scenarios some thought can mean the difference between keeping the story going and having things grind to a halt due to an unexpected decision.

Likewise, keeping records as the chronicle advances is an excellent idea, especially if the group cannot meet regularly. No matter how compelling the story or how interested the players are, there will eventually come a time when it's time to reference a previously-established supporting character or a sinister company the players encountered a while back, and a glance around the table reveals no one remembers the name in question.

That's when written notes come in handy for players and Storytellers alike. Notes don't need to be elaborate, just a record of a name and some pertinent details to remember, though of course more involved notes can be very helpful as well. If keeping track during play is slowing things down, a Storyteller can consider asking for player assistance, perhaps even designating a scribe to keep notes. Many groups of players have at least one member who already takes notes of some kind during game, so it isn't too difficult to offer them a little incentive to do so for the good of the group as a whole.

As a final note, it's a good idea to avoid reading large sections of notes at the players, especially during a supposedly interactive scene like a conversation or a chase. Straight note reading can make things feel mechanical and remind the players they're playing a game when they should be feeling immersed in the story instead. So while it's fine to read a short description to set the scene now and then, especially for Storytellers who have trouble with such things on the fly, on the whole notes are best used as prompts and reminders as opposed to texts for monologues.

Turn Questions Around

At times, even the best, most well-prepared Storyteller runs into situations she didn't plan for — players are endlessly creative, after all, and that means they take actions or ask questions that simply can't be anticipated. One deceptively simple technique to handle situations like this is to simply turn a player's action or question around and ask him what he thinks would happen. Doing so immediately engages the player, and also provides some useful information for the Storyteller to work with as she decides what to do with this unexpected twist.

For instance, suppose a Storyteller has set up a murder mystery for her players, and during the investigation one of the group gets suspicious and decides he's going to follow a supporting character that was supposed to simply be a harmless bystander. It's not a situation the Storyteller has anticipated, but it's a perfectly fair course of action. So when the player asks, "I follow him home, where does he live?" the Storyteller replies, "I don't know, where do you think he lives?"

Instant Dice Pools

Not every supporting character needs a fully fleshed out character sheet. Storytellers, if you need to know off the top of your head how many dice to roll for a random character, use the following guidelines: An average person with no training rolls two dice, an average person with average training rolls four dice, a talented or seasoned individual rolls six dice, a dedicated expert rolls eight dice, and a master rolls 10 dice. Add or subtract one die if it's a situation they're very experienced in or mostly unfamiliar with, and there you have it — an instant dice pool. Naturally these numbers can be adjusted, of course, especially for factors such as magic and the like, but on the whole they should allow you to generate supporting character dice pools quickly and fairly for even the most spontaneous and unexpected situations.

The player pauses, thinks for a moment, and says, "He seems like a guy who'd have a cheap apartment, but, like, totally crammed with stuff. Not the best neighborhood, but not terrible, you know?" The Storyteller likes this idea, but adds that it looks like this guy gets a lot of packages in the mail — maybe he's an online shopping addict, or a hoarder. Based on this quick exchange, what could have been an awkward dead end has become an interesting scene; even if the Storyteller doesn't want to work this supporting character into her murder plot, he might turn into an interesting individual to tie into future stories. Or maybe his appearance at the scene wasn't so incidental after all….

Turning questions around in this fashion — or simply opening them up to the group in general, if a single player is stumped — can be a bit daunting at first, especially for groups that are used to a style of gaming where the Storyteller is the only arbiter of game fiction. However, when used well it creates moments of great player/Storyteller collaboration, and can also be a huge help to a Storyteller who's suddenly faced with something "off script" and needs ideas for handling it that will also interest the players.

Share the Limelight

This advice applies to players and Storytellers alike. Remember, everyone at the table is there to have fun and tell a story together, and that means giving everyone a chance to shine. Ideally, everyone would get the spotlight at least once per chapter, though depending on the size of the group and the length of a session this may not always be possible. However, a Storyteller is strongly encouraged to take note when a player has been "in the background" a lot lately and see if she can't find a way to move his character more to the forefront for a bit.

It's also important to recognize that players who hog the spotlight rarely do so consciously — most of the time it's not vanity or selfishness, but just because they are wrapped up in and enjoying the story. So when confronting a player who seems to be taking more than his share of the spotlight, it's best to do so gently, and give him the benefit of the doubt. A light approach usually does a lot more to encourage teamwork.

Handling Problem Behavior

"Problem behavior" describes actions that disrupt the enjoyment of the game for other players, for the Storyteller, or both. There are many varieties of problem behaviors, from heated arguing over rules interpretations to paying more attention to a smartphone than the game session, but the basic approach for handling these actions is simple. The Storyteller should take aside the players involved, let them know what behavior is causing a problem, and see if there's a way to fix that problem and make the game enjoyable for everyone again.

Ideally, such conversations should be done during a break in the session or between chapters, in order to keep tempers cool and make sure nobody feels put on the spot during play, but a player who is being extremely disruptive may require a more immediate intervention. Storytellers should never feel shy about talking to players they feel are causing a problem; chances are, if they've noticed a problem the other players certainly have as well.

Before one comes down too hard, though, it's important to recognize that most players exhibiting problem behavior don't realize it — they're simply playing the game a way they enjoy, without seeing the harm it's causing. Talking to them about the problem is therefore usually better than scolding and punishments, and should be more focused on simply making them understand that their behavior is causing issues and helping figure out ways to improve in the future.

Rules disputes, for example, usually boil down to feelings of fairness, or player frustration after counting on rules working one way only to find that they work another. Inattentiveness can result from players who feel left out of the story and so don't engage in what's going on. Mood breaking, such as players who constantly crack out of character jokes during tense or emotional scenes, can stem from discomfort concerning the material in question. Regardless, it's best to learn the reasons behind it before assuming the worst about a player or his intentions.

It's also worth noting that sometimes even good players — and Storytellers, for that matter — can get caught up in the moment and find powerful in-game emotions spilling over into real-world discussions, such as a player starting an angry argument with the Storyteller over her character's death, or two players fighting out of game because of an in-game disagreement. When such moments arise, it's usually best to call a break and let those involved cool off a bit, while reminding everyone it's just a game and not to take it too seriously. If it becomes a regular problem, it's probably a good idea to sit down and talk to the group about what's going on, and see if there are underlying issues causing these difficulties.

While it's rare, sometimes a player knows exactly what he's doing and actually enjoys making trouble for others. It's unfortunate, but it does happen. This sort of behavior can do serious

damage to a chronicle if left unchecked for even a short period of time. Such "trolling" players are best dismissed from a game, and quickly, unless they sincerely apologize and change their ways immediately. Storytellers, do not feel bad about removing such players from your groups, and even retroactively undoing any damaging actions their characters took that sent the story off course or upset the other players; the rest of the group will thank you for standing up for them and protecting their enjoyment of the game.

let Wins and losses Stand

As a Storyteller, it can be easy to fall into the mindset of wanting to "defeat" the players, but this can lead to the temptation to rob players of victories they've rightfully earned, and there are few faster ways to turn a game sour than punishing the players for being clever (or lucky).

If the players come up with a clever scheme that potentially vanquishes a villain more easily than the Storyteller had expected, or get a lucky roll that blows the lid off a mystery, or figure out how to bypass an obstacle that was supposed to be a major issue, then *let them have their victory*. They earned it, and so they should be able to enjoy it. A Storyteller can always devise more obstacles and antagonists, after all, so there's no point in negating the actions of the players just to preserve existing ones for an arbitrary reason.

By the same token, if the players fail, don't take away the consequences of that failure or all sense of risk will quickly evaporate. This doesn't mean rubbing the players' noses in it by any means — gloating is a poor habit in Storytellers and players alike — but just resisting the temptation to soften punishments, rewind events, or otherwise undo the consequences of players failing (or simply making hard decisions). If players are having a hard time with consequences, it's generally better to take a time out and talk about it out of character than to respond by softening the response in the fiction.

This is not to say that sometimes victories may turn out to be mixed blessings, for example, or that losses might not be as bad as they first appear, but all such moments should always be firmly supported by the events of the story and not simply thrown in as last-minute alterations.

logistics, logistics, logistics

Although it's easy to overlook matters of snacks, hosting, and scheduling as compared to issues like handling problem players or mastering descriptions, such nuts and bolts are just as vital to the success of an ongoing chronicle, if not more so. Hosting a game night can be a demanding task, especially with a large group, not to mention feeding the whole crew as they gather around the table. With that in mind, it's a good idea to spread out hosting duties if possible, and regardless always make sure the host gets plenty of help with cleaning up before and after game. The same goes for considering players who have to travel to attend; rotating carpool duties, or kicking in for gas and travel costs, is a good way to keep everyone happy.



Much the same goes for providing food and drink at game sessions — unless everyone is bringing their own to each session, make sure the burden doesn't fall too heavily on any one player. Whether everyone kicks in for a communal dinner, brings potluck to each session, or handles food on a rotating basis isn't as important as making sure it's fair, any dietary needs or allergies are accounted for, and nobody feels constantly put upon to provide for the rest of the group. Lighter, healthier fare like fruits and nuts, paired with juice or tea, can go a long way to keeping energy levels up and minds alert during a chapter.

Scheduling can be a source of real contention in a group, and so it's a good idea to have a frank discussion right up front about how often people expect to play, whether a session can be held with one or more members missing, if characters can be played in absentia by the Storyteller, whether alternates are permitted if a regular player misses a session, and so on. Trying to find a night where four or five people all have a few hours free to play and a way to get to the game can be a very difficult task, after all, let alone trying to do it 2-3 times per month.

For their part, players who have serious restrictions on their time should be reasonable about the rest of the group playing in their absence. By the same token, the Storyteller should make sure that such absent characters don't lag so far behind in terms of experience points or relevance to the story that the player feels there's no point in returning.

The Golden Rule

Storytellers, if there is one great piece of advice to heed above all others, it's this:

If following the rules and telling a great story ever conflict, always go with the story.

Now, it's important to have rules, because without them it's hard to resolve conflicts and other uncertain situations fairly and predictably. Changing rules or setting elements constantly can make the players feel frustrated, to say the least, as they rely on those elements to understand the story and how they interact with it. That said, it is important to recognize that this book is here to serve as a guide, not a warden — it should inspire, not confine the imagination.

If it helps, think of rules in a roleplaying book as the sheet music in front of a jazz band. It's important to have it there so that everyone knows what's being played, when and how to play, and to keep everyone on the same page as the piece goes forward. Sometimes, however, the band is really feeling it and what's written down just isn't right, and that's when it's time to go off the page and improvise, to riff a bit and jam with each other. Those are the same sorts of moments when going with the story over the rules is the right thing to do.

Only two essential guidelines need to observed when changing rules or setting elements in this fashion. The first is that such changes must always be fair and consistent. Changing the rules to suit the needs of the group is fine, for instance, but not just for one player at the expense of the others, or at one time but not in another identical instance. The second is that any such changes should be announced clearly, so everyone knows what's being changed (and why), and preferably in advance if possible so that players have time to ask questions or discuss them. A Storyteller that follows those guidelines should be able to balance the need to have rules to provide a foundation for the game with the occasional necessity of bending or changing said rules to tell the best possible story.

After all, a lot of great roleplaying stories have been told that involved throwing out the rules at one point or another, but very few people fondly recall times when a good story ground to a halt in order to ensure the rules were being properly observed.

Example: During a climactic confrontation with a dreaded chimerical monster that has been devouring neighborhood children, Mike wants his character, Mr. Sweets — a redcap ice cream truck driver — to Unleash the Winter Art to create a blizzard of ice cream treats at the voracious creature. He explains that he hopes the creature will gorge on the confections to the point where it gets sick and vomits back up the children it previously consumed.

The rest of the table cheers at the idea and looks at Pete, the Storyteller, for a ruling. He knows that Unleashing a storm of ice cream isn't exactly in the usual redcap description, and those children were supposed to be long-since devoured beyond all hope of recovery. At the same time, Mike has a point that cold and hunger are *thematic to redcaps, and both the ice cream and the rescue of children in danger suits the character of Mr. Sweets perfectly. It's not really what Unleashing is normally about, but it feels* right *in this case.*

Pete thinks it over before granting the unusual request, though he asks Mike if he feels it's fair to also increase the difficulty of the related roll a bit due to the unusually specific nature of the Unleashing. Mike agrees that seems fair, and so the other players watch at the edge of their seats as he gets ready to make a difficult, high-stakes roll with the fate of their group and the endangered kids in the balance. What might have been a simple "no" according to the letter of the rules has become a very engaging moment due to heeding the spirit of the story instead.


Tor
Fae
Brooch of
Honor
21
Glory
Nobility
12

Chapter Nine: Nightmares & Stranger Things

I am the "who" when you call "Who's there?"
I am the wind blowing through your hair.
I am the shadow on the moon at night,
Filling your dreams to the brim with fright
—The Nightmare Before Christmas

Changelings walk in two worlds, but they are alone in neither realm. Threats and dangers abound no matter where they go. Feral chimera and nightmare horrors lurk in the Near Dreaming. Dark fae and ancient enemies invade from the Deep Dreaming and Nightmare Realms. The World of Darkness is no safer: it teems with Glamour-destroying mortals, bloodthirsty vampires, feral werewolves, reality-bending mages, and even stranger Prodigal cousins. Not every non-Kithain denizen is an active threat, but some mortals and Prodigals are so steeped in Banality that they can damage a changeling simply by their very presence.

This chapter provides a variety of templates for chimera, mortal, fae, and supernatural allies, contacts and threats to flesh out your chronicle's supporting cast.

Prodigals

Some fae races forget their true natures. These lost races are collectively known as Prodigals. Whether or not they're truly fae, changelings exist who wish to bring these creatures back into the fold, where others would see them avoided, or destroyed.

The descent of Banality across the world following the Shattering disturbed the relationships Kithain possessed with these creatures, as survival became paramount over games of politics. Dealings grew cold as magi began to exploit the Dreaming, sects of vampires desired experimentation with changeling blood, and werewolves — temperamental partners at the best of times — lashed out against their unreliable fae allies in retribution for wrongs, real and imagined.

The changelings are hardly blameless for the withering of friendships given their variable attitudes. Tentative fingers have long reached out for the hands

— and claws — of these fellow outcasts in an increasingly oppressive world, though aggression toward ancient foes is often the response. In multiple cases throughout history, changelings and other supernatural beings defied expectations. They put aside differences and communicated, exchanged information, and even battled alongside one another.

Vampires

According to fae scholars, vampires descend from one jealous redcap. He apparently slew his brother in a fit of jealousy, placing his jaws around the sibling's head and snapping them shut. It's a tale with traction, much to the chagrin of the redcaps.

When not responding to these rumors with violence, redcaps correct tale-spinners with their version. The envious fae was one named Lilith, of a separate, lost kith. Yes, she behaved in a way similar to the redcaps, but she was Thallain. Her murderous actions brought a curse down on her entire line, as the Tuatha de Danaan denied them the Dreaming forevermore.

A popular rumor contrary to both tales is prevalent among the commoners. Desperate for immortality, a sidhe offshoot became vampires by consuming the life of other, more vibrant creatures. Such parasitical behavior is typical of the sidhe, they say.

The Kithain have no unified school of thought on vampires. Most assume they were once fae, due to their peculiar immortality, but they've become Banality's tools. Vampire households vary in vitality, but it's a twisted form of Dreaming they manipulate. The nobility would have changelings spurn vampires, but the temptation of a return to immortality seizes the heart of many a sidhe. In exchange for dark services, some Kithain and vampires agree on dangerous oaths promising immortality. Such pacts rarely end well.

Kithain are aware of an ideological struggle between vampires of different stripes, but few care to examine it closely beyond knowing which parts of a city should be avoided at

Amazing Powers

In the place of Disciplines, Gifts, and other unique powers applicable to each of the detailed World of Darkness entities, this chapter treats Prodigals as possessing changeling Arts with no requirement for Realms. This can, in some cases, make Prodigals very powerful. At the Storyteller's discretion, Prodigals may be restricted to applying the effects of their Arts on individuals, rather than groups, or select cantrips chosen from the specified Arts, while others are discarded as out-of-place for that particular Prodigal creature.

If you own the 20th Anniversary Editions of **Vampire: The Masquerade**, **Werewolf: The Apocalypse**, **Mage: The Ascension**, or **Wraith: The Oblivion**, you may prefer to use the systems from within those books. Be aware that those systems do not account for Glamour, Banality, or other **Changeling**-specific Traits.



night. Both Seelie and Unseelie Courts have proclaimed the avoidance of vampire groups named Tremere and Kiasyd as imperative. These vampires routinely capture Kithain, often destroying their test subjects during experimentation.

Most vampires have no idea the fae exist. Those who do often develop an unnatural fixation with tasting changeling blood.

Powers and Weaknesses

- Vampires are effectively immortal. They do not age. "Elder" vampires are typically more cunning and powerful, and are often a match for the mightiest changelings, but with increased age they lose touch with modern culture and technology.
- Vampires are driven into unconsciousness by mortal weapons (once their health track is completely filled with lethal damage) and with a stake through the heart.
- Each turn spent in sunlight, exposed to fire, or subject to the focus of someone truly faithful inflicts a point of aggravated damage to a vampire. Only the accumulation of aggravated damage destroys vampires.
- Most vampires have moderate Banality ratings, though Unseelie are often intoxicated by the dark auras of these fellow denizens of the night. Some Unseelie even claim that vampires do not exude Banality. Rather, they surround themselves with a sinister and exotic Glamour all their own.
- Vampires have no Glamour, but they power their existence through the theft of life, in the form of living blood. Vampires have a blood pool, which is identical to a Glamour pool, but which is recharged by human blood (one pint equals one point; most human-sized beings have 10 blood points. Victims tend to die after losing half). If a vampire runs out of blood, he falls unconscious.
- Vampires who drink changeling blood suffer intense hallucinations.

Toreador Neonate

A clan known for appreciation, dedication, and ultimately corruption of the arts, the Toreador have a complicated relationship with the fae. The majority of Toreador have no clue as to the existence of the Dreaming, but they find themselves unerringly attracted to the fae, likely due to their radiant vitality.

Changelings tend to deal with Toreador when the vampires are still (relatively speaking) young. Their gifts of sight allow them to see changelings, so Kithain become an object of curiosity. The clan is possessed of a kaleidoscope of muses and creative talents, so it's rare for a Toreador to remain focused on relations with the fae beyond initial probing. Those who dig deeper find themselves latching on to the fae like a leech to a bulging vein, with older Toreador growing quite obsessed with the possibilities the Dreaming presents.

Attributes: Strength 2, Dexterity 3, Stamina 2, Perception 3, Intelligence 2, Wits 4, Charisma 3, Manipulation 4, Appearance 3

Abilities: Alertness 3, Athletics 2, Empathy 1, Etiquette 2, Expression 3, Firearms 1, Intimidation 2, Melee 2, Occult 1, Performance 4, Stealth 2, Streetwise 2, Subterfuge 3

Blood (Glamour) Pool: 10

Banality: 3

Willpower: 5

Equivalent Arts: Soothsay 2, Sovereign 2

Equipment: Fashionable clothing, concealed weapon

Kiasyd Ancilla

The aloof and bizarre Kiasyd are related by blood to the Kithain in an incontrovertible, yet unpleasant way. Sometime around the Shattering, a vampire drank a steady alchemical diet consisting of changeling blood and other, stranger liquids. Why he did this is unknown — some believe the vampire was misled by Unseelie fae and magi, while others say he was responsible for tricking and draining sidhe and eshu, after performing a ritual that drank Glamour as well as blood. Whatever the origin, the Kiasyd were the result.

Kiasyd drinking habits differ from those of other vampires. Whether by custom or physical need, many Kiasyd only feed under the moonlight, from "pure vessels," or after skinning their victims, claiming Banality and filth contaminate the physical skin. Childlings are advised to stay well away from this bloodline of vampires, as changelings who spend too much time in their company tend to go missing.

Bearing a fae mien and perceiving the Dreaming and Kithain alike, the Kiasyd are strangely distorted creatures, their physical beings in flux between vampiric undeath and fae Glamour. They tend to keep to themselves, possessing great libraries a number of changelings would love to peruse. Kiasyd claim to know the origins and fates of the fae, but only exchange such information in exchange for new lore, or the answering of a riddle. They adore conundrums and mind games.

Attributes: Strength 4, Dexterity 3, Stamina 4, Perception 4, Intelligence 5, Wits 4, Charisma 2, Manipulation 5, Appearance 1

Abilities: Academics 3, Alertness 3, Athletics 2, Brawl 1, Empathy 1, Enigmas 5, Etiquette 4, Expression 2, Gremayre 1, Intimidation 3, Investigation 3, Kenning 3, Melee 1, Occult 4, Stealth 2, Streetwise 1, Subterfuge 3

Blood (Glamour) Pool: 15

Banality: 6

Willpower: 7

Equivalent Arts: Autumn 4, Chicanery 4, Dragon's Ire 2, Sovereign 5

Equipment: Top hat, coattails, cane, a Treasure in the form of a book

Ravnos Elder

Ravnos who know of the Kithain also know, and appreciate, that their vampiric powers pose a threat to the changelings. Ravnos rip uncontrollable chimera from the darkest and deepest parts of the Dreaming. They're not susceptible to Bedlam, and can easily craft weapons from the Dreaming to cause chimerical damage to Kithain and enchanted. Unlike other vampires, Ravnos go out of their way to harm changelings so they can appropriate fae domains and Treasures.

The reasons behind Ravnos aggression are lost to time, but a popular tale states the Ravnos were disgraced in a game of talecraft with an ancient eshu. As a reprisal, the Ravnos stole the life, the soul, and the Arts of the changeling, hunting fae from that point onward. In truth, the Ravnos don't so much hunt changelings as target them if they happen to be passing. It's likely a Ravnos passing a trod will take time to defile the site because it's there, or one spying a solitary troll will take the time to humiliate the changeling with an underhanded attack. Ravnos don't have an active program against changelings. Rather, they have a blind hatred. It rears its head whenever Ravnos and Kithain are in the same vicinity.

Attributes: Strength 6, Dexterity 3, Stamina 6, Perception 4, Intelligence 4, Wits 5, Charisma 1, Manipulation 5, Appearance 4

Abilities: Academics 2, Alertness 3, Animal Ken 3, Athletics 4, Brawl 4, Crafts 3, Enigmas 2, Etiquette 1, Expression 3, Gremayre 3, Intimidation 6, Kenning 5, Melee 2, Occult 4, Stealth 3, Streetwise 1, Subterfuge 4

Blood (Glamour) Pool: 20

Banality: 8

Willpower: 9

Equivalent Arts: Chicanery 4, Dragon's Ire 3, Legerdemain 5, Oneiromancy 3, Primal 4

Equivalent Birthright: Make It Work (see p. 95)

Equipment: Torn clothing, cold iron sword, fae parts as trophies

Werewolves

If what the pooka say is true, shapechangers are cousins to the fae, and the Dreaming's most tragic loss. The Tuatha de Danaan decreed all beings must find forms and remain within them, so better to know themselves. The changelings followed the command, but the shapeshifters denounced the idea. They needed the forms of multiple beasts to overcome the approaching Dark. The shapeshifters were exiled from the realms of the fae for disobeying, and continued their fight against the Dark alone.

Despite the ancient tale, the feelings changelings have for shapeshifters are warmer than for most Prodigals. Once, they shared glens and places of power. Some dream of those times returning. Kithain would invite their shapechanging kin to walk the Silver Roads, in turn finding themselves introduced to awesome totems and spirits. The changelings put the fraying of friendships down to the temper of their compatriots, while werewolves blame the cowardly fae, and their retreat during the Sundering. Arguments, apportioning blame, and fighting for scraps typify the shapeshifter/changeling relationship as much as their legendary revels, harmony, and mutual respect. Such tumultuous friendships are the celebrated content of fables.

Since the Resurgence, fae reach out to werewolves known as Fianna and Uktena, as well as the Kitsune and Nuwisha Changing Breeds, and are received fondly. Not so with the Get of Fenris, who swear to kill sidhe on sight due to a blood oath a millennium old, the details of which Fenrir constantly recount. The twisted Black Spiral Dancers and Skull Pigs occasionally enter into agreements with the Shadow Court, but their goals of absolute defilement make even the Unseelie balk.

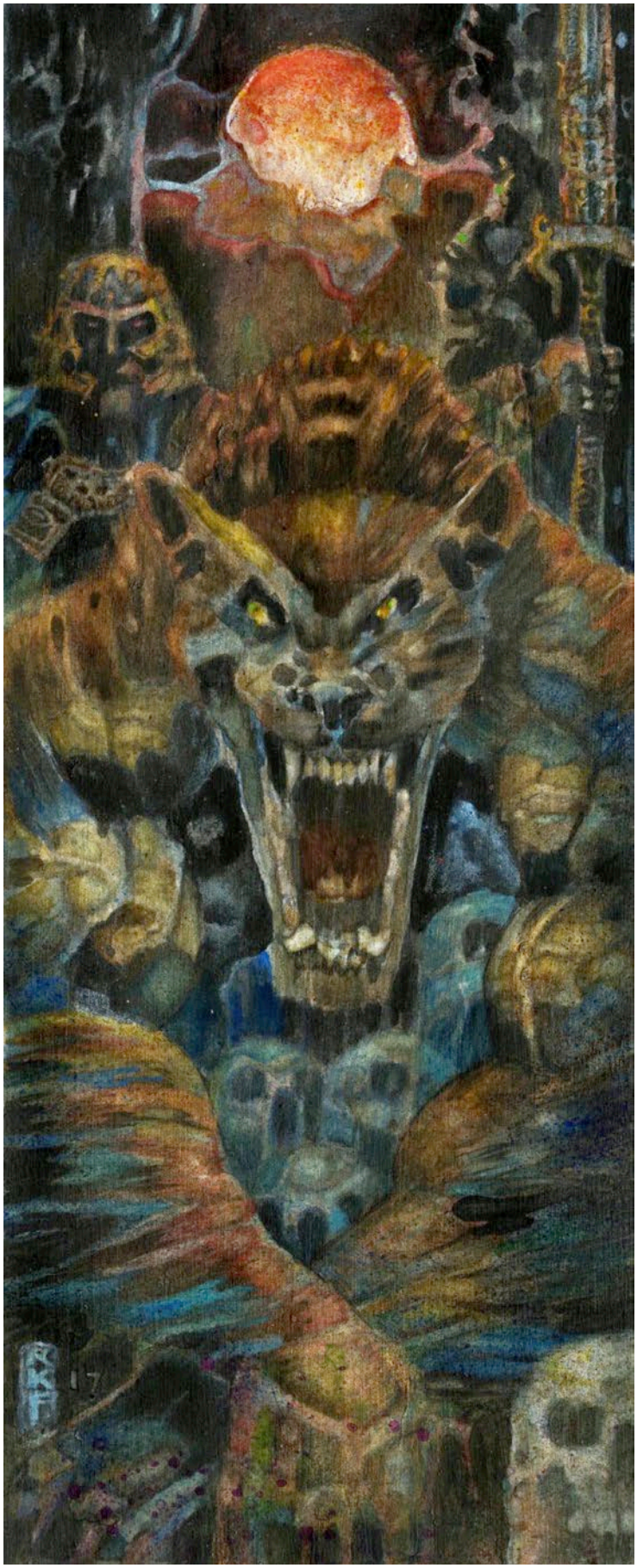
Powers and Weaknesses

- Werewolves can shift between the forms of wolves and humans, as well as take the forms of hybrids of both. Most terrifying of all is their "Crinos" battle form: a wolf-headed, nine-foot-tall killing machine. This form drives humans who witness it into a state of hysterical amnesia, as their minds struggle to process what they've just seen. In this form, all werewolf Physical Attributes double. Werewolves must spend a point of Glamour to shift form.
- Werewolves can attack several times each turn, often taking two to six actions in a single turn.
- Werewolves heal incredibly quickly, regenerating one health level each turn. Only fire, or the teeth and claws of other creatures such as redcaps and vampires, permanently injures a werewolf. Consider all damage — bashing, lethal, and aggravated — to be soakable with the werewolf's normal Stamina. Werewolves cannot soak damage inflicted by silver weapons.
- Werewolves fuel their powers with Gnosis, a measure of their spiritual energy. They regain Gnosis through long meditation, bargaining with spirits, and proximity to sources of Glamour. As creatures of change and the wilderness, they're lower in Banality than most people.
- Werewolves enter the spirit world and travel to spirit realms by spending one point of Glamour and passing through reflective surfaces (including water). Werewolf mystics can apparently travel to Arcadia, but attempts to bring changelings along with them always result in disaster, as Silver Roads give way and the changeling plummets to a horrific, insidious realm known as Malfeas. A popular rumor in the Unseelie Court maintains Malfeas as Arcadia's resting place.
- Creatures of great rage, werewolves are prone to destructive bouts of anger that can last hours. Roll the werewolf's Willpower (difficulty 7) to resist flying into a rage when provoked. Roll the werewolf's Willpower (difficulty 8) to come out of the rage before the cause of her ire is destroyed or removed from the werewolf's sight.

Get of Fenris Adolescent

Get of Fenris unrepentantly destroy sidhe on sight, and maim anyone found in their company. For this reason, changelings tend to avoid these werewolves, unless they share a common enemy in the nobility. Pooka can't resist pranking the unrelentingly grim and driven Get, but they find that the werewolves don't have much of a sense of humor.

Fenrir hatred for the sidhe stems from an incident long prior to the Shattering, when fae and shapechanger were seen as immutably linked. An entourage of gleaming sidhe lost their horses in the mountains. In need of alternate mounts, a noble espied a werewolf in conversation with a commoner — exchanging grunts, howls, and egregious body language — and realized this savage creature would make a perfect mount for the arduous country. He gathered his host, and they subdued the werewolf and her fellows, placing them under a geas to



remain obedient pets for one millennium. Since the geas concluded, the Get have been unfriendly to the fae, and homicidal to the sidhe.

A common rite of passage for a young Get of Fenris is the slaying of one of the jumped-up fair folk, though they're cautioned by elders to not harm places where Glamour is strong, or changelings of other kiths where possible. For all their fury, the Get are still werewolves concerned with strengthening the health of this world. Unfortunately, when a werewolf falls to its rage, it can be impossible to rein it back in.

In Crinos and wolf form, the Get tend to manifest as massive gray beasts marked with ritual scars, brands, and tattoos burnt into their flesh.

Attributes (human form)**:** Strength 5, Dexterity 3, Stamina 4, Charisma 2, Manipulation 2, Appearance 3, Perception 4, Intelligence 2, Wits 3

Abilities: Alertness 3, Animal Ken 3, Athletics 4, Brawl 3, Crafts 1, Enigmas 1, Intimidation 3, Investigation 1, Kenning 1, Melee 1, Occult 1, Stealth 3, Survival 3

Gnosis (Glamour): 6

Banality: 3

Willpower: 3

Equivalent Arts: Chicanery 1, Dragon's Ire 3, Primal 2, Wayfare 2

Equipment: Combat gear, hunting knife

Black Spiral Dancer Veteran

To the Black Spiral Dancers, changelings are a curious product of what they call the Wyld. Many Black Spiral Dancers are rabid, scabrous psychopaths. They pluck still-beating hearts from changelings just to taste something fresh and interesting. Others among the tribe see the fae as something more.

A Black Spiral Dancer alliance with the fae remained in place for generations, unknown to any but veterans of the tribe and the most ignoble of changelings. An oath sworn prior to the Resurgence saw the Black Spiral Dancers offering the Unseelie their skills in fomenting war and decay, in exchange for permanent aid in the theft and despoilment of caerns, treasures, and trods the Seelie fae held. It was a mutually beneficial arrangement, but the Black Spiral Dancers of today run roughshod over all, despoiling, violating, and murdering without a care for ancient words.

In Crinos and wolf form, Black Spiral Dancers have deformed skulls and bodies, patchy fur, and burning green balefire flames in their eyes. Black Spirals don't look much better in human form, tending to look deeply inbred, or mutated.

Attributes (human form)**:** Strength 5, Dexterity 4, Stamina 6, Charisma 3, Manipulation 2, Appearance 3, Perception 4, Intelligence 3, Wits 4

Abilities: Academics 1, Alertness 3, Animal Ken 3, Athletics 2, Brawl 4, Crafts 2, Enigmas 2, Expression 1, Firearms 2, Gremayre 1, Intimidation 3, Investigation

2, Kenning 1, Leadership 1, Medicine 1, Melee 3, Occult 3, Stealth 3, Survival 4

Gnosis (Glamour): 7

Banality: 4

Willpower: 5

Equivalent Arts: Chicanery 2, Dragon's Ire 4, Primal 3, Pyretics 3, Wayfare 2

Equipment: Sharp suit split at the seams, briefcase containing assorted instruments of violence

Fianna Elder

Fianna and changeling blood is intertwined. It's said werewolf and Kithain (or at least Kinain) children have been born of the same parents. Fianna bards are honored guests at fae freeholds, and vice versa at Fianna moots. Among all the Prodigals, Fianna werewolves are the most likely to protect the fae, vouching for them against the Get of Fenris and guarding their places of power from voracious magi.

Sidhe recall a time when the Fianna took their side in a long war against the commoners. Oddly, commoners remember the event differently, with the Fianna standing impartial in their recollection. Whatever the case may be, sidhe readily welcome Fianna, while commoners consider the werewolves coolly.

Fianna elders are loud proponents of the return to a formal union of fae and shapechangers, defying the ancient ruling of the Tuatha de Danaan. Both consider the Fomorians and their fomori offshoots to be the greatest of threats to the Dreaming. It's a proposal that makes Kithain giddy with enthusiasm. More would rush out to seize the opportunity of alliance, were it not for the enemies they'd inherit. Werewolves have many foes, and changelings are not unified enough to fight them all.

In Crinos and wolf form, most Fianna affect shining red fur, and howl with a melody so beautiful it's capable of making a satyr swoon.

Attributes (human form)**:** Strength 5, Dexterity 4, Stamina 5, Charisma 5, Manipulation 3, Appearance 3, Perception 5, Intelligence 3, Wits 4

Abilities: Academics 1, Alertness 4, Animal Ken 4, Athletics 4, Brawl 5, Crafts 2, Enigmas 3, Expression 3, Firearms 2, Gremayre 2, Intimidation 4, Investigation 2, Kenning 2, Leadership 4, Medicine 1, Melee 5, Occult 4, Performance 3, Stealth 3, Streetwise 2, Subterfuge 4, Survival 5

Gnosis (Glamour): 9

Banality: 5

Willpower: 7

Equivalent Arts: Chicanery 3, Dragon's Ire 4, Primal 4, Soothsay 2, Wayfare 4

Equivalent Birthright: Gift of Pan (see p. 103)

Equipment: Klaive (silver weapon), treasure in the form of ceremonial jewelry, collection of stories

Magi

The fae relationship with magi is turbulent. The fae understand these "Awakened Ones" are skilled Dreamers, with talents much like changeling Arts. They epitomize the elements of creation — change (fire, or Marauders), stasis (stone, or Technocrats), decay (water, or Nephandi), and balance (air, or the Traditions, Crafts, and solitaires). This makes magi compelling, dangerous companions.

The fae first encountered magi as mortals who could form new Dreams. Their willworking enables them to alter reality based on perceptions, expectations, hopes, and fears. No other Prodigal shares such ties to the Dreaming. Magi proudly call themselves "Awakened," but the Kithain see things a little differently: mages exist in a somnambulant state, Awake to life's possibilities but Dreaming vividly enough to create new realities. The best are wellsprings of Glamour; the worst, tar pits of Banality. The magi fascinate the fae, and the attraction seems to be mutual.

Many Kithain work with mages — especially those calling themselves Hermetics, Ecstatics, and Dreamspeakers — standing together against encroaching Banality and other supernatural foes. Some pool their resources, sharing the mystical energies of freeholds.

Magi dedicated to calcification and control are among the most dominant. They fossilize dreams and wonder, freely spreading Banality wherever they tread. Other magi are increasingly desperate to discover untapped sources of power so they can combat their more stagnant cousins. Unfortunately for the fae, these sources include freeholds. Many mages drain Glamour to add to their own personal stores. Some Kithain feel it's important to support their mage allies, but these Prodigals are greedy, and only stop sapping dreams once dregs are left.

Powers and Weaknesses

- To simulate a magician's diverse, potent repertoire, the Storyteller may assign a group of Arts to a mage's arsenal, and allow those Arts to affect more than one individual. A young magician would command five dots between Arts, an experienced one 10 or more, and a powerful wizard more than 20. Magi tend to start off untrained and undisciplined, but through study and practice develop unparalleled arrays of powers.
- Mages are fragile beings, as susceptible to a quick, ignoble death as any mortal. They can attempt to soak bashing attacks, but cannot soak lethal or aggravated damage without conjuring some sort of armor. Magi heal damage with the passage of time, unless through the employment of some medicinal spell.
- Paradox is to the magi what Banality is to the fae. Since reason has swallowed the world, vulgar, flagrant uses of magic run the risk of harming the magician. A botch on an obvious spell (flight, a lightning bolt, shapeshifting, laser beams fired from a mage's eyes, etc.) causes things to go disastrously wrong. Paradoxed magi find their spells backfiring, their bodies degrading, or black holes forming around them, obliterating the anomaly. Modern magi keep their magic hidden, disguised as technology, or passed off as coincidences. Changelings can witness vulgar magic without

risking Paradox, but mortals cannot. The days of flying on a broomstick are gone, to the dismay of childlings.

- Mages have access to energy called Quintessence, which they can replenish through exposure to mystical areas or Treasures containing Glamour. When using equivalent Arts, they spend Quintessence instead of temporary Glamour. Additionally, magic demands will, so magicians often have Willpower ratings between 6 and 10. For every use of an Art, the Storyteller rolls the mage's Willpower (difficulty 6) to alter reality with magic.

Banality, Belief, and the Shape of the Art

When a being can enforce will onto reality and alter its fundaments, it's perhaps no surprise that magi run the gamut between being leaking founts of Glamour and walking sources of Banality. The range of magi is vast, their diverse views and goals more so. Following is a description of the different philosophies and factions among their number.

- Marauders are drunk on the Dreaming. Completely consumed by Bedlam, they are whirlwinds of wild magic. A Marauder's magic is as unpredictable as a pooka on methamphetamine; a constantly moving storm of Glamour surrounds her, while her Banality is low to nonexistent.
- Mystics are champions for the old ways, when magic was strong and the relationship between fae and magi was practically familial. A mystic magus is half-enchanted — his Banality is low, Glamour rich, and his magics are true Arts in the most wonderful sense.
- True believers claim to draw powers from demons, elementals, or gods. Their spells often involve blessings, hexes, elemental mastery, and harmful magic intended to punish those who go against their beliefs. A true believer recognizes fae as servants of unholy or unworthy powers. She glows with Glamour, but the mage's belief taints it, and can mentally affect anyone who saps that Glamour away.
- Modern cynics are a taste of what this age may have in store for all magi. Most believe in scientific advancement, but would rarely stoop to admit a belief in anything mystical, fae included. Computers, machines, and occasionally magical fetishes and Treasures channel their Arts. A cynic is capable of having his eyes opened to the broader spectrum of magic. If this happens, his Glamour is as refreshing as an icy stream. Until then, that stream is toxic to fae, afflicted with an average to high Banality.
- Technocrats know magic is just unexplored science, so they explore the wondrous heights and terrifying depths of physics and chemistry to come up with cybernetics, weapons of mass destruction, and other high-tech tools. These magi are deeply banal and extremely dangerous. Few Technocrats believe in changelings; those who do want them wiped from the Earth, as they represent the old ways. Technocrats possess no Glamour. They carry pure Banality — capable of burning a changeling from the inside out.

Sahajiya Cultist

The Cult of Ecstasy opened relations with the fae in the years following the Resurgence. In the time since, the ties of companionship have become strong. Both magi and Kithain have discovered common ground in the fields of exploration and discovery, with eshu and satyr in particular having admiration for the group.

The Ecstatics love to dabble in different fields, possessing a mercurial sensibility. Cultists wish to experiment with their fears, mastering the ability to overcome anything that may restrict their personal growth. While holding little formal organization, the Sahajiya (as they tend to call themselves) favor the bonds between mentors and students, and oaths of friendship. For this reason, trolls respect this tradition of magi, and their reverence for promises.

The Sahajiya aren't interested in the old ways, which is why a good number have embraced their changeling friends in attempting to find new sources of Glamour. Whether through the craft of innovative Treasures, the creation of new freeholds, or pioneering journeys into the deepest parts of the Dreaming, Ecstatics thrill at the prospect of bringing both their tradition and the changelings into a new age.

Attributes: Strength 2, Dexterity 4, Stamina 3, Perception 4, Intelligence 3, Wits 4, Charisma 3, Manipulation 2, Appearance 3

Abilities: Academics 1, Alertness 2, Athletics 3, Crafts 4, Drive 2, Empathy 3, Enigmas 3, Etiquette 2, Expression 3, Gremayre 3, Kenning 4, Lore 1, Medicine 1, Melee 2, Occult 5, Performance 3, Streetwise 2, Stealth 4, Survival 2

Quintessence (Glamour): 15

Banality: 3

Willpower: 6

Equivalent Arts: Chronos 2, Oneiromancy 2, Primal 2, Soothsay 1

Equipment: Comfortable clothing, jewelry materials and tools, concealed knife, illegal drugs

Akashic Master

Changelings struggle to know what to make of devotees of the Akashayana Sangha. Of all the magi, the Akashic Brotherhood is possibly the most in balance with the Dreaming — among other planes of being — but their propensity for quiet meditation and study contrasts with their unexpected flurries of violence, and puts the Kithain on edge. Boggans have remarked Akashics make for what they call "fair weather friends," as they're as prone to call for peace as they are for war.

Kithain take issue with the Brotherhood's desire to place temples, ashrams, and dojos in locations filled with Glamour. While the Akashayana tend to be polite in their requests to fae — when they acknowledge them at all — their requests rapidly become demands. The two groups invariably band together when faced with a greater threat, but the calm only briefly precedes another storm.

Akashic Sifus (Masters) are perilous combatants, known to use any number of dirty tricks to outdo the champions of freeholds. The fae underestimated the Brotherhood on several

occasions, only to have their freeholds annexed, much to the shame of the Seelie Court.

Attributes: Strength 4, Dexterity 4, Stamina 3, Perception 2, Intelligence 3, Wits 4, Charisma 2, Manipulation 4, Appearance 2

Abilities: Academics 4, Alertness 3, Athletics 5, Brawl 4, Crafts 2, Enigmas 4, Etiquette 1, Expression 4, Gremayre 1, Intimidation 4, Kenning 2, Medicine 3, Melee 4, Occult 5, Performance 2, Streetwise 4, Stealth 5, Survival 3

Quintessence (Glamour): 20

Banality: 5

Willpower: 8

Equivalent Arts: Chicanery 3, Legerdemain 2, Metamorphosis 2, Primal 4, Soothsay 1, Sovereign 4

Equipment: Monastic garb, staff

Technocratic Cyber-Freak

No Prodigals repulse and horrify both Seelie and Unseelie to such an extreme degree as the Technocratic Union. Representing everything wrong with the world and the march of Banality, the Technocracy represents the sickness of Banality, through their desire for control and predictability. The Technocracy completely dismisses the fae. It's a rare thing (thankfully) for members of the Technocracy to pursue changelings. Most don't even believe the Kithain exist.

Unfortunately for the fae, the Technocratic Union does on occasion discover anomalies in need of ironing out. These anomalies could be any of the Prodigals who aren't Technocrats. If the Technocratic Union is feeling curious, it will send its augmented Void Engineers in on a simple fact-finding mission, giving a fortunate changeling time to escape the area. If the Union instead feels the anomaly is a great enough threat to what they call "consensus of reality," they will send their cybernetically-enhanced magi to neutralize the threat entirely, without warning.

Changelings have no common ground with the Technocracy. The only decent thing these magi bring to the Dreaming is the potential union of all courts in response to Technocratic aggression.

Attributes: Strength 5, Dexterity 4, Stamina 6, Perception 4, Intelligence 2, Wits 2, Charisma 2, Manipulation 4, Appearance 1

Abilities: Academics 2, Alertness 5, Athletics 4, Brawl 3, Computer 5, Drive 4, Empathy 2, Enigmas 3, Firearms 5, Intimidation 5, Investigation 4, Law 3, Medicine 2, Melee 5, Occult 4, Politics 3, Science 3, Stealth 3, Streetwise 2, Subterfuge 1, Survival 3

Quintessence (Glamour): 30

Banality: 10

Willpower: 9

Equivalent Arts: Chicanery 5, Legerdemain 4, Primal 4, Sovereign 5, Wayfare 3

Equipment: Dark glasses (with infrared settings), black clothing, trenchcoat, heavy automatic pistol, communication link, badge, cybernetically-augmented skeleton armor (value 4), paranormal activity scanner, cybernetic implants

Wraiths

The sluagh describe how any mortal that dies with business left unfinished risks metamorphosing into a form of Prodigal. Sluagh once espoused wraiths as some form of decaying passion chimera, though others scarcely believe this rumor these days. The passion possessed by a wraith is heightened further than that of a simple mortal, as the deceased's longing comes to define and strengthen the wraith. Rather than decaying, wraiths are chimera with unmatched focus.

Their reality, known as the Shadowlands, traps most of the dead. The realm is created by their dreams of life and what could have been. That doesn't mean they're incapable of interfering with the realms of the living. Fae normally encounter wraiths accidentally, by interacting with a wraith's Fetters or Passions. Fetters are physical things of sufficient importance to the wraith. The knife that killed him, a prized car the wraith spent years repairing in his mortal days — anything could be a Fetter. Passions are the driving emotions that make a wraith more than a static, haunting ghost. Regret for not seeing his daughter graduate, hatred for the company that fired him — these powerful feelings compel a wraith to action. If a changeling interferes with something important to the wraith, she can expect to receive a visit from a potentially furious spirit, or perhaps a grateful one, if the changeling saved a Fetter or source of Passion from destruction.

Reasoning with a wraith when one is encountered is possible, just like any Prodigal, but the sluagh tell a tale of a wraith's chimerical makeup. Just as fae society splits between Seelie and Unseelie, wraiths are possessed of rational and insidious portions vying for control. The Shadow is the dark half of a wraith, and it can be difficult to tell when the Shadow's taken over. The Shadow despises the vitality present in changelings, and will spitefully orchestrate the downfall of Kithain to whom it takes exception. Shadow-controlled wraiths will drain the Glamour clean from a changeling.

Powers and Weaknesses

- Wraiths, with rare exceptions, are completely invisible and intangible. Sluagh can see wraiths, but other changelings struggle to perceive them. Unless the wraith chooses to materialize in the real world, physically touching the ghost is impossible. Any contact of reasonable force with the area where a wraith is "standing" gives the wraith a single level of bashing damage and disrupts the ghost's physical state for a number of turns equal to the wraith's Stamina rating. During this time, only other ghosts can do further physical damage to the wraith. Ghosts can walk through doors, walls, and other physical objects without difficulty.
- Fetters — objects in the real world — tie Wraiths to their semi-existence. Destroying these items enormously impacts the wraith, causing extreme harm. Wraiths go to any lengths to protect their Fetters. With Shadows goading them on,

desperate ghosts may resort to violence — or worse — if they feel their Fetters are threatened.

- A wraith's senses are sharper than a mortal's. Wraiths have the ability to detect the auras of the living, with changelings appearing incredibly vibrant to a dead onlooker. The senses of the dead are usually so acute that a ghost can pick the numbers off a speeding car's license plate.
- Wraiths called Chanteurs have the ability to sing raw emotion into a changeling, which can sometimes be turned into Glamour. They do this by means of a power called Keening; many changelings mistake Chanteurs for banshees.
- Wraiths known as Sandmen have the ability to harvest creativity, to alter dreams, and even to take sleeping souls with them into full-fledged dream pageantry. When a Sandman targets a changeling, the player must roll Willpower (difficulty 8) or lose a point of Glamour for every night of the wraith's attention. On the other hand, for a wraith dabbling in a changeling's dream, the Storyteller must roll Willpower (difficulty 6). On a failure, the wraith gets sucked into the dream, stuck until the changeling wakes up.
- The ghosts who go by the name of Usurers can drain — or restore — Glamour with a touch. As one might expect, this leads to all sorts of complications.
- Wraiths feed on emotion; this recharges their Pathos pool, which powers their magical abilities in the place of Glamour. Usually, positive emotions fuel the wraith's personality, while strong negative feelings give strength to the wraith's dark side, or Shadow. Being creatures of passion and memory, wraiths have very little Banality to them. Sluagh believe ghosts and hauntings actually make the world more hospitable to changelings than it might have been otherwise.
- Some wraiths, called Risen, can actually repossess their bodies, climb up out of their graves, and terrorize the living. Risen are very rare and extremely dangerous, but they do exist in the physical world. If a changeling acts as guardian to a Risen's Fetters, that Risen will serve the changeling in whatever fashion the fae chooses.
- Wraiths consumed by their Shadows are called Spectres. Some of these are indistinguishable from normal ghosts; others are patently creatures of evil.

Lemure Harbinger

In the tempestuous Shadowlands, swift and safe transit is a rarity. If a wraith can navigate the hazards of the underworld, couriering others along with them, and present themselves at their destination in one piece, it's likely they're from the guild of Harbingers.

It's a rare thing for changelings to enter the Shadowlands, but cross the wrong Thallain or necromancer and it can happen. When a Kithain finds herself transported to the land of the dead, it's a Harbinger who's sought to guide the fae to a safe exit. Like all ferrymen, the Harbingers require a toll in order to act as guardian to the fae. Still, payment of any type is always better than imprisonment in the nightmarish Shadowlands, where the dead feed from Glamour.

Due to the extensive geographical knowledge possessed by Harbingers, newly deceased wraiths (known as lemures) often spy on other Prodigals through the veil separating dead and living. They can perform reconnaissance before sending word to living allies on the subject of their monitoring. Such wraiths use the knowledge they acquire to gain favors that support their Fetters in the living world.

Attributes: Strength 2, Dexterity 3, Stamina 5, Charisma 2, Manipulation 3, Appearance 3, Perception 3, Intelligence 3, Wits 2

Abilities: Alertness 4, Athletics 4, Drive 3, Enigmas 3, Etiquette 2, Intimidation 2, Investigation 2, Leadership 2, Occult 2, Performance 3, Stealth 3, Streetwise 2, Subterfuge 2, Survival 4

Pathos (Glamour): 6

Banality: 4

Willpower: 5

Equivalent Arts: Autumn 1, Chicanery 2, Wayfare 4

Murderous Spectre

When a Shadow irrevocably consumes its wraith, a Spectre is birthed. Few entities are more terrifying in — or out of — the Shadowlands. Spectres are malicious, hungry, but rarely out of control. Rather, Spectres utilize everything cruel and sour in the soul of the wraith they once were, and put those skills and urges to sinister ends.

No wraith is more liable to target changelings than a Spectre. Spectres are content to consume all life and feed it to the entropy guiding them, and few creatures possess as much life as the fae. Spectres often cross over from the Shadowlands when they detect the aura of a changeling, and possess mortals, enchanted, or occasionally Kinain. They work their way into the mind and body of the possessed individual, and gradually turn them on their kin, using their host as a Manchurian candidate to weaken the fae until such a time as the Spectre can consume the Glamour from its prone form.

Spectres sometimes attack changelings at more than an individual level, orchestrating attacks through unknowing corporations and groups or entire freeholds just as a means of introducing a little bit of Oblivion to these founts of Glamour.

Paradoxically, despite their distaste for Glamour, Spectres are possessed of a high quantity of it. This is due to the raw Passions that fuel them. Unlike other Prodigals, they burn through their store of Glamour as fast as they can before consuming more.

Attributes: Strength 4, Dexterity 5, Stamina 5, Charisma 2, Manipulation 4, Appearance 1, Perception 4, Intelligence 2, Wits 5

Abilities: Academics 1, Alertness 2, Athletics 3, Brawl 4, Drive 3, Empathy 1, Enigmas 3, Etiquette 1, Expression 3, Intimidation 2, Investigation 2, Kenning 2, Occult 4, Performance 3, Politics 1, Science 2, Stealth 4, Streetwise 2, Subterfuge 5, Survival 4

Pathos (Glamour): 9

Banality: 7

Willpower: 5

Equivalent Arts: Autumn 4, Chicanery 2, Dragon's Ire 2, Primal 2, Pyretics 4, Sovereign 3, Winter 3

Long Dead Sandman

The greatest threat to changelings from the lands of the dead is also their greatest potential ally. The Sandmen are a guild of ghosts capable of affecting the dreams of entities outside the Shadowlands. Their focus is predominantly mortals, but they also target Prodigals, and of course, the fae.

It's one thing to haunt a building. It's quite another to haunt a person's subconscious. The Sandmen possess immunity to attempts to dispel their presence by dint of their distance from targets. A Sandman may sit at the foot of a sleeping Kithain's bed, but by the time the changeling wakes, addled and lacking energy as a result of the Sandman sapping his dreams, the wraith is long gone. Changelings fear the Sandmen for just this reason.

As for why some changelings believe Sandmen are the greatest allies they've never had, the Sandmen can plant the seeds of dreams just as easily as they can scour a mind of all nightmares. Some sluagh have stepped forward as representatives of their Court to see if the wraiths will take offerings to make an allegiance worthwhile.

Attributes: Strength 4, Dexterity 5, Stamina 5, Charisma 3, Manipulation 5, Appearance 2, Perception 5, Intelligence 3, Wits 3

Abilities: Academics 2, Alertness 3, Athletics 3, Brawl 2, Empathy 4, Enigmas 5, Etiquette 2, Expression 1, Intimidation 3, Investigation 2, Kenning 3, Law 2, Leadership 4, Melee 2, Occult 4, Science 2, Stealth 4, Streetwise 1, Subterfuge 3

Pathos (Glamour): 10

Banality: 3

Willpower: 8

Equivalent Arts: Autumn 4, Chicanery 3, Legerdemain 4, Oneiromancy 5, Soothsay 3, Wayfare 4

Cousins Long Removed

In the dustiest eshu libraries, hidden in sanctuaries and locked chests in the castles of Houses Balor and Fiona, are tomes detailing the Prodigals long thought lost to time and tide. Few changelings these days even realize these beings exist. Fewer still would recognize them as being in any way connected to the fae, yet intrepid scholars exist who recall tales of mummies making common cause with eshu in exploring the marvels of the Sahara, and demons summoned with sympathetic Arts by the Unseelie during the Mythic Age.

Mummies

Eshu records claim mummies were once enchanted mortals who became one with the chimerical reality of the Dreaming. These enchanted swore oaths to great and noble Arcadians, and through pacts sealed in body and spirit became eternally committed to the causes of their fae gods. Their bodies would never fester, and their spirits would never move on, for as long



as they served their masters and maintained balance between the realms of the mundane and the sublime.

Few Undying remain today, the majority having been rewarded for their millennia of service with places in Arcadia. Those who remain are steadfast in their attempts to maintain the balance they call Ma'at.

Sidhe aware of mummies dismiss their commonly attributed Egyptian origins. The Undying had to adopt mortal beliefs to maintain balance with their chimerical powers. The noble fae hold much reverence for such stalwart servants, and with mixed success a number attempt to seek them out to support the Seelie Court.

Mummies find changeling theories about them amusing, to say the least, but that's not to say they disabuse the notions. They find the vivaciousness of the fae to be warming and revitalizing in a world constantly at risk of tipping the scales the wrong way.

- As beings of eternal life capable of granting life to others, mummies generally have enough Glamour to rival any archmage. Their Banality is rarely higher than 5 when they're active. When at rest it increases by five points from whatever rating they held before, as they become passive corpses. Active mummies attempt to meet the middle ground of Banality, due to the importance they place on balance.
- Destroying mummies is impossible. If a mummy's health track fills with lethal damage, it begins to regenerate health at one level per hour. If filled with aggravated damage, and even if the body is disintegrated, the mummy reforms in 24 hours in or near to the place it fell. Where physical substances are not present or appropriate to help with reconstitution, mummies are able to pull chimera into their beings to make themselves whole.
- Mummies can weaken themselves by sacrificing their life force (Glamour) to heal others. One point of Glamour from a mummy recovers a level of health damage on another individual. The mummy regenerates Glamour at one point per hour at night or if concealed, and one point per minute in sunlight.
- Mummies adopt three Arts at level five every day at noon. The use of these Arts applies to multiple targets, unlike with most Prodigals.

Demons

House Balor assert their expertise on the subject of demons and demonic entities, claiming responsibility for the historic summoning and binding of multiple such creatures in their wars against the Fomorian Courts. House Balor states the demons were ancient fae in a time when Winter was upon the world, but their time passed, and they were exiled to a labyrinth in the Deep Dreaming. Their escape would only be permitted when the need became desperate.

These days, demons appear with increasing — and alarming — frequency. Sidhe of House Balor explain that Winter approaches again, and thus comes the time of the demon, but the House is unsettled. They know their previous relationships with the demons were those of master and slave. The demons form cults, drain Glamour from their worshippers, and attempt to crack open the walls of their labyrinth prison, showing no intent to be enslaved again. More than one meeting between Unseelie and demon has ended horribly for the changeling.

From the point of view of the demons, the fae are as primeval as they are, but they recognize no kinship or sidhe authority. Demons enjoy tricking changelings into making oaths to secure their assistance, only for the repayment to be the Kithain joining and becoming a valued member of the demon's cult. Demons grow stronger through veneration, and in the case of changelings, that veneration takes the form of Glamour and Treasures they're compelled to sacrifice at the feet of their infernal masters.

- Demons have variable Glamour depending entirely on the size and composition of their cult. They do not require Glamour to live, but they do need it to utilize Arts and enforce their supernatural will on worshippers. Demons with Prodigals in their cults are the most powerful, and protect their assets diligently. Demonic Banality ratings are typically high when in host form, as the concealment exists to masquerade their true supernatural influence.
- Demons possess the bodies of mortals and, occasionally, enchanted individuals, which makes them only able to soak bashing damage with their Stamina. They can recover levels of health through the sacrifice of others. Unaffiliated mortals allow a demon to regain one level of health, Prodigals and changelings grant them three levels of health, and the sacrifice of willing worshippers grants full health recovery. If the demon's mortal form dies, it manifests in its true demonic form, in which it shares the same regenerative powers as a werewolf.
- When a demon possesses an individual, it obliterates the soul of the person playing host. Demons cannot possess changelings or Prodigals, and if they leave a host, the empty husk drops down dead.
- When in its host body, a demon will possess between 10 and 20 points in the Arts of Autumn, Chicanery, Dragon's Ire, Legerdemain, Primal, Soothsay, and Sovereign. When outside of its host body, it gains between 10 and 20 additional points to spend across Chronos, Naming, Oneiromancy, Pyretics, Skycraft, Wayfare, and Winter. Once returned to a host, the demon loses those additional points.
- A demon outside a host form appears as a primordial entity, often mixing the features of a dreamlike angel and a nightmarish fiend. Being in this form doubles the demon's Physical Attributes and Glamour rating, making him a beacon for all hunters, Technocrats, and others who would do him harm. It's possible for a demon to physically hide from mortals (although his presence will gradually befoul the environment), but Prodigals and changelings can sense where a demon in true form happens to be. A demon in true form can enter the Dreaming via a trod or pass through to the Shadowlands if the veil between life and death is particularly weak in a location.

Nightmare Chimera

For many Seelie changelings, the Dreaming is a place of wonder and magic, where fantastic creatures can be found, befriended, and tamed. Kittens lounge in front of balefires, stables are filled with fairy horses, and nocker labs produce amazing steampunk creatures of brasswork and ticking gears. Even the Unseelie, with their darker dreams, sometimes forget that worse things lurk in the Dreaming than their aggressive constructs and breath-stealing toms.

Nightmares are just as common as, and usually more powerful than, daydreams. For every fluffy bunny or twittering flock of songbirds, a lean and hungry monster waits with slavering jaws and gleaming eyes. Wild beasts and terrifying threats hunt in the Nightmare, crossing over to the Dreaming and the mundane world with seeming impunity, seeking mortal dreams and Kithain Glamour to slake their appetites. Some nightmare chimera are ancient fears, remnants from the deepest corners of civilized memory. Others are so new and bizarre, their authenticity has yet to be confirmed.

Though these dark and hostile chimera have been categorized in many ways over the centuries, their contemporary classifications fall into four broad groups: *feral chimera*, *nervosa*, *nocnitsa*, and *urban legends*.

Feral Chimera

Feral chimera come about in two ways. Some are birthed chimera, emerging fully-formed from the minds of Dreamers to haunt the trods and glades of the Near Dreaming. Many are orphan chimera, pets and companions that used to belong to someone and, through misfortune or malice, were separated from their Kithain masters and forced to survive on their own.

Most feral chimera are the Dreaming's counterparts to mundane wild animals: rabbits, cats, wolves, horses, etc. To those lucky (or unfortunate) enough to see them, feral chimera always possess eerie and haunting features that mark them as *other*, and many have been the inspiration for tales of demon animals throughout the world's mythology.

Fairy Cats

Some are Dreamed chimera, but most fairy cats encountered along the trods have been separated from their owners and left to fend for themselves against the madness of the Dreaming. Every open window, door left ajar, and hole in the wall provides an opportunity for escape. A kitten gets separated from her sidhe child. A boggan's prized mouser doesn't come back from wandering one night. A pampered lap cat is lost on the trods as her eshu moves between freeholds.

Fairy cats vary in appearance. Some are almost indiscernible from mundane cats, but close inspection reveals extra-long claws and weirdly glowing eyes. Others are fantastic colors with exaggerated features that linger long after the cat itself has disappeared. Very rarely, a changeling may encounter true *cait sith*, huge, black felines of wild magic from the Deep Dreaming.

Attributes: Strength 1, Dexterity 4, Stamina 3, Perception 3, Intelligence 2, Wits 2

Abilities: Alertness 2, Athletics 4, Brawl 2, Empathy 1, Kenning 1, Stealth 3, Survival 2

Health Levels: OK, OK, OK, –5, Incapacitated

Redes: Hide

Glamour: 4 **Willpower:** 1

Armor: 0 (3 soak dice, total)

Attack: Claw/3 dice lethal; Bite/3 dice lethal

Cù Sìth

Also known as cŵn annwn, black dogs, hellhounds, and sidhe-dogs, cù sìth are harbingers of fate and the hounds of the Wild Hunt. On Samhain, they are unleashed to run down their prey, harrying mortals into enchantment and changelings into Bedlam. When the sun comes up, they vanish like smoke, leaving behind next to no evidence they were ever there.

Cù sìth are enormous dogs resembling heavily-muscled mastiffs, with thick black, green, or white fur, glowing eyes, and razor-sharp teeth. Their paw prints burn into solid rock, yet leave no trace on grass or dirt, and their howls strike fear into the most courageous of hearts. Cù sìth are territorial, guarding their dens as fiercely as the tombs of kings.

Attributes: Strength 5, Dexterity 3, Stamina 5, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 3, Athletics 3, Brawl 3, Empathy 2, Intimidation (Inspire Terror) 4, Kenning 2, Survival (Tracking by Scent) 4

Health Levels: OK, OK, OK, –1, –1, –2, –2, –5, Incapacitated

Redes: Armor (x3), Enchantment, Fear

Glamour: 5 **Willpower:** 1

Armor Rating: 3 (8 soak dice, total)

Attack: Bite/6 dice lethal

Hellsteed

When the devil rides, he mounts a hellsteed. Also known as black unicorns, Diomedan chargers, night mares, and demon horses, hellsteeds have haunted humanity's dreams for millennia. The masters of the fairy raed — the Wild Hunt — ride coal-black horses that can steal a person's soul. The Four Horsemen bring about the Apocalypse while mounted on unearthly horses. Even the Headless Horseman of Sleepy Hollow sits astride a demon mount with smoldering hooves and fiery red eyes.

Wild hellsteeds are exceptionally rare encounters in the Near Dreaming, even for those souls brave enough to trespass near nightmare trods. On certain nights of the year, when the barriers between the worlds are thin, hellsteeds can appear to mortals, giving rise to legends of flesheating mares, flying stallions, unicorns, and horses with flaming manes.

Attributes: Strength 7, Dexterity 5, Stamina 6, Perception 4, Intelligence 4, Wits 4

Abilities: Alertness 4, Athletics (Running) 5, Brawl (Kicks) 5, Empathy 3, Intimidation (Silent Threats) 5, Kenning (Trods) 4, Survival (Tracking) 4

Health Levels: OK, OK, OK, OK, OK, OK. –1, –1, –2, –2, –2, –2, Incapacitated

Redes: Armor (x5), Ensnare, Fear, Flight, Traverse Dreaming, Wyrd

Glamour: 8 **Willpower:** 3

Armor: 5 (11 soak dice, total)

Attacks: Hoof strike/8L

Nervosa

Unlike feral chimera, nervosa prefer to haunt the urban Dreaming, prowling in trash-choked alleyways and creeping through shadowy corridors in abandoned buildings. They live in the corners of mortal vision, furtive shadows that vanish when one turns to look. Though most are no great threat, nervosa are the most unpredictable of all chimera, spawned from the frustrations and paranoias of millions of mortals and fae crammed together in crowded cities.

Plague

Plagues are vaguely humanoid in appearance, wizened and sickly, spawned from unique fever-dreams and delirious nightmares. Most often found in places of illness — hospitals, clinics, old age homes and research centers — plagues are both born from and feed off the suffering of victims in these locations. There are many species of plague; in recent decades, plagues have sprung from outbreaks of influenza, measles, cholera, MRSA, Ebola, AIDS, tularemia, and other debilitating or lethal illnesses.

Plagues feed from populations living in dread of outbreaks, and infect particularly fearful Dreamers with the chimerical equivalent of the illness they represent. A plague's victim normally does not manifest physical symptoms, but *feels* the chills, nausea, aches, and other signs of the illness. The rise in popularity of self-diagnosis websites has made it much easier for plagues to find victims, and many hypochondriacs are haunted by these virulent chimera.

Very rarely, powerful plagues are birthed during widespread epidemics. Known as outbreaks, they carry not only the chimerical version, but the physical disease as well.

Attributes: Strength 1, Dexterity 3, Stamina 3, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 2, Kenning 2, Medicine 2, Stealth 3

Health Levels: OK, OK, –1, –1, –2, –5, Incapacitated

Redes: Fester

Glamour: 6 **Willpower:** 1

Armor: 3

Attacks: None.

Iteration 42

Forged by a paranoid Unseelie nocker in the Duchy of the Golden Sigil, Iteration 42 was intended to be front-line security for its creator's chimerical laboratory, a golem that could patrol the lab, recognize threats, and prevent incursions from the nocker's jealous rivals. Something went wrong in the process. Iteration 42 spontaneously developed self-awareness, escaped its creator's control, and disappeared into the Kingdom's labyrinthine, nightmarish sewer system.

Iteration 42 has never been found, though rumors abound of his continued existence. Urban spelunkers seeking Treasures and chimerical craft materials in the sewers occasionally bring back tales of strange lights and weird, mechanical noises deep in the tunnels and waterways, and underground freeholds have reported infrequent thefts of supplies, dross, and chimerical materials.

Iteration 42 prefers to be called "Phil." His lair is hidden in the sewers beneath Manhattan, which he has gradually turned into a working smithy and mechanics depot. Though his body started as a crude frame with basic features, he has since upgraded to shining chimerical steel and formidable weaponry from scavenged parts. He is unpredictable and just as paranoid as his creator, though he can be sociable. He quickly assesses the threat potential of any motley intruding on his domain and deals with them as he sees fit. Even those he leaves alive may find themselves relieved of any Treasures or chimerical items they carry.

Phil is not only an intimidating opponent, he also employs lesser chimera as additional layers of protection around his lair. Sewer gators and smaller golems patrol the boundaries of his domain, and traps hide in the walls and floors leading to his personal laboratory. Though most suspect him to be the only sentient chimera in the area, there has been some question as to what happened to Iterations 1 through 41.

Attributes: Strength 3, Dexterity 5, Stamina 6, Charisma 3, Manipulation 2, Appearance 1, Perception 3, Intelligence 4, Wits 3

Abilities: Alertness 3, Brawl 2, Computer 2, Craft 2, Enigmas 2, Firearms (Arm Cannon) 4, Intimidation (Threats) 4, Lore (Chimera) 4, Kenning 3, Melee (Blades) 4, Security 3

Health Levels: OK, OK, OK, –1, –1, –1, –2. –2, –2, –5, Incapacitated

Redes: Armor (x5), Flight, Repair (as Heal), Scuttle, Weaponry (+3)

Glamour: 8 **Willpower:** 4

Armor: 5 (11 soak dice, total)

Attacks: Arm Cannon (as Lightning Gun, see p. 325)/5L, Manifested Sword Arm (via Weaponry)/7L, Punch/4B

Nocnitsa

Nocnitsa are the monsters that haunt humanity's ancestral memory: the shine of eyes in the darkness and the great beasts of legend. Even the bravest knights hesitate to engage them, for they are the most dangerous and diverse classification of chimera.

Skittering Terrors

Throughout history, legends of giant insects have been told around campfires. In every corner of the world, folktales are passed through the generations, remembrances of times when enormous spiders and deadly wasps scuttled from shadowy forests and dark caves. Their invisible presence can even be felt

by mundane humans; the phantom itch of insect legs is often caused by skitterers crawling on their bodies.

Chimerical insects and arachnids have been studied and documented for as long as the fae have been on Earth, so well that most changelings can identify one by its coloration and markings. Nearly every species is hostile, vicious, and venomous. Their toxins can be debilitating or deadly, delivered via stingers and needle-sharp fangs. Most are difficult at best to kill, unaffected by every wound until hacked to pieces.

Wise changelings steer clear of them. Only the bravest seek them out for the materials they produce. Chimerical spider-silk is in the highest demand for lordly voile, but craftspeople, healers, and sluagh in particular pay top prices for collected venom, spider eyes, wasp stingers, scorpion carapace, iridescent wings, and other parts for their needs.

Attributes: Strength 3, Dexterity 4, Stamina 3, Perception 3, Intelligence 2, Wits 3
Abilities: Alertness 2, Athletics 3, Kenning 1, Brawl 3, Stealth 3
Health Levels: OK, OK, OK, OK, OK, OK, Incapacitated
Redes: Ensnare, Venom
Glamour: 4 **Willpower:** 1
Armor: 0 (3 soak dice, total)
Attacks: Bite/4L

Cryptids

Throughout human history, stories pervade of odd animals lurking just beyond the reach of scientific discovery. Though most evidence is anecdotal, the belief in lake monsters, antlered rabbits, and goat-sucking lizard-dogs is enough to keep tourism turning at a brisk pace anywhere a local legend has been dreamed up.

Cryptid chimera thrive in these places, often crossing into the mundane world from the Dreaming to feast on the hopes, dreams, and fears of mortal vacationers. In many cases, cryptid chimera share habitats and territories with their real-world counterparts, though mortals encountering them would not be able to tell the difference.

Nessie and her relatives populate the lakes, rivers, and coastal waters of many places, while jackalopes and wolpertingers dart over grasslands and forests. Not all cryptid chimera are so friendly, however. El chupacabra drains the blood from livestock in the Americas, deadly reptiles like giant snakes and displaced dinosaurs skulk in tropical rainforests, and toxic death worms burrow deep in the Gobi.

Many cryptids live far from regular human contact, but word of mouth is a viral thing, passing stories far and wide. Even Dreamers who will never leave their comfortable urban lives can envision raptors stalking through the Amazon or bipedal primates hiding in the forest.

Attributes: Strength 5, Dexterity 6, Stamina 6, Perception 4, Intelligence 4, Wits 5
Abilities: Alertness 3, Athletics 3, Brawl (Natural Weaponry) 4, Kenning 3, Stealth (Environment) 4, Survival (Environment) 4
Health Levels: OK, OK, –1, –1, –2, –2, –2, –5, Incapacitated
Redes: Armor (x1), Enchantment, Gulp, Hide, Wyrd
Glamour: 8 **Willpower:** 6
Armor: 1 (7 soak dice, total)
Attacks: Natural attack/6L

Urban Legends

In recent years, new and strange chimera have been sighted in the Dreaming. Kithain folklorists hotly debate over the origin of these bizarre creatures. Most believe that the rise of pop culture, enthusiastically consumed by Dreamers and changelings alike, is responsible for sightings of chimera that might have come straight from creepy websites or horror movies.

Urban legends are almost as diverse as nocnitsa, and can be as unpredictable as nervosa. They may manifest as alligators in the sewers, poltergeists tormenting family homes, or anything in between. Their relatively recent history makes them dangerous: Nobles removed from mortality often have little understanding of how to deal with slendermen and murderous children's toys, and excitable commoners more versed in the world often jump into encounters without truly understanding that their enemy is far more than a scary story.

Mannequins

Mannequins are ubiquitous in the world, such a common sight that they are paid little direct attention. Clothing shops line dress forms up in their windows, with smooth, faceless bodies displaying fashions to all passersby. China dolls sit on shelves in high-end toy stores, watching children and their parents with blank, glass eyes. Statues fill parks and cemeteries, frozen in place. Scarecrows hang on poles, shifting in the wind. Stuffed animals pile on beds and floors of nurseries and playrooms, harmless and adorable.

None of them move until no one is looking. By then, it's too late.

Mannequins are rarely more than semi-sentient, following some unfathomable instinct to hunt and attacking with whatever weapons are nearby. Though they appear to want to kill, such occurrences are rare. Instead, they seem to feed on the Glamour generated by the waves of terror they cause in their victims. Most encounters with mannequins leave the victim with a phobia of dolls, bears, scarecrows or clowns.

Attributes: Strength 2, Dexterity 3, Stamina 2, Perception 3, Intelligence 2, Wits 3
Abilities: Alertness 2, Brawl 2, Melee 2, Kenning 1, Empathy 2
Health Levels: OK, OK, –1, –1, –2, –5, Incapacitated
Redes: Fear, Steal Glamour
Glamour: 5 **Willpower:** 3
Armor: 0 (2 soak dice, total)
Attacks: Punch/3B, Improvised Weapon/+1L

Outsiders

Of all the nightmare chimera haunting the Dreaming, Outsiders are simultaneously the easiest to understand and the most frightening to encounter. Immensely powerful, they are

birthed from and fed by the uneasy dreams of horror movie buffs, campfire storytellers, and Kithain with overactive imaginations.

Outsiders can manifest in any humanoid form, but typically fall into one of five specific archetypes. Implacable Monsters are terrifying, single-minded machines of death, difficult to escape and nearly impossible to kill. Smiling Men rarely appear as anything more than sinister shadows, showing only a grin and a flash of claws. Shrieks are pale figures, with distended features and inhuman wails, lunging at their victims from shattered mirrors and dark corners. Unbound Shadows hide in the shades cast by their victims, unseen and impossible to escape. Harbingers are the rarest of Outsiders as well as the most benign, strange figures dressed in black who never attack but appear somewhere in the background shortly before major catastrophe strikes.

Attributes: Strength 5, Dexterity 6, Stamina 7, Perception 6, Intelligence 6, Wits 6

Abilities: Alertness 3, Athletics 3, Brawl 3, Intimidation 3, Kenning 3, Melee 3, Stealth (Surprise) 4

Health Levels: OK, OK, OK, OK, –1, –1, –1, –1, –2, –2, –2, –5, Incapacitated

Redes: Aggravated Damage, Armor (x5), Befuddle, Fear, Hide, Weaponry (+3), Wyrd

Glamour: 8 **Willpower:** 6

Armor: 5 (12 soak dice, total)

Attacks: Punch/6B, Nightmare Weapon/9A

The Dauntain

Out of all the terrors the Dreaming spawns, Dauntain are among the most frightening. A changeling may fear rampaging chimera, the Shadow Court fomenting discord, or society laid to waste by the Thallain, but these are, in essence, mortal terrors. Fear of the Dauntain is a horror that chills straight to the soul.

Dauntain changelings are things that should not be, but somehow are. Most changelings believe that when they die, they are born anew, washed clean of their former sins and failures with a brand new Chrysalis. It is a comforting story, but it is not always true.

Some fae awaken *wrong*. Sometimes, the Chrysalis twists and claws, leaving the fae soul scarred and the human mind broken. Sometimes, the soul was damaged long before its reincarnation, bringing its scars and fractures through the cycle of rebirth. The Dreaming should have destroyed these hopelessly damaged souls, but instead spits them back out into the world, incomplete and deranged.

The Ruined of Arcadia

Dauntain are predators birthed of trauma and torment, and their Chrysalises are always agonizing. Each Dauntain, no matter his kith, bears the indelible mark of his Doom. This mark, tied intimately to their Glamour, manifests as a brand somewhere on the body of the Dauntain, a symbol from an ancient language — perhaps Arcadian, perhaps older — that identifies them by their sins.

The Dreaming does not let go of changelings marked as Dauntain easily. Dauntain bear their Brands through each turn of the mortal coil, being born anew with the sins of their ancient lives. Every Dauntain knows he is incomplete, that his soul is damaged and broken beyond repair, but this does not stop him from trying to fix himself. Over the many centuries, Dauntain have developed methods to appease the pain and mitigate the madness, and some still hope to learn the secrets of the Dreaming that will allow them to finally heal their souls and shed their Brands.

Brand of the Cadaver

Illness and disease even infect the Dreaming, and the Dreaming can pass it to the fae. Some fae even go looking for these plague realms deliberately, seeking to cause pandemics in order to winnow out the weak from their society. *Typhoids* are plague carriers, infected with a horrible wasting sickness that each day hardens and sheds half their temporary Glamour into gangrenous dross. Any creature of the Dreaming that comes into contact with this dross becomes infected with the contagion, and suffers the same symptoms.

Brand of the Forsaken

Not every fae that fled to Arcadia made it through Silver's Gate. Some were criminals or prisoners of war, deliberately abandoned to a tormented half-life in the hostile Dreaming. Such fae lingered, unable to die and unable to be reborn. Only when the trods reopened could they escape, still bearing the scars of their entrapment. *Lost* suffer horrific nightmares, and may not regain Glamour from any Dreamer who does not likewise suffer nightmares.

Brand of the Iconoclast

Despair is the bane of hope. It calcifies vulnerable souls and sits like a cancer, stealing good dreams and leaving behind only desolate nightmares. Sometimes, that despair transmutes to rage and hate. *Nihilists* are driven by a deep desire to end everything — freeholds, the Kithain, even the Dreaming itself. Each day they do not destroy something of the Dreaming, whether it be a simple Treasure or the entire population of a freehold, they become obsessed with a target, suffering dice penalties equal to their permanent Glamour rating to any action not directly related to their mission.

Brand of the Lich

Souls that have trucked with the darkest of faerie powers bear a foul mark indicating their willing embrace of Nightmares in the pursuit of power. They carry the burden of deals made with the devil and creation of the most destructive dreams. *Warlocks* are tied to phylacteries that manifest during their Chrysalises. Should the phylactery fall into another's hands, the Dauntain is enslaved to the will of that being, necessitating a Willpower roll with the Warlock's Glamour rating in minimum required successes to resist any command, even self-destructive ones, their new master gives them.

Brand of the Guisling

Apostates are marked as oath breakers and traitors. No matter how slick their stories or charismatic their personalities, the Dreaming knows their wickedness and rejects them for it. Chimera attack them instinctively, and they cannot find sanctuary anywhere the Dreaming touches. They cannot recover Glamour through any method save Ravaging, and even that is only half as effective as normal, unless the Ravaging roll successes exceed the Apostate's Glamour rating.

Brand of the Unholy

Ancient magic scars some souls. A hundred-year sleep, a spell that traps the victim in a tree or animal shape, an enchantment that forces one to perform impossible tasks, or a hex that removes that which the victim most treasures: all of these can affect changelings as well as mortals. The *Cursed* may have been another's victim, or may have violated a sacred space, but the dire curse they suffered as a result lingers on. Whenever they are confronted with an item or event associated with their individual curse, their Glamour turns against them. Until they leave the trigger's presence, the Cursed's Glamour rating is subtracted from all their dice pools.

Creating Dauntain

Dauntain differ little from the standard **Changeling** character creation. In all the ways that matter, they *are* Kithain, just stained and shattered. They have access to the same Arts and Realms as Kithain, the same Abilities, and the same Backgrounds. They can cast cantrips, obtain Treasures, and gain or lose Banality and Glamour as Kithain can.

Dauntain may be any kith available to players, with the same Birthrights and Frailties. Their kith is modified by the Brand they are marked with, and any kith may carry any Brand. Dauntain are generally limited to only the standard changeling kiths, however; though Dauntain of Gallain, Thallain, *hsien* or Adhene origins may exist, they are so rare as to be unheard of.

Dauntain, by their nature, stand apart from the court system of Kithain society. They are only nominally Seelie or Unseelie; their base personality, not a court affiliation, dictates their primary Legacy. By most standards, Dauntain are overwhelmingly Unseelie, but a few manage to hold firm to their Seelie Legacy.

New Art: Ruin

Much like the fae who wield it, the Art of Ruin is incomplete. Half-remembered legends tell of a time when masters of this Art could shake the foundations of fortresses, decimate armies, and split apart mountain ranges, but those times are long gone. What remains of the Art of Ruin are fragmentary cantrips as damaged as the Dauntain themselves.

Most of its efficacy and flexibility has been lost since the Shattering; as a result, Ruin has little power over the Realms of Nature and Prop, and its effectiveness with Actor is limited to Prodigals, Kinain, Fae-Blooded, the Enchanted, and Dreamers. It maintains full effectiveness with the Realms of Fae and Scene.

Unless otherwise stated, all cantrips of Ruin are chimerical only. Ruin has lost much of its ability to affect the Wyrd.

Unleashing Ruin

In its current incarnation, Ruin is the Art of destroying Glamour and creatures of the Dreaming. Dauntain unleash Ruin through raw Glamour to speed decay, create Nightmares, corrupt Glamour and chimerically wound their enemies, and legends are rife with words foreboding destruction, such as: "a plague on both your houses," "be *not*," and "break stuff."

Ruin Bunks

Bunks for Ruin are typically representative of destruction, corruption, and erosion of dreams, fantasy, and creativity. Example bunks: Tear up a dream journal, pull the wings off a pixie, break a vase into a hundred pieces, pour acid on a painting, or tell a child there's no such thing as Santa Claus.

Cold Iron Infusion

This cantrip is the reason many changelings believe Dauntain to be champions of Banality. It lends an item or person the properties of cold iron, augmenting physical or chimerical attacks. It may also be self-targeted to defend against cold iron attacks. Most Dauntain learn Ruin to at least this level, and Nihilists in particular are the most adept at wielding its effects. Cold Iron Infusion requires the caster touch the target.

The bunk for this cantrip must include a piece of gray or silver metal to symbolize the cold iron. This cantrip can specifically affect all Realms, exclusive of the Art's limitation.

System: The Realm is determined by what the Dauntain is trying to infuse. A rock falls under Nature, but a sword may be Prop or Fae, depending on its nature. If an augmented weapon is chimerical, it is destroyed when the cantrip's effects end.

Each success adds one die of damage to an augmented weapon, or one die of soak if used in defense against cold iron. Dauntain may also use the cantrip to attempt to directly damage another fae or chimera, but must roll more successes than the target in an opposed Glamour roll. Each success on the damage roll causes one die of damage to the target, and applies temporary Banality as if struck by cold iron. Using Cold Iron Infusion as a direct attack acts as a Banality trigger.

Cold Iron Infusion lasts for one turn, and multiple castings are not cumulative. Items of cold iron are unaffected.

Type: Chimerical or Wyrd

Poison the Well

Poison the Well spikes a source of Glamour, making it dangerous for any creature of the Dreaming to harvest its resources. This cantrip mixes nightmares into dreams, swirling the two until they are indistinguishable. Anyone attempting to pull Glamour from the source instead gains Nightmare dice.

Poison the Well requires close range to the source. The bunk for this cantrip must include throwing something toxic or dangerous at the target to represent the taint the caster is introducing into the Glamour. Belladonna and hemlock

leaves, Thallain or Adhene blood, and snake venom are all common components.

System: The caster identifies a source of Glamour — balefire and Dreamers are the most common targets, but anything that generates Glamour will do — and uses either the Actor or Fae Realms. The caster then splits her successes between effect and duration: how many Nightmare dice the victims gain, and how long the source remains tainted. A Dauntain with four successes may poison a balefire for one hour, causing anyone affected to gain three Nightmare dice, or poison the balefire for one day, forcing changelings to gain one Nightmare die from harvesting it.

Multiple castings are cumulative, increasing the dice pool the caster may split between effect and duration.

1 success — One hour, 1 die
2 successes — One scene, 2 dice
3 successes — One day, 3 dice
4 successes — One week, 4 dice
5 successes — One month, 5 dice

Salt the Earth

Sometimes, it isn't enough to torment your prey. Sometimes, you must also deny him access to the thing that gives him life. Salt the Earth destroys a source of Glamour, snuffing it out of existence so thoroughly it becomes a blighted place in the Dreaming. It is a canker sore that wounds all creatures of the Dreaming that see it, triggering episodes of despair and grief.

Though the Dreaming is resilient, it takes time for the blight to heal. Legends speak of cities razed to the ground and fertile soil deadened until the seventh generation, but if this cantrip ever had that power, it is now lost. Chimera reform and balefires reignite in time, though these are small comforts to those who depend on them for short-term survival

The bunk for this cantrip must include a symbolic breaking of an item. The item must be gathered from the target by the caster — the item may be a glass from a freehold tavern, the branch of a tree from a wild glade, or a bill from the trash of a Dreamer.

System: The caster targets a person, place, or thing that generates Glamour. The balefires of Freeholds are the most frequent targets, but any source, including heartstones of sylvan glades, chimera, certain Treasures, and Dreamers, is valid.

The caster must achieve more successes than the rating of the target in order to destroy the Glamour. A Dauntain may target their victim's Dreamers and nullify their available Glamour, if successes on the cantrip roll exceed the target's (Background rating + 1). The balefire of a rank 5 freehold may be quenched with 6 or more successes on the activation roll. Successes above the minimum required indicate how long the effect lasts.



1 success — One day
2 successes — One week
3 successes — One fortnight
4 successes — One month
5 successes — One season

Multiple castings of Salt the Earth are not cumulative, but once the destroyed Glamour source reforms, it may be targeted again. The Salted Earth regenerates at a rate of one point per duration level without assistance. A level 4 freehold's balefire cursed with 5 extra successes will regenerate one point per season. Certain Treasures, Arts, and other abilities like the chimerical Rede Healing (see p. 322) can hasten the process.

●●●● Broken Oath

One of the most horrific traumas a changeling can experience is the breaking of an Oath. The Dreaming does not take such things lightly, and punishes transgressors harshly. The Broken Oath cantrip can enforce the Dreaming's vengeance even when the target is innocent of wrongdoing.

The bunk for this cantrip must include an item symbolic of the Oath to be broken: A Claddagh may stand in for the Oath of the Clasped Hands, or the Oath of Fealty may be represented by a knight figurine.

System: The caster may sense any outstanding oath the target has taken with a reflexive Perception + Kenning roll, or she may choose one she herself is under. She may also choose a common oath neither herself nor her target is under, with an additional +2 difficulty to the activation roll.

The number of successes determine how long the effects of the broken oath afflict the target. If the oath has magnitudes of consequence, the effects are always the least damaging. The caster may spend a point of Glamour per level of consequence to force higher results, but this triggers a Banality roll.

1 success — One turn
2 successes — One scene
3 successes — One day
4 successes — One week
5 successes — One month

If the caster uses an oath already in play, the oath is not actually broken. The cantrip fools the Dreaming into thinking it is. Though potentially long-lasting, the effects are only temporary, and at the end of the duration, the target returns to his normal state.

●●●●● Burning in Effigy

This cantrip allows the Dauntain to transfer any and all negative effects, including Flaws, illnesses, injuries, and chimerical damage, from herself to another. Burning in Effigy is an all-or-nothing cantrip; the caster may not pick and choose which qualities transfer to her target. They either all go, or the cantrip fails. The only exception to this rule is the Dauntain's kith Frailty, which remains with the Dauntain.

Burning in Effigy is most often used to circumvent the effects of the Brand the Dauntain carries. While the Dauntain still carries the mark itself, the negative effects afflict her target instead. A Lost sidhe may have restful sleep for the first time in years while her clurichaun opponent screams with night terrors. An Apostate eshu may travel trods again without fear of attack from chimera, while the pooka he targeted fights off his chimerical furry friends.

Though this cantrip does not allow the Dauntain to permanently rid herself of her Brand flaws, many nevertheless become addicted to casting it. Most addicts leave a river of traumatized victims in their wake as they constantly seek new prey.

The bunk for this cantrip must include an item of a personal nature from her target that allows her to establish a sympathetic link — saliva, blood, hair, skin, Treasures, items enchanted with the target's Glamour, and chimerical companions are all valid items. The caster must also use her own blood, saliva, and hair to connect her body and soul to her target's, and combine them in a rough doll made of wood, clay or grass.

System: The caster chooses her target, using either the Fae or the Actor Realms. The target must be a sentient being; freeholds, Treasures, and chimerical constructs are beyond the purview of this cantrip.

For Burning in Effigy to take effect, the caster must overcome the target's natural Glamour rating. Successes beyond the threshold indicate for how long the cantrip affects the target. Sentient beings without Glamour ratings are unaffected by this cantrip.

1 success — One hour
2 successes — One day
3 successes — One week
4 successes — One month
5 successes — One year and a day

Successive castings of this cantrip are cumulative, but any successes above five cannot extend the duration beyond a year and a day. The victim may not be targeted again with this cantrip within that time frame, either from the original caster or a new caster.

Example Dauntain

Dauntain come from many walks of life, and suffer unique tragedies they carry with them from life to life.

Erik Mikelson, The Broken Knight

Once upon a time, the Broken Knight served an Arcadian lord, leading his soldiers and marching into battle on his command. The lord's army lost, and the Knight was taken prisoner by his lord's rival. He spent untold days being dragged in chains through the Dreaming as the trods closed down. His captor made it through the gates of Arcadia before they shut, along

with most of his entourage. The Knight did not, and found himself at the mercy of the now-wild and strange Dreaming. It was eternity before he found release.

When the trods reopened, the Knight was reborn as Erik Mikelson. His Chrysalis was agonizing, assaulting him with sights and sounds that cracked his psyche and hollowed his soul, leaving only a thirst for vengeance. He remembers his captivity in nightmares, and the cold kiss of iron brings clarity to his mind. He cannot remember the name of his captor, nor that of his former lord, but he knows he will recognize them if he meets them anew.

Doomed Kith: Lost Sidhe

Legacies: Wretch/Paladin

Birthrights: Awe and Beauty, Noble Bearing

Frailty: Banality's Curse

Attributes: Strength 4, Dexterity 4, Stamina 4, Charisma 3, Manipulation 1, Appearance 2, Perception 3, Intelligence 3, Wits 4

Suggested Abilities: Alertness 2, Athletics 2, Brawl 2, Etiquette 3, Leadership 3, Melee (Swords) 4

Backgrounds: Remembrance 1, Treasure 2 (sword), Treasure 3 (armor)

Arts: Primal 2, Ruin 1, Sovereign 1, Wayfare 2

Realms: Actor 2, Fae 3, Prop 2

Glamour: 6 **Willpower:** 6 **Banality:** 5

Equipment: worn traveler's clothes, tattered voile, haunted expression

Shadow

Shadow was always a sickly child. Diagnosed with SCID at the age of 4, he was tormented by the neighborhood children who called him "bubble boy" whenever he was well enough to venture outside. When his Chrysalis came, he understood why. His soul carried an illness of the Dreaming, weakening his immune system and leaving him vulnerable to infections. After his Chrysalis, he was discovered by the changelings of the local freehold, who banded together to drive him from the area. Meeting this hostile welcome no matter where he went, Shadow decided to repay the Kithain in kind.

Shadow excels at sneaking into freeholds to spread his plague to changeling populations. He enjoys poisoning balefires as well, or tormenting an area's Dreamers. He has a lifetime of repressed frustration and rage built up, and the Kithain's rejection gave him an endless supply of victims to plague and contaminate.

Doomed Kith: Typhoid Pooka

Legacies: Grotesque/Troubadour

Birthrights: Shapechanging, Confidant

Frailty: Lies

Attributes: Strength 2, Dexterity 3, Stamina 2, Charisma 3, Manipulation 3, Appearance 3, Perception 3, Intelligence 4, Wits 4

Suggested Abilities: Athletics 3, Alertness 2, Empathy 2, Kenning 2, Melee 2, Performance 2, Persuasion 2, Security 3, Stealth 3, Streetwise 2, Subterfuge 3

Backgrounds: Chimera 3 (plague), Resources 2 (pickpocketing)

Arts: Chicanery 2, Legerdemain 2, Soothsay 1, Ruin 2

Realms: Actor 2, Fae 2, Prop 3

Glamour: 5 **Willpower:** 6 **Banality:** 5

Equipment: deck of playing cards, lockpicking tools, knapsack with travel clothes

The Harbingers of Autumn

The Autumn World is not kind to its dreamers, and the crushing grip of cold, hard reality is sometimes too much for a single soul to bear. With increasing frequency, mundane mortals fall victim to Banality, trudging through life with heavy hearts and dulled minds, unaware they are tools that spread Banality and speed the chill of Winter.

Autumn People

Autumn People are not just mortals with extreme Banality. Even the most boring nine-to-five commuter may still have a dim spark guttering in his soul, the last shreds of dreams that his office job, morning commute, and daily cup of corporate-blend coffee haven't crushed out. Autumn People go a step further, embracing the mundane with the whole of their beings. They are folks so invested in being normal and average that they have become minor avatars of Banality, spreading it wherever they go.

Despite their nature, Autumn People are unconscious predators of the Dreaming. The Mists so occlude their minds that they never see the Dreaming, and so never know the damage they do to the hidden worlds around them. Most Wyrd effects either fail entirely or are greatly diminished in strength simply from being in the vicinity of an Autumn Person. Even if they could see the realms of the fae, Autumn People are incapable of understanding them. Their minds are so rooted in their routines and rituals of normalcy that they reject outright any evidence to the contrary.

However, the most dangerous aspect of the Autumn People is not their corruptive presence. Autumn People are also invested in ensuring everyone around them also follows their stunted standards of acceptability. A receptionist with a Banality of 9 might go home after a day full of paperwork and phone calls, eat a microwave dinner, and watch reality TV until bedtime, but this alone does not make her an Autumn Person. If she ate her microwave dinner and then hopped on social media to post scathing comments on an artist's feed, or criticize the life choices of her friends in the guise of "just trying to help" before going to bed, she is an Autumn Person.

Stigmas

Autumn People are incapable of magic, but possess an innate and instinctive ability to weaponize their Banality. These "powers" are collectively known as Stigmas by changelings.

Example Stigmas

- **Aversion Therapy.** Even the most well-meaning Autumn Person can do irrevocable damage to a changeling child. Whether they handle the problem themselves or seek out the assistance of a professional therapist, the Autumn Person seeks to convince their target to give up their hallucinations by creating a fear of the fantasy within them.

  System: The Autumn Person and her target roll extended and resisted Willpower, with a target number of successes equal to 10. Each roll represents five minutes of therapy. If the Autumn Person wins the contested roll, he inflicts his victim with the effects of the 2-point Phobia Flaw (p. 182), targeted on an aspect of the Dreaming. Examples must be specific, such as "animal people," "elves," a certain location, or even "invisible friends."

  The effects are initially transitory, fading after one week, but Autumn People rarely stop at a single application. With each successive session, the phobia grows in strength to the 4-point version (20 successes) before finally becoming permanent (50 successes). The Autumn Person gains one point of Banality per use of this ability.

  Should the Phobia become permanent, the changeling's player should be awarded appropriate experience in recompense, as any Flaw (see "Gifting Merits and Flaws" sidebar on p. 177).

- **Erasure.** The most dangerous of Autumn People can damage or destroy all traces of Glamour simply by being near the source. A single touch can drain art or Treasures of their Glamour; a stroll near a glade or trod can sear the grass and wither the flowers. This ability is rarely used offensively, instead reacting instinctively to the presence of Glamour around the Autumn Person.

  System: The Storyteller rolls the Autumn Person's Banality (difficulty 7). If the target is an object or place, there is no resisted roll. If the target is a person, he may resist with his permanent Glamour. Each success drains a point of temporary Glamour from the target and adds one temporary Banality to the Autumn Person's pool.

- **Lingering Doubt.** So corrosive are the Autumn Person's criticisms, the effects of a simple exchange can persist long after the conversation has ended. He might offer genuine concern about his target's career, or sneer harshly at their choices in life. However he chooses to express his opinion, such words can stick in the target's mind indefinitely, plaguing her with doubt and uncertainty.

  System: The Storyteller rolls the Autumn Person's Manipulation + Empathy, which can be resisted by the player rolling their character's Willpower. If the Autumn Person overcomes his target's resistance, he plants a seed of doubt within her mind, affecting her belief in her own self-worth. If this ability is used on a Dreamer, every success above the minimum required reduces the amount of Glamour she generates by 1 to a minimum of 0. If used on a Kinain or a Kithain, this ability triggers an immediate Banality roll. No matter how many additional successes the Autumn Person gains, the fae target only ever gains one temporary Banality.

  The Autumn Person gains a temporary Banality point via use of this Stigma.

- **Numb.** Some Autumn People are so relentlessly dull, conversing with them deadens emotions, driving victims to apathy and ennui. Dreamers and changelings alike come away from these encounters drained of energy and disconnected from the world around them. Smart changelings try to escape from conversations immediately, but some are not so lucky and may be trapped for longer than is safe. This effect rarely lasts longer than a few hours, but the damage it causes may remain for days or weeks.

  System: The Autumn Person engages her target in conversation. For every minute she can keep her target talking, the Storyteller rolls the Autumn Person's Banality, resisted by her target's Glamour. Each success achieved drains one point of the target's Willpower rating. Once the target is out of Willpower points, each success adds Banality points instead.

- **Rationalization.** One of the greatest strengths of Autumn People is the ability to rationalize even the most fantastic occurrences to tricks of the light, shifting shadows, or sleight-of-hand. This is not an ability that requires focus or thought; disbelief in the wondrous is ingrained so deeply that such rationalization simply occurs when confronted by something beyond explanation. Whether it is a cantrip cast in front of an Autumn Person or a chimera visible to mundane eyes, the Autumn Person finds a way to fit it into the parameters of their narrow, logical worldview.

  System: Used against Kithain cantrips, the Storyteller rolls the Autumn Person's Banality against a difficulty equal to the changeling's Glamour. Each success removes one of the changeling's cantrip successes, as the cantrip must fight against the witness's disbelief. This roll can occur multiple times per scene, but only once per cantrip.

  This Stigma may also be used against chimera using the Wyrd Rede (see p. 323). The Storyteller rolls the Autumn Person's Banality against a target difficulty of the chimera's Glamour rating, and each success causes one health level of aggravated damage. If the chimera is destroyed by the Autumn Person's disbelief, she gains a point of Banality.

- **Scorn.** Autumn People do not just have the power to destroy Glamour with their presence, they can also corrode creativity and wear away confidence. The wrong word at the right time can destroy the joy a person has in the pursuit of their dreams, whether they are crafting a song, sculpting a statue, or preparing a scientific presentation. Whether or not the Autumn Person believes she is being helpful to the victim of her criticism is irrelevant — her target suffers the same regardless of her intentions.

  System: The Storyteller rolls the Autumn Person's [Charisma or Manipulation] + [Empathy or Intimidation], resisted with the target's Willpower. Every success the Storyteller rolls above the player's results removes a success from



the victim's creative works. This ability may only be used once per creative endeavor, and may only be used during the creation stages of the project. Using this ability earns the Autumn Person a point of Banality.

Example Autumn Person: Theater Critic

The Theater Critic couldn't make it as an actor, director, or playwright. He turned his MFA in Theater Studies to critiquing local productions, and lets his bitterness fuel his work. Each review lambasts actors, producers, directors and stage crew, pointing out in lovingly-detailed screed the many (often imagined) flaws in the production.

Attributes: Strength 2, Dexterity 2, Stamina 3, Charisma 3, Manipulation 4, Appearance 2, Perception 2, Intelligence 3, Wits 3

Suggested Abilities: Alertness 2, Empathy 2, Expression (Reviews) 4, Intimidation (Scathing Takedowns) 4

Backgrounds: Allies 2, Followers 3, Influence (Theater) 3, Resources 3

Willpower: 6 **Banality:** 9

Equipment: smartphone, laptop, press card, copy of tomorrow's paper

Bastions of Autumn

The advent of the Internet and social media is one of the best and worst things to happen to changelings. While it allows them to communicate with each other far more easily than ever before, it also allows their enemies to organize and calcify Autumn's corrosive presence with alarming speed. In the last 10 years, several groups have sprung into being and now dominate the online world.

Almost every location of these organizations is a place of incredibly high Banality, making it dangerous for changelings and chimera to even approach. Sadly, many changelings and Kinain are forcibly dragged into the buildings, camps, and group meetings by their well-meaning but horribly-misguided family members, and are at the mercy of the area's Banality.

The Bellerophon Foundation

Bellerophon is the premier institute for the study and treatment of pervasive paracosm-fixation disorder, which was identified by Dr. Stark from a series of young patients under his care. His initial case was in 1992, a girl named Sarah Shaunnessy. He initially diagnosed her with deep-rooted delusions, and treated her with a regimen of electroshock therapy and high-dose antipsychotic drugs. Several more patients came under his care, and he refined his therapies until finally publishing a paper in 1999, identifying the new disorder and launching his career as the foremost expert on its treatment.

After several years on the lecture circuit, numerous papers in prestigious medical journals, and three book deals, Stark turned his practice — then called the Stark Psychiatric Evaluations Institute — into the Bellerophon Foundation, filing for non-profit status in 2004. Over the next decade, Bellerophon grew from

Pervasive Paracosm–Fixation Disorder

It goes without saying that this is a completely made-up diagnosis. It was invented by Dr. Anton Stark in the mid-90s to try and rationalize the natural abilities of Kithain, Kinain and the fae-touched, and has done nothing but damage mortal and changeling children since its inception. Most kids diagnosed with PPFD are suffering nothing more than an overactive imagination, or the ability to see the Dreaming.

Multiple studies have come out since Stark's initial publication, completely refuting the existence of such a disorder. Some suggest it is a mixture of other disorders, but most agree that children have imaginations and that isn't a detriment. The DSM does not recognize PPFD as a valid diagnosis.

Bellerophon still operates in the black despite these refutations. It is the latest in a long line of medical cons preying on the fears of caring parents to make a quick dollar and enforce a draconian view of "normalcy." A few therapists and researchers are honestly trying to help these "troubled kids;" they would be absolutely horrified to realize the damage they are inflicting instead.

its initial campus in Savannah, Georgia, to six more institutes in the U.S. and three in Europe bearing the Bellerophon aegis.

Stark himself is mostly retired, though he still gives guest lectures at universities and appears on talk shows, and publishes an updated version of his college textbook *Chimera: The Dangers of Imagination* every few years. Bellerophon is now overseen by Dr. Sarah Shaunnessy, Stark's first patient, who followed in her mentor's footsteps and became a psychiatrist focusing on PPFD.

Roots and Leaves Conclave

Founded in sunny California by a C-list actress, the Roots and Leaves Conclave has grown to encompass multiple chapters across the continental U.S. and Canada. As a for-profit support network for parents of children afflicted by PPFD, it espouses a back-to-nature approach to cure children of the "toxins" that they believe cause this disorder. Pamphlets encourage their recruits to radically alter their diet, eschew all modern medication in favor of homeopathic remedies for illnesses, and partake in RLC-approved meditation techniques.

RLC sells Stark's books, Bellerophon DVDs, and RLC brand clothing, jewelry, and nutritional supplements (among many, many other items) on their main website. Their most popular product is a correspondence course on how to become an official RLC consultant for communities.

Renewal in Faith Fellowships

Derisively known by changelings as the "pray the fae away" camps, the Renewal fellowships are run by the First Church of Honeycutt, LLC, headed by fire-and-brimstone televangelist Reverend Allan Honeycutt. Honeycutt is affiliated with the American Christian Telenetwork; ACT sponsors his apocalyptic airtime every Sunday morning on a variety of faith-based cable stations.

Renewal in Faith owns vast tracts of land in several states, offering "salvation from the Devil and a path back to God." The average day for campers includes hours of pointless manual labor, prayer, and mandatory group confession. Though these camps are officially unaffiliated with Bellerophon, patients who prove to be resistant to the treatments the Foundation offers often find themselves shipped off to one of the fellowship camps for an "alternative course of therapy."

The locations of some of these camps are known to changelings near them; raids are irregularly staged to free Dreamers, Kinain, and Kithain trapped in their clutches.

Stranger Things

The chaos of the Dreaming and the erosion of the Autumn World often birth strange, new threats that should be impossible but somehow aren't, such as former changelings driven mad by fragmentary memories, Banality-ridden chimera, and Treasures forged from cold iron.

The Undone

All fae know the desolate end to which they are doomed. No matter how bright the spark burns, no matter how fierce the spirit, eventually Banality wins. Through a natural Fading or an unnatural Undoing, the Mists can cloud even a fae mind. Most remember nothing of their lives as changelings, waking from what seems like a long dream to lead normal, average lives like any other mortal.

Some few retain just enough memory of the Dreaming to be driven mad by it. Though they are in every way outwardly normal, they catch glimpses in the corners of their eyes, they see reflections in mirrors, and they feel the brush of things that aren't there across their skin. They are the paranoiacs, the conspiracy theorists, the recluses off in the woods. Though they are often misdiagnosed with a variety of mental illnesses, the Undone are not mad. They are like amnesiacs, seeing familiarity everywhere but unable to name it.

Kithain try their best to avoid Undone when they are identified. A fae's presence sometimes triggers bouts of grief, rage, or confusion in the Undone, which can lead to dangerous behavior. As well, changelings often find that the Undone are unsettling, uncomfortable reminders of the fate which awaits them all.

Alien Hunter

"You think all those people who say they've been abducted are wrong? Let me tell you my story, kid. It'll blow your mind."

Enchanting the Undone

Occasionally, a Kithain will take pity on an Undone and attempt to Enchant her. This invariably results in catastrophic failure. The soul of the Undone is broken and maimed, missing half of itself, and latches onto the Glamour of the Kithain's soul.

For every round the Undone is in physical contact with the Kithain, the Kithain loses a point of Glamour, as the black hole left where the Undone's fae soul used to be drains it from the Kithain. This Glamour cannot be stored or used by the Undone; it fades into ephemera.

Should the Undone succeed in draining all of the Kithain's available Glamour points, the effect stops, but the Kithain is inflicted with the Nightmares Flaw (p. 181) for a number of days equal to the number of Glamour points they lost.

Like Rip van Winkle, the Alien Hunter woke up in the hills outside his hometown with no memory of how he got there or what he was doing. Getting into town, he found that more than two decades had passed, though he only remembered finishing high school last year. In odd moments, he remembers flashes of light, strange and inhuman figures, and fantastical scenery, though it's all jumbled together. He now spends his days searching the woods and fields around his town for signs of aliens, and his nights either podcasting conspiracy theories or conversing on forum boards filled with UFO hunters, ancient alien believers, and folks who have seen *Independence Day* one too many times.

Attributes: Strength 2, Dexterity 3, Stamina 3, Charisma 3, Manipulation 2, Appearance 2, Perception 3, Intelligence 3, Wits 3

Suggested Abilities: Alertness 3, Athletics 2, Computers 3, Expression 3, Kenning 1, Occult (Aliens) 4, Science 2, Technology 2

Backgrounds: Allies 2, Followers 4, Influence (Paranormal) 2, Remembrance 1, Resources 2

Willpower: 5 **Banality:** 6

Equipment: UFO hunting equipment, laptop, mobile home outside town

Dream Eaters — Cold Iron Chimera

Kithain are not the only denizens of the Dreaming that can be so infested with Banality, it becomes ingrained in their very nature. Chimera can also gain a Banality rating. Collectively, Banal chimera are referred to as either *dream eaters* or, less commonly, *cold iron chimera* by the changelings that encounter them. Dream eaters are a living contradiction, creatures of Glamour and Banality alike, with ravenous appetites and predatory cunning.

Some squeeze from the feeble dreams of Autumn People, miraculously retaining enough force of will to prevent themselves from fading into ephemera once the dream is gone. More commonly, dream eaters were the companions of changelings who became Undone, and were infected by the finality of that event. Very rarely, such chimera spring into being during the twisted Chrysalis of a Dauntain, birthed in the pain and horror of that initial rejection of the Dreaming.

Most dream eaters cannot be differentiated from normal chimera until they attack, making them especially dangerous. Though they dwell in locations where Kithain have experienced great suffering — places of Undoing, ancient battlefields, damaged freeholds, and nightmare trods are among the most common — the need for Glamour drives them to hunt almost anywhere Kithain and chimera can be found.

Dream eaters are not inherently stronger than other chimera. Though they were able to survive the initial contamination, Banality constantly corrodes their strength. As they Ravage creatures of Glamour, their Banality builds until it consumes them. Most dream eaters do not survive longer than hours or days, and most Kithain can go their entire lives without encountering even a single specimen. Rumors persist, however, of ancient dream eaters deep in the Dreaming, maintaining the balance of Banality and Glamour by emerging infrequently to gorge on Glamour-rich targets before retreating to their lairs once again.

Treasures of Banality

Chimerical items are the rarest tools in Winter's arsenal, and are equivalently powerful as a result. Little is known

Chimera and Banality

Dream eaters are created via normal chimerical creation (see p. 320). Unlike normal chimera, dream eaters possess a Banality rating of their own. Despite this, they are creatures of the Dreaming, and may not use their Banality defensively, as this requires an active disbelief in themselves. Such an act would destroy the chimera, violating their principle goal of survival.

Dream eaters gain and lose Banality like Kithain do (see p. 268), and are Undone completely when their permanent Banality reaches 10.

The most powerful dream eaters have access to unique Redes that mimic the Stigmas of the Autumn People, and can use their Banality offensively. These are not innate to all dream eaters, however, and must be purchased as separate powers at a rate of 5 Chimera Points per Rede.

about their creation, though it is strongly suspected many spring into being during the Chrysalises of particularly tormented Dauntain. Some Kithain folklorists who study the oft-unpredictable phenomenon of Banal chimera believe that nocker Dauntain learn to use their Birthright to forge cold iron into Treasures.

Only two such Banal Treasures are known to changelings, though others are rumored to exist. Neither the Friar's Cross nor the Gray Sword have been seen in decades, but the High King offers a standing bounty on both. Should any individual or oathcircle succeed in locating and securing either item, King David has promised a royal boon upon the item's total destruction.

The Friar's Cross

Dating from the dark medieval period, the Friar's Cross is a large, ornate golden cross that hangs from a woven cord. Though once used as a symbol of faith and protection, the Friar's Cross has a history steeped in the destruction of changelings and the dissolution of faerie magic. Imbued with the Banality of repeated Undoings, the Friar's Cross has become a corruptive device that eats the Glamour of whomever is unfortunate enough to wear it.

In the hands of the Undone, it is a potent weapon. The Cross links to the metaphysical emptiness where the changeling's fae soul once was, and becomes unstable in the presence of Kithain magic. Should the Undone be present near an Unleashing, the Friar's Cross explodes, dealing the Undone's permanent Banality rating in lethal damage to all creatures of the Dreaming within a 50-yard (45 meter) radius. In addition, it negates all faerie magic for one scene: Changelings are forced from their fae miens, chimera dissolve instantly, Treasures lose their Glamour, trods temporarily close, and balefires gutter to barely-glowing embers.

This often has the secondary effect of killing the Undone, which some might consider a mercy. The Friar's Cross itself remains intact, and may be used again.

The Gray Sword

The Gray Sword, though obviously chimerical, has no personality or adornment and appears as a mundane broadsword with a simple hilt and a flat, unmarked blade. Its history is murky at best. It is suspected that it was created by an Unseelie lord who sought to Undo a Seelie rival, but no name can be definitively linked to the sword's creation. The only fact that is known for certain is that, 20 years ago, it was reportedly in the hands of a Dauntain sidhe-hunter.

Each time the Gray Sword strikes, it applies a point of permanent Banality to its victim, in addition to its normal damage (Str + 3L). This Banality is transitory, and will fade at the rate of one point per day if the changeling survives the encounter. However, this Banality *can* push the changeling into forgetting her nature and, should it strike often enough to increase her Banality to 10, can Undo her entirely.

Thallain

Even creatures of myth and legend tell ghost stories. These stories speak of a fae race not seen since the Mythic Ages, twisted and terrifying, yet eerily similar to the Kithain. Where the children of the Tuatha provoke fear, anger, and sorrow in mortals to inspire them, shake them out of their complacency, and fill the world with Glamour, these boogeymen terrorize and destroy without thought or care for the world's Dreamers. They are the ogres who kill and eat any who trespass on their bridges, the gremlins on the plane's wing sabotaging the engine, or the woman in white on the side of the road who murders any driver who offers her a ride. On the twilight of the Evanescence, the Kithain discovered that horror stories are all too real.

These creatures, collectively known as the Thallain, inhabited the Dreaming long before the Kithain or even the Tuatha de Danaan. Before the rise of humanity, the Mythic Realms would have been unrecognizable to modern fae. The Dreaming was a primordial world composed of raw savagery and base instinct. Higher ideals weren't merely unheard of; they didn't yet even exist. Life was brutal and short. Hunting, eating, mating, and surviving, all by any means necessary, were the height of aspiration. Emerging from these ancient dreams were the Fomorians.

The Fomorians birthed the Thallain in their image to be the inheritors of their nascent Dream. The Thallain served their masters well, fostering their visceral existence. They took the best kills for themselves, leaving naught but an arduous hunt for all others. Ravenous hunger followed in their wake as the Thallain gorged themselves. They provoked insatiable lust, rendering all passion into wanton madness. They rained death at random, sundering life into futility. The Thallain reveled in their duty.

All things must end, and so too did the dominance of the Fomorians. For eons mere beasts evolved and went extinct, until a spark finally flickered in one otherwise insignificant species. Humans didn't simply survive, they thrived and spread to all corners of the world thanks to their unique abilities to love, laugh, rage, mourn, and fear for individuals other than themselves. New inhabitants of the Dreaming, the Tuatha de Danaan, followed in humanity's footsteps, fanning the flames of their creative embers wherever they traveled together.

As humans, Tuatha, and their children, the Kithain, rose in power, the Fomorian dominance waned. They found the Dreaming inexorably changing as the Fomorian Dream was slowly snuffed out. The Fomorians and Thallain waged war against the Tuatha and Kithain to protect the very fabric of reality as they knew it, in a conflict known as the Tessarakonta, the War of Trees. Casualties were massive on both sides, but one by one, the Fomorian courts fell. In the end, the Tuatha stood victorious while the Fomorians were eternally imprisoned. The Thallain and their Dark-kin allies were banished to the Nightmare Realms, their return precluded by the Silver Ban.

Ages passed, the Tuatha de Danaan departed for realms unknown, and the Kithain gradually forgot their relationship

with humanity — until Banality and the Shattering severed Earth from the Dreaming. To the Kithain it was an unfathomable disaster. To the Thallain, it was an unparalleled opportunity — the Tuathan Dream was finally losing its grip on the world. Without the Kithain maintaining it, the Silver Ban began to weaken.

Beginning with the Black Plague, periodic horrors of human history caused Dark Glamour to infuse the ancient Fomorian Trods with enough power to briefly pierce the Silver Ban, allowing small bands of Thallain to return. Any time humanity collectively gave in to despair — the conquest and plagues of the Native Americans, the African slave trade, the Chinese opium trade, the French Revolution, and so many others — a few more Thallain found their way to Earth. They called the events Tarraroms.

Throughout the 20th century, the frequency of Tarraroms increased dramatically: trench and chemical warfare, the Holocaust, Cold War paranoia, ethnic cleansing, existential dread of nuclear weaponry, and the utter futility of the Vietnam War. By the time the moon landing brought about the Resurgence, the Fomorian Trods were charged and the Thallain ready to fight a guerrilla war against the sidhe upon returning to the Autumn Realm. The Tarraroms continued at a fever pitch, finally reaching a crescendo at the dawn of the 21st century.

Kithain named the event the Evanescence. Mortals know it as September 11, 2001, the day a group of terrorists executed the largest foreign attack on American soil, a nation that previously believed itself impervious to invasion. Thousands were killed, and the world changed almost overnight. Across the globe, travel was restricted, police powers were drastically increased, expansive surveillance programs were put into place, and entire nations were destabilized, all in the name of security. The last vestiges of the Silver Ban restricting the Thallain burned out in the onslaught of Dark Glamour, and the children of the Fomorians flooded back to Earth in numbers rivaling the sidhe during the Resurgence.

Today, the Thallain use their newfound freedom to subvert or destroy Concordia and other changeling societies across the Autumn Realm. Some work through the Shadow Court, corrupting unwary Unseelie and fostering animosity between the nobles and commoners. Others work independently, outright attacking Kithain institutions and Glamour sources. Still others revel in violence and atrocity for its own sake. Leaders among the Thallain, known as the Black Court in honor of their ancient masters, don't mind these senseless individuals, for even they further the cause of the Fomorian Dream. They hunger for the day humanity is eradicated, the Tuathan Dream is extinguished, and the Fomorians are loose once more, returning the world to its original brutality.

Building a Monster

Thallain character creation is similar to that of Kithain characters. They have the same Attributes, Abilities, Backgrounds, Willpower, Glamour, and Banality. They both use the same Arts and Realms. Where a Thallain differs from her Kithain counterparts is in her seemings and Legacies. Consult Chapter Three: Character Creation & Traits for more information about character creation.

Seemings

Thallain have three seemings. Like the Kithain seemings, they represent a Thallain's outlook and approach to interacting with the world around her. Usually, a Thallain progresses through her seemings in order from childling to wilder to grump, but that is not always the case. A Thallain may change seemings whenever her worldview changes, just like the Kithain. She uses the same criteria and rules as a Kithain when she switches seemings.

Childling: Perturbed

Like Kithain childlings, the Thallain perturbed see the world as new and unexplored. Unlike childlings, who see it as source of delight and experimentation, the perturbed fear the unknown. Anything a perturbed has never encountered before is best avoided. If it cannot be avoided, it should be destroyed to keep their world comfortable and familiar. They become confused and angry when something doesn't go as expected and often violently lash out.

Trigger: A perturbed invites Banality when she goes along with a new experience or spends extended time in an unfamiliar location while not in pursuit of her Legacy's Urge.

Immunity: If something does not please a perturbed, it does not deserve to exist. Destroying any kind of dross, chimerical item, or Treasure never triggers Banality.

Wilder: Prowler

Prowlers, like Kithain wilders, leave the comforts of their homes to venture out into the world. While wilders search for fame, glory, and adventure, prowlers seek ways to satiate their base Urges and gorge themselves on Dark Glamour. They stalk the streets looking for any opportunity to indulge or any prey upon which to feed. Pursuit of their dark hunger drives them, leading them to commit acts unthinkable to the Kithain.

Trigger: Passing up an opportunity to fulfill his Urge or gather Dark Glamour triggers Banality.

Immunity: A prowler cannot gain Banality through Ravaging or Rhapsody. Additionally, he may spend any amount of time around high Banality without being triggered as long as he is fulfilling an Urge.

Grump: Miser

Kithain Grumps and Thallain misers both offer their protection. Unlike grumps, who foster the next generation or save places and resources for those who come after themselves, misers jealously guard that which is theirs. They worked hard, fought, and bled for the spoils of their life, so no one else deserves what they have. Woe be to anyone who comes between them and what they claim as theirs.

Trigger: A miser risks Banality if she ever loses anything she considers hers.

Immunity: A miser knows trespassers should never be tolerated. She is not triggered for killing any mortal, chimera, or changeling who violates her property without permission.

Nightmare Legacies

The primordial dreams of the Fomorians have their own story archetypes to follow — nightmares to the higher order thoughts and emotions of humanity. Thallain are dreams of hunger, instinct, and base desires, so their Legacies reflect this.

Much to the surprise of the Thallain, they found themselves clothed in mortal flesh upon their return to the waking world. Somehow they were included in the Changeling Way Ritual with the Kithain. Even the greatest changeling scholars are at a loss to explain how such a thing could have happened, but it has disturbing implications.

This piece of humanity corrupts the Thallain with a piece of the Tuathan Dream. They all have two Legacies like their Kithain cousins. The Thallain always have a Nightmare Legacy as their primary Legacy, and a Kithain one (usually, but not always, Unseelie) as a secondary Legacy. Nightmare Legacies have Urges and Taboos instead of Quests and Bans. Fulfilling an Urge allows the Thallain to regain up to five Willpower points, depending on the magnitude of the accomplishment. Taboos are actions that must never be violated except when justified by a secondary Legacy. Unlike the Kithain, a Thallain's primary and secondary Legacies can never switch places.

Alpha

As the undisputed leader, the Alpha demands complete obedience from his pack. His orders are absolute, and he always gets first pick of any spoils. Subordinates hang on his every whim. To do otherwise would be foolish. His dominance is so complete he does what he wants to whom he wants anytime he wants. Any questions to his authority are met with swift brutality. No one challenges the Alpha.

Urge: Whenever you demonstrate your superiority, regain Willpower.

Taboo: Never take orders.

Black Widow

Seductive, enticing, irresistible — the Black Widow is all that and so much more. She is also deadly dangerous. For her, sex isn't something fun or a deep expression of love. Sex is a tool and often an incredibly effective one. She doesn't care about who gets hurt in the process. Her partners are to be used and discarded the moment she gets what she actually wants, and if they need to be eliminated to prevent problems later, it's all part of the Black Widow's job.

Urge: When you achieve a goal through your sex appeal, regain Willpower.

Taboo: Never pass up an opportunity for sex. Never become emotionally attached to your tryst.

Brute

Strong as an ox and built as solid as granite, the Brute is physicality personified. If there is a problem, hit it. If it's still a problem, hit it harder. He can't stand people sitting around and merely talking about a problem. To the Brute, it's a sign of fear and weakness. If they weren't so scared, they'd just go out and confront the problem. Perhaps he'll demonstrate the correct approach on them until they're not so weak anymore.

Urge: When you accomplish your goal through raw physical prowess, regain Willpower.

Taboo: Never abide extensive planning or idle discussion.

Charlatan

The direct approach is not always the best approach. Often it's the best-guarded and most dangerous route a person can take. The Charlatan prefers to approach all of her problems from the side instead of head on. With the right words here or a colorful display there, people can't help but to focus their attention on where the action is. They're far too distracted to notice the hand on their wallets or the sharp point sliding between their shoulder blades.

Urge: When you succeed at your task through distraction and misdirection, regain Willpower.

Taboo: Never use direct confrontation to achieve your goals.

Devourer

The epitome of gluttony, the Devourer must constantly feed, and the fresher the meal, the better. To him, cooking robs meat of its flavor and potency. The fat, the juices, the blood – that is the true delicacy. Nothing is more exquisite than raw flesh directly taken from a dead animal. The Devourer's meals are more enjoyable when he kills them himself, but he is not above stealing someone else's kill when he's hungry.

Urge: Regain Willpower when you consume raw flesh.

Taboo: Never pass up an opportunity to feed.

Judas

Like her legendary namesake, the Judas embodies betrayal. She is able to ingratiate herself to anyone. She might pretend to be harmless or helpless to get her target's sympathy. She might feign friendship or pretend to be an ally to get close to her mark. However the Judas does it, her target never sees it coming until the knife is planted firmly in his back and she has what she was truly after all along.

Urge: Regain Willpower when you accomplish your goal through betrayal.

Taboo: Never reveal your true intentions until after you are victorious.

Gatekeeper

Whenever people gather, they naturally fall into cliques of like-minded uniformity. The Gatekeeper realizes that these groups provide much-needed strength and safety in a dangerous, unstable world. Outsiders are insidious. Without constant vigilance, they worm their way in, diluting the purity of his faction. He knows that if given even an inch of leeway, these outsiders will tear his group asunder. The Gatekeeper cannot have that, so he fiercely defends his group from all outsiders.

Urge: Regain Willpower when you successfully prevent someone who doesn't belong from joining your group.

Taboo: Never trust an outsider.

Mimic

The Mimic is a master of disguise. Through years of practice and natural aptitude, she can look like anyone or anything. Whether for the thrill of getting into places she shouldn't or as simply a matter of survival, she can pass through a crowd completely undetected. From her unseen vantage point, the Mimic is able to learn countless secrets to use for her benefit.

Urge: When you accomplish a goal by imitating something else, regain Willpower.

Taboo: Never reveal your true nature to anyone.

Omega

Last in line, last in rank, and last in life, the Omega is a perpetual follower, never a leader. He exists to follow the group and be given direction. He is the whipping boy and butt of every joke. Too scared to stand up for himself or to strike out on his own, he'll never escape the cycle of abuse. He'll follow any order or undertake any task if it means even a single kind word from his superiors.

Urge: Regain Willpower when you receive praise from a leader.

Taboo: Never act alone.

Parasite

Everyone needs to eat and have a roof over her head, but acquiring the necessities requires an extraordinary amount of effort — too much to the Parasite. Instead, she simply takes what she needs from whoever is convenient. She might befriend people or feign helplessness to convince them to give her just a little bit more. Once they have given everything they have, she abandons them to find a new host. Like her namesake, the Parasite sucks the lifeblood out of anyone around her.

Urge: Regain Willpower when you reap the benefit of another's labor.

Taboo: Never aid someone without expectation of self-gain.

Serpent

Like the original tempter from the Garden of Eden, the Serpent speaks with a honeyed tongue. He is a master of manipulation, able to convince anyone to ignore her own best interests in favor of his desires. He slithers his way into people's lives and whispers in their ears. With but a word or two he can destroy friendships, pit brother against sister, and tear lovers apart. Despite his words to the contrary, the Serpent cares nothing about those he manipulates beyond their obedience.

Urge: When you turn someone against your enemies, regain Willpower.

Taboo: Never care about anyone except yourself.

Strategist

The Strategist watches and learns all she can about her opponent before she even thinks about making her move. Cold and calculating, she studies to learn her target's every habit, strategy, and vulnerability. Once she has acquired all the necessary knowledge, she waits patiently for just the right moment to strike. When the Strategist finally attacks, it is precisely and decisively without any emotional hesitation or haste, never giving her enemies an opportunity for a counterattack.

Urge: Regain Willpower when you overcome a challenge by carefully studying your adversary.

Taboo: Never act on impulse or emotion.

Terror

Fear is irrational. Fear leads to incoherence and a loss of control. The fearful are compliant, obedient, and too desperate to effectively fight back or save themselves. Fear is the Terror's shield and greatest weapon. Depending on his needs, he can wield it as a scalpel to create a paranoid individual or as a sledgehammer to incite a panicked mob. Plus, it prevents anyone from prying too deeply into his business. Because the Terror knows intimately the power of fear, he avoids facing it himself at all costs.

Urge: Regain Willpower when someone is utterly terrified of you.

Taboo: Never confront your own fears.

Tormentor

Much like a cat plays with its prey, the Tormentor finds nothing more beautiful than the suffering of her victims, especially if the victim is defenseless. Her prey is her canvas, their sweat and blood, her paint, and their screams, her symphony. Whether through continual stalking or simple application of pain, she will not relent until her target is dead or broken, having nothing left to offer the Tormentor.

Urge: Whenever you torture the weak, vulnerable, or unsuspecting, regain Willpower.

Taboo: Never show mercy to the weak.

Thallain Kiths

Following are 19 Thallain kiths, some of them corresponding to their Seelie and Unseelie cousins, and some that are unique to the walking nightmares. The kith writeups present enough information and game mechanics for the Storyteller to use them as antagonists, but if your troupe leans towards darker games, nothing prevents you from taking on the role of a Thallain in a **Changeling** chronicle.

Aithu

Storytellers around the world take pride in their work, and the aithu are no different. These Thallain relations to the eshu are just as obsessed with stories, but approach them from a baser standpoint. They are cruder about their storytelling, be it in form or subject matter. Their humor is juvenile, and instead of using stories to entertain or educate, the aithu prefer to use them to enthrall mortals in order to abuse them how they see fit.

Aithu prefer the company of those like themselves, but if none are nearby, they seek out others with similar interests. Con artists, grifters, and all other manner of those who prefer to skirt the edges of lawful society are fair game for recruitment

into an aithu's service, and if they are amenable, even other Thallain are as likely as any to keep their company.

Aithu prefer to avoid responsibility. They do everything they can to make sure they have to do as little as possible to remain comfortable, including using their hypnotic voices and stories to enthrall large groups of mortals just long enough to rob them all blind. In more spiteful moods, aithu can choose to create chimera that go along with their stories, using them to sow fear and discomfort in their listeners.

Appearance

Aithu are typically tall, muscular individuals with features that call to African and Middle-Eastern descent, but aithu of every race exist. They lean toward the sickly side of thin. In their fae mien, their smiles are just a bit too wide and conceal pointed teeth.

Endowments

Beguile: Aithu can enthrall a target with their enchanted voices. The aithu tells a story, and the Storyteller spends a point of Glamour and rolls Persuasion + Manipulation, resisted by the target's Willpower. For a number of hours equal to the aithu's successes, the target is haunted by visions from the aithu's story. While these visions can do no real harm, they are often a source of great mental distress (they might increase difficulties on Perception rolls or make a target unable to sleep; it's up to the Storyteller's discretion as to the exact effect). Eshu and oba are immune to this Endowment.

Pitiful Visage: Aithu may shift their appearance to a friendly old crone or lovely young paramour. The Storyteller spends a point of Glamour and rolls Appearance + Subterfuge (difficulty 7). This change lasts an hour per success. Seeing through the illusion requires a Perception + Kenning roll; if the player beats the aithu's successes, the changeling sees through the disguise.

Vulnerability

Spellbound: Aithu love listening to stories as much as telling them, and are even more easily enthralled by stories than mortals. In order to prevent being pulled into listening to one, they frequently interrupt, change the subject, or attempt to leave the conversation. If lulled into listening, the aithu offers the storyteller a token that can be exchanged for a favor. If the token is lost, so is the opportunity. Stories told by fellow aithu have no such effect, but they still clamor over each other when telling stories amongst themselves.

Beasties

Glittering eyes, gnashing teeth, glistening scales, and gnarled knots of bone — these are the hallmarks of the beasties. Nasty creatures that survive on fear, Seelie fae or changelings often attack beasties on sight...provided they can recognize that they are Thallain. Even the fae mien of these nightmares is not so different from a changeling's, as only touches of their animal features mark them as inhuman.

The nightmarish cousins to pooka, beasties share the affinity for animals and shapeshifting. As with the pooka, they may shift into a secondary animal form. The animal forms of these Thallain aren't merely limited to creatures found in the Autumn world; they may be tied in some loose way to existing amphibians, reptiles, or mammals, but ultimately, the animal form of a beastie is a gruesome, twisted thing. It may have extra legs, be adorned with spikes, or secrete some nasty fluid from various orifices, but every aspect of it — functional or aesthetic — is aimed simply to terrify those that view it.

Seelie changelings have no love for these abhorrent creatures. As beasties are indifferent in who and what they will torture in the name of a game, many Kithain consider it a solemn duty to dispatch any they identify. Unseelie changelings are more willing to put up with their presence, but have no true love for them. Mortals that witness a beastie's monstrous form flee, driven to madness by the impossible sight of such a creature. When the Mists settle over them, most often the story is simply one of an attack by a large, possibly rabid, wild animal. The true memory of the beastie's appearance only comes again in nightmares.

The only true way to tell a beastie from an Unseelie pooka is by their call to the Hunt. This is the force that compels beasties to reveal their true selves: For one night a month, whole bands of beasties take on their animal forms and wreak havoc on the Autumn world, tormenting towns and people to their heart's desire. Unfortunately for their victims, these pranks are always dangerous, and most often prove to be fatal. Only when enough destruction and mayhem have been wrought do they slink back to their mortal forms.

Appearance

The wild calling of their true selves is difficult for beasties to lock away entirely. They have a more unkempt look about them; wrinkled clothes, unbrushed hair, and eyes that are always open just a bit too wide are some of the telltale signs. Even considering these factors, when a beastie is not actively Hunting, he can blend easily enough with Unseelie pooka. A Beastie's "animal" form is the stuff of pure madness and nightmares.

Endowments

Beastie Form: Like pooka, if no one is watching her, a beastie may spend a point of Glamour to shift into her true form. Shifting back has no cost, but must also be done alone.

Gaia's Mercy: The appearance and acts of a beastie when in their true form are concealed by the Mists within an hour.

Vulnerability

The Hunt: Once per month, a force calls all Beasties out to show their true selves and indulge in their cruel tastes and tendencies. If her true nature absolutely cannot be revealed, the beastie may attempt to sit the hunt out. The Storyteller must make a Willpower roll (difficulty 9). If successful, the beastie does not join the hunt, but is markedly more aggressive for the night.

Bodachs

Bodachs are the creature under a child's bed, who reach out with cold, bony fingers to grab unwary ankles and hiss unintelligible whispers in the dark of the night. They are especially adept at tormenting children, and prefer pinching babies above all other prey. Enterprising bodachs make themselves at home in children's wards, daycare centers, and other places where children congregate, for better access to their prey.

Like their distant relatives, the clurichauns, bodachs are house fae, tied to mortal populations. They creep into homes through chimneys and open cellars, lurking in damp basements and under furniture until the human residents go to sleep, and then they are free to roam at will.

A bodach is a flexible boogeyman, and knows just what to do in order to terrify a child the most. It feasts on the screams of sensitive young Dreamers, and has no compunctions about Ravaging them dry. Bodachs rarely kill their victims, preferring to keep the children alive for future feeding. Some bodachs haunt hospitals, skittering behind equipment and beds in children's hospitals to find the sickest, weakest victim they can.

Appearance

Bodachs are wizened, wrinkly, and apparently without gender. No matter their age, they appear to have wispy white hair, stooped shoulders, and sour expressions. In either mien, they rarely stand above 5' tall. Their faerie miens have sunken cheeks, bony limbs, pointed ears and pitiless eyes. They are quicker than they look, and can scuttle like spiders on all four limbs.

Endowments

Boneless: As long as it has a hole to squeeze through, a bodach can gain ingress. Though they prefer the roominess of chimneys as their usual point of egress, bodachs have been known to enter houses through rat holes, ductwork, and even up pipes leading to toilets. In addition, they may never be grappled or clinched for more than a single turn, as their natural ability works quickly to free them.

Insight: A bodach in a social situation, or one in which it is attempting to gain Glamour, knows instinctively how to make a situation more terrifying for its victims. The Storyteller rolls its Charisma + Empathy (difficulty equal to the target's Willpower), gleaning insight into what makes its victim tick. This reduces the difficulty of a Ravaging roll on that victim by 2.

Vulnerability

Deadly Exposure: Bodachs are as frail as they look, and both health tracks are reduced by two health levels. As a result, they depend on remaining unseen in order to gain Glamour, because visibility risks serious injury or death. Homes with cats are the safest, for cats can see a bodach, no matter how well-concealed, and drive it from the premises.



Boggarts

Boggarts are like rats: If you see one, a hundred are hiding in the tunnels and under the floorboards. It is rare that a boggart goes anywhere alone, for they work best in packs of two to six. Don't confuse them for caring, compassionate individuals, though; boggarts care only for money, malice, and other boggarts (usually in that order).

When boggarts get a pack together, they arrange themselves in strict castes with Administration at the top and Labor at the bottom, but the actual politics of this hierarchy are chaotic and ever shifting. To an outsider looking in, boggart social structure is a byzantine labyrinth of backbiting, backstabbing and blacklisting, but boggarts can follow the shift instinctively and *always* know who is in charge and who's been demoted.

Boggarts are the ultimate mercenaries of the Dreaming. Nothing crosses a line for a boggart, so long as they're getting paid. They don't even need to be qualified for the task. Boggarts have little empathy for anyone outside the members of their warren, have no sympathy for humans at all, and delight in tasks that require them to injure, maim, and kill mortals.

Appearance

The average boggart is practically indistinguishable from a boggan. Perhaps his ears are a little longer, or the glint in his eyes a little more malicious, but a casual glance cannot tell them apart. Even their human miens are average and normal. As a boggart succumbs to his greed for wealth, his faerie mien grows darker and more twisted: His ears draw up into points, his teeth sharpen, his skin turns ruddy, and he may even grow a forked tail.

Endowments

Industrial Malice: Like their Kithain cousins, boggarts can accomplish any physical task in one-third the normal time. Most specialize in one aspect or another of acquisition; this specialty gives them a –1 difficulty on any roll involving their chosen business. Boggarts have no care for the wellbeing of non-boggarts and, as more of them gather, their work becomes slipshod and dangerous. A pack of boggarts working together will trample their hapless marks into the dirt, as long as they can turn a profit.

Pack Mentality: Boggarts know the smell of their own. Any boggart knows instinctively where at least two of his fellows reside and can recruit them into mayhem with little effort (Intelligence + Politics, difficulty 7). As well, they can sniff out Seelie and Unseelie boggans with a Perception + Kenning roll, and often do so to torment or trick their Kithain cousins into doing the boggart's work for him.

Vulnerability

Magpie's Greed: The absolute lack of empathy a boggart has for others manifests in his obsessive need for shiny trinkets. When the boggart is presented with an unguarded item that has caught his eye, it is impossible for him to avoid stealing it, no matter how sentimental to his victim or how monetarily worthless. Boggart dens are cluttered with house keys, photo frames, and memorial plaques thieved from their unwitting dupes.

Bogies

The slithering things in the dark, caught only in glimpses in the corner of an eye, have nothing on bogies. These distant relatives of the sluagh find humanity to be a waste of time, and as such, have little regard for their mortal bodies. Due in part to this disregard for appearance and hygiene, bogies gravitate toward locations with larger homeless populations. This serves the twofold purpose of camouflage and an endless source of food for the gruesome diets these creatures have.

Every bogie has his own preference, but all of them without exception crave some form of human organ or bodily fluid. They happily murder to obtain their chosen delicacy, and if they are unable to partake of it on a regular basis, they waste away. While smaller amounts can sustain them for short periods of time, if they cannot get their fill for more than a week or two, their hunger only increases and drives them to recklessness in their pursuit of a proper meal.

Though they do not have to speak in hushed tones, many bogies elect to do so to better blend in with any local sluagh.

Appearance

These pallid, warped creatures often sport saggy skin, limp and greasy hair, and boils and pustules of all sorts over their skeletal or grotesquely bloated bodies. Their fae miens are equally abhorrent; they are twisted things that hunch in the light, as if illumination is a heavy weight on them, and they speak in wheezing gasps. In the darkness, their eyes grow larger and are almost consumed by their pupils, their voices echo with strange clicks and chitters, and frilled gills flutter as they breathe.

Endowments

Darkspawn: Bogies have the ability to extrude a foul darkness from their bodies, typically by vomiting. This is usually done in an effort to mask escape attempts or impulsive activities, and the undulating tendrils of darkness will hide the bogie's actions. This ability can be used once per day. The difficulty of seeing through this darkness is increased by 2.

Hatred of the Weaver: Bogies can choose to spend a point of Glamour to become invisible to technology for an hour. Video cameras only show static, security systems malfunction, bright lights flicker, and radios sputter, leaving the bogie to go about his business unhindered.

Vulnerability

Curse of the Weaver: Unlike their changeling counterparts, bogies lack the ability to mangle and contort themselves the way sluagh can, and are helpless when bound. Being restrained in any way does them physical harm at the rate of one Bashing damage an hour. Imprisoning a bogie in a small area inflicts one Lethal damage per day. While they are trapped or imprisoned, they wail and shriek hideously. Most bogies ensure they have a quick route out whenever they are indoors to prevent this fate.

Ghasts

It's hard to imagine anything more gruesome than an Unseelie redcap, but ghasts, their Thallain relatives, fit the bill. Ghasts are methodical and precise, planning out their attacks with meticulous attention to detail and accounting for every foreseeable variable. Unlike redcaps, they are cold and rational, preferring to creep into a place under the cover of darkness, take what they seek, and leave with no one the wiser about their presence.

Ghasts know the kind of unwanted attention their activities bring, so they rarely remain in one location for long. They travel together in crews of three to seven, moving from town to town via trods and mortal highways, taking everything they need to hunt their victims with them. Transient ghasts are not picky about their food, and select victims from all walks of life.

The few that do settle into a town are often solitary and extremely territorial. Their victims are those that society doesn't miss: the homeless, prostitutes, junkies, and other transients. Itinerant ghasts are only tolerated for short periods of time, driven out of the resident ghast's territory after only a day or so.

Ghasts also run the black market in organ trading. Though many Unseelie changelings deny it, Treasure-crafting and chimera-breeding occasionally requires the still-beating heart of a white-haired Dreamer born under a full moon…and ghasts are the perfect choice to procure it.

Appearance

Ghasts are tall and thin, with slender fingers, razor-sharp nails, and chalk-white or milky gray skin. A ghast's mortal seeming is unremarkable and average in every way, and ghasts pride themselves on appearing to fit in with mortal populations. Their fae mien only hints at their connection to redcaps, manifesting in a red tie or handkerchief tucked into a pocket. The older a ghast, the more skeletal it becomes: Childlings may appear as thin redcaps, but wilders and grumps have skin clearly stretched over their skulls and hands.

Endowments

Natural Surgeon: Though they turn this gift to malicious ends, ghasts can cut their scalpel-talons into a person with the steady confidence of a veteran neurosurgeon. Their dissections are swift and precise, enabling them to retrieve kidneys, hearts, and lungs undamaged. Unarmed attacks made by ghasts receive a +2 bonus to accuracy, and always cause lethal damage.

Malevolent Mists: The Dreaming blesses ghasts with anonymity, no matter how heinous or blatant their activities. Mortal victims retain no memory of how they got injured or why their kidneys are missing — they simply wake up in a panic, knowing something terrible has happened, but unable to recall a single detail. Even fae victims are affected by the Mists, and must succeed on an Intelligence + Kenning roll in order to remember the attack.



Vulnerability

Silence of Flesh: Ghasts must consume Glamour-rich flesh least once per week. For every day past the first week they do not eat the heart, liver, or other internal body part of a Dreamer or changeling, they grow increasingly sensitive to noise and sound, and suffer a +1 cumulative die of bashing damage from all sounds louder than a whisper, no matter the source. This penalty resets to nil once the ghast has eaten an appropriate meal.

Goblins

Goblins are consummate machinists and scavengers, cannibalizing mortal machines and nocker devices for parts for their twisted manufacturing. They care nothing for the art of a project, and delight in blowing things up and harming unwary customers. Some goblins keep score of their victims, tallying points according to how much collateral damage the environment suffered, how heavily their victims bled, and how many body parts were lost.

Goblins specialize in weaponsmithing — though just about anything they create could be classified as a weapon. They are also highly competitive. Each collective holds seasonal Fashion Weeks, where they can showcase their most innovative and deadly weapons with themes such as "the deadliest spoon" and "maximum carnage with hand tools."

Despite their careless and opportunistic natures, goblins take pride in the quality of their own work (especially if they're the only one who can see said quality), and become extremely offended if it is criticized. Many freeholds, and even small towns, have been destroyed by goblins in a frenzy during Fashion Week, eager to prove they can be the most destructive.

Appearance

In human mien, goblins are pasty and thin, with the kind of skin that obviously hasn't seen daylight in some time. They don't pay much mind to personal grooming, and care nothing for their bedhead, three-day-old clothing, or grease-spotted hands. In faerie seeming, they are quick and sharp, green- or brown-skinned predators with pointy ears and vicious wit.

Endowments

Mayhem: Goblins are the masters of disaster, and their gift manifests in their ability to quickly construct mechanical devices capable of unleashing total havoc. The Dreaming may mask the device, so mortals believe it to be nothing more than a toy, but it inflicts real injury when used. The device never lasts long, though, and often explodes, dealing automatic lethal damage equal to the goblin's Glamour to whoever happens to be standing near it. Goblins often band together to create enormous machines, and are fully capable of turning a Tesla roadster into a Tesla death ray.

Gremlin Instinct: Unlike nockers, goblins cannot fix anything they did not build themselves. They are, however, masters at making things fail catastrophically. By spending one point of Glamour and touching it, goblins can cause any mechanical or electronic device to malfunction in the most dangerous way possible.

Vulnerability

Temperamental Spite: Nockers may have foul mouths and short tempers, but goblins take bad moods to a whole new level. Once a goblin is offended, he lashes out at the nearest target with malicious pranks until his ego is mollified. This can disrupt group projects for days on end.

huaka'i po

Some nights are best spent behind locked doors. When the wind carries the sound of drums, the call of a conch shell, and the stench of low tide and death, it is one of those nights; the huaka'i po are marching, and they will cut down anyone and anything that stands in their way. Devoted to the epitome of darkness, these warriors pay homage to the Fomorians, hoping to gain their favor in return.

More commonly known as night marchers, huaka'i po are native to the Hawaiian Islands. Some few have migrated elsewhere, but marchers as a whole are not solitary creatures. They prefer to be around others of their own kind, though if no other marchers are nearby, beasties are a good enough replacement. Their need to hunt is similar to the huaka'i po's march, and when the two coincide, Heaven help anyone in their way.

Where they travel to and exactly what they do there is a closely-guarded secret, but on certain nights, all of the huaka'i po in an area gather near sunset. Once it is dark, they begin their march, in ranks and bearing torches. Those not carrying light instead beat drums and set the pace for the journey. Interrupting a march is not only dangerous, but nearly impossible; the beating drums and sounding conch shells are as much a part of the ritual as a warning to others to stay out of the way. The march repeats just before dawn, and ends where it started as the sun rises.

In their everyday lives, huaka'i po still lean toward aggressive and violent tendencies. Some have found success in careers that indulge this habit, such as MMA fighting or professional wrestling, but most just go out and start fights. Night marchers are most at home in a healthy brawl, but the way they enjoy them is eventually unsettling to even the most aggressive leader.

Appearance

Most night marchers have dark skin and dark hair, and lean toward Polynesian ancestry. They favor practical items and clothing over anything flashy or decorative. Their *voile* is almost always some form of armor, and always includes helmets that conceal their faces entirely; beneath it, their fae miens are heavily muscled, scarred, and tattooed.

Endowments

Chosen Ones: The Fomorians work in mysterious ways, but they appear to reward their devoted followers. Once per scene, a night marcher can add an extra success to any roll.

Fearsome: When marching, the huaka'i po gain a +1 bonus to all Physical rolls against non-Thallain. Higher-ups in the Shadow Court may make a vow in exchange for their own protection, but any non-Thallain being that looks at a night marcher provokes them into violence.

Vulnerability

Call of the Fomorian: Everything comes with a price, and being chosen by the Fomorians is no exception. These Thallain tend toward baser, more vulgar habits and find it hard to blend in among others, in urban areas especially.

Kelpies

Kelpies are most at home near lakes and rivers. Like their cousins the selkies, they can take on an animal form; instead of seals, kelpies prefer horses. Initially, these creatures seem kind and caring, and are quite capable of wooing others, but underneath this sweet exterior they are malicious and heartless beings.

Kelpies are drawn to bodies of water partly because of their proclivity for drowning their victims. They use their charm to trick victims into swimming with them, leading them out into deeper and deeper water before dragging them under. They can also use their equine forms to do this, charming the unwary passersby into riding them. Once mounted, they return to the water, dragging their victims with them as they dive below the surface.

Kelpies are solitary creatures, preferring to keep to themselves; too many in a small area is just asking for discovery. They coexist peaceably enough with other water-dwelling Thallain, but loathe the presence of changelings. They avoid selkies in particular, as their cousins can easily identify them as Thallain. If a kelpie has claimed a lake, selkies refuse to ever enter it. They can sense that it has somehow been tainted by a kelpie's presence.

Appearance

Always seeming to have stepped out of the shower or off the beach, kelpies carry the water with them. However, unlike their selkie cousins, they also carry a touch of the creatures of the deep ocean; their eyes are a bit too large, their lips thin, and they may bear some small amount of webbing between their fingers or toes. Their fae miens have fluttering gills and touches of bioluminescence. In their equine forms, they appear as normal horses on land, but once they step into water they develop fish-like tails instead of hind legs.

Endowments

Equine Form: By spending a point of Glamour, kelpies may shift into their natural shape. Any breed of horse or pony is possible, and the kelpie can maintain this form indefinitely. Changing back to mortal form has no Glamour cost.

Otherworldly Allure: In either of their forms, kelpies are almost hypnotically alluring. To use this power, the Storyteller makes a Charisma + Empathy roll, resisted by the target's Willpower. If the kelpie wins, the target mounts (or accompanies) the kelpie, and she can lead the target into the water and begin to drown him (see p. 293). After one turn underwater, the target recognizes the malicious attempt and can begin to fight back.

Vulnerability

Tack: If captured, kelpies can be bound in service to a master. The kelpie in question must be bridled, either in equine or human form, with enchanted equipment. Simple jewelry works for the mortal form, but only a full bridle suffices for the equine. The kelpie keeps the form she is bound in until she is released by her master.

Lurks

The lurk is not the most populous Thallain kith, but is by far the most adaptable. Lurks are known by many names across the world: various swamp monsters, the Bigfoot of the Pacific Northwest, the almas of central Asia, the yeti of the Himalayas, the yowie of the Australian outback, the tikoloshe of Zulu lands, the Middle Eastern barmanou, and the hibagon of Japan are but a few of the legends inspired by lurks.

Lurks are not often found outside wilderness areas, and prefer remote locations away from the prying eyes of outsiders. But changeling society and the Autumn World encroach further and further into lurk territory every year, making encounters all but inevitable. They are occasionally seen during the day, but are primarily nocturnal, preferring the cover of darkness to steal food from nets, investigate human structures, or carry off unwary victims (who are never seen again).

Lurks are not particularly intelligent, but possess animal cunning and sophisticated instincts that make them a threat to anyone intruding into their terrain. Lurks are quite adept at disguising their crime scenes as something else; many large animal attacks on deep-wilderness campsites, hunting blinds, and hiking trails are actually the work of lurks.

Appearance

Lurks are huge and sturdy, towering up to nine feet in height with heavy, muscled frames. Their fae miens are covered in hair or fur from head to toe, with large eyes, long arms, wide-flaring nostrils and a mouth full of strong teeth. Their coats typically range from brown to green to white, depending on their environment. In their mortal miens, they are unkempt, naked individuals covered with sticks, leaves, and mud. In both forms, their hands and feet are overlarge with thick, yellow nails. The big toes on either of a lurk's feet splay outward as grasping thumbs, and their walks are shambling lopes instead of true bipedal motion.

Endowments

Landscape Stride: Lurks are completely at home in their native surroundings, and receive their Glamour rating in automatic successes for any Athletics, Stealth, or Survival rolls made

within them. In addition, they double their speed through their environment in both the Dreaming and the Autumn World.

Omnivorous Hunger: Lurks aren't picky about their diets, and are capable of consuming anything they can fit in their mouths: Sticks, lithium batteries, kerosene lamps, small chimera, and mangled body parts are all valid food items for a lurk.

Vulnerability

Involuntary Signs: Though they are the masters of their surroundings, lurks always leave behind evidence of their passing, whether such evidence be a tuft of fur clinging to a branch, obvious footprints in mud or snow, broken saplings and bent grasses, or bones and spoor from their last meal. Though they may be completely concealed from sight and hearing, the inevitable trail still allows them to be tracked.

Mandragoras

Mandragoras are malevolent forest Thallain with distant ties to the ghille dhu. Unlike their unfortunate Gallain cousins, mandragoras have thrived since the Sundering. They can be found all across the Autumn World, staking out claims in marshes, swamps, temperate forests, and tropical jungles, and turning otherwise harmless trees into man-eating monsters.

Like ghille dhu, mandragoras are tied to a seasonal cycle, and progress through it over the course of their lifespan. In their Spring aspects, they are lean and hungry creatures, searching for a tree to inhabit and transform. Once the mandragora locates a suitable tree, she then spends a week in a chrysalis, during which her Glamour attunes to the tree. At the end of the week, the tree develops dangerous features, such as barbed, semi-intelligent liana vines that nest like serpents, chimerical insects, and deep pitfall trap leaves like smaller pitcher plants, in accordance with the tree fiend's personality and preferences.

Mandragoras are not active hunters, instead preferring to take targets of opportunity. They are apex ambush predators, setting traps and waiting for prey to wander into range. Though they much prefer the deep wilderness, away from human habitation (and thus from anything that could potentially damage their tree), they have been known to take up residence in trees in public parks and urban woodscapes.

Appearance

Mandragoras are physically no different than ghille dhu, with green skin and fae miens adorned with flowers, grasses, mosses, and vines (albeit toxic and dangerous versions). Their bodies shift according to the season. Spring aspects are thin and hard instead of rounded and cherubic. Summer aspects are plump and satiated, and their Autumn aspect is tough and gnarled.

Endowments

Infestation: A mandragora finds a tree and possesses it, becoming intangible and passing into the trunk. By investing a dot of Glamour, the mandragora can turn this tree into



her own personal freehold (albeit one without a balefire or hearthstone). She is safe from physical harm within it, and may regain Glamour at a rate of one point per week from the tree's natural processes.

Phantasm and Feast: For a point of temporary Glamour, a mandragora can set bait in the lianas of its tree. The vines and pitchers emit a sweet scent to lure bees and beasts, or show tantalizing images in the fluids of the pitchers to ensnare unwary humans. Any creatures, including humans, unlucky enough to fall into a pitcher (which can indeed grow large enough to entrap a humanoid victim) are slowly eaten alive by the digestive fluids. When the victim is completely consumed, the tree fiend refills all spent Glamour and Willpower.

Vulnerability

Nature's Curse: Mandragoras are far frailer than most other creatures of the Dreaming, and must bind themselves to trees in order to withstand the withering weight of Banality. Should their tree ever be damaged, the mandragora takes the amount of damage in Banality. If the tree is destroyed, mandragora fiend gains a dot of Banality as well.

Merrow

When humanity dreams of the beauty of the sea, it dreams of mermaids. When those dreams turn to nightmares, the merrow are born and sustained. The merrow themselves claim that they are the dreams of the great Dagon, who created the first merrow egg from the foam of the sea and a bite of the sky.

Merrow are cunning and intelligent, but structure themselves in a violent, bestial society primarily dependent on survival in the cold, unforgiving deeps. Their colonies are constructed in the wreckages of ships and planes. Merrow are rare in that they self-replicate, using the warm bodies of drowned sailors, divers, and swimmers to lay the eggs of the next generation. Not all of these eggs hatch into merrow, but those that do not serve as the first meal of the newly-spawned fry.

Merrow inhabit a wide range of aquatic environments, from warm briny coasts to trenches in the depths of the ocean. While they are not inclined to venture outside of their territory, they are aggressive and extremely hostile to encroachers. They have no compunctions about dragging hapless mortals or other fae beneath the waters. Some merrow even take great delight in stealing the final breath of their victim, letting the human struggle in their hideous embrace before they drown.

Appearance

Even in human seeming, merrow are barely human in appearance. They are slimy-skinned, pale, and alien individuals that unsettle those around them. In fae mien, some may be strangely beautiful, but most are monstrous nightmares from the deeps. Merrow never take their animal traits from whales or fish, and are amalgamations of semi-human upper bodies, and molluscoid, cephalopoid, or arthropoid features, with translucent skin and webbed fingers.

Endowments

Gift of Dagon: Like merfolk, merrow gain special powers from their Apsara (p. 448). Some merrow have spines and stingers, while others rely on brute strength. Jellyfish merrow have a sting that wracks a victim with days of agonizing pain; squid merrow have multiple strangling tentacles at their disposal. Eel merrow deliver electric shocks, and anglerfish merrow rely on bioluminescent trickery to nullify their prey. The merrow also receives +1 to either Strength or Dexterity.

Pelagic Nightmare: The merfolk are the beauty of the ocean. The merrow are the ocean's horrors. Merrow are such a bizarre mix of human and alien, anyone looking at a merrow for the first time must make a Willpower roll (difficulty of the merrow's Glamour rating) or be frozen in shock and horror for one turn, which is usually all the merrow need to dispatch victims.

Vulnerability

The Coldness: Like their Kithain cousins, merrow suffer horrific side effects as Banality touches them. As a merrow's permanent Banality increases, her ability to breathe water decreases, until she is left alone in the middle of the ocean. Such unfortunate merrow usually drown and become hosts for the next generation of merrow.

Nasties

Nasties are obnoxious drunkards, unapologetic junkies, depraved predators, and violent brutes: all the worst traits of satyrs brought to life and rolled up into one disgusting package. Though passions drive their lives, nasties always take those passions to extremes even Unseelie satyrs shy away from. From a distance, nasties may be mistaken for satyrs. Up close, the smell alone gives away their true nature, for a nasty's stench can stop even a rampaging ogre in its tracks.

A nasty finds it hard to hide his particular brand of evil for long. Since they care little for hiding, if they stay more than a few days anywhere changelings frequent, they are soon discovered. Satyrs are functionally immune to the most potent of a nasty's defenses, and are best equipped to deal with their Thallain cousins. Satyrs have an especial hatred for nasties, and even the most easygoing Seelie satyr will tear an unwelcome nasty limb from limb if given a chance.

Nasties often travel with others of their kith in small bands. Though vices and addictions are unique to the individual nasty, the members of a *tragos* often share similar depravities, and take especial delight in inflicting them on anyone unlucky enough to cross their path.

Appearance

While they may resemble them in passing, nasties have precious little in common with their satyr relatives. Nasties care nothing for personal grooming; their fur and hair are matted with oil and other unmentionable bodily fluids, and the remnants of last week's feast are smeared across their skin. In human seeming, they are grubby little children or slovenly

adults, with unbrushed hair, greasy skin, and dirt under their gnarly fingernails. The eldest nasties may have months or years of filth caked to their bodies.

Endowments

Maenad's Fever: Satyrs can inspire revelry in their surroundings, but nasties can infect others with frenzy. Mortals in the vicinity of a nasty for more than a few minutes make a Willpower roll (difficulty of the nasty's permanent Glamour), or succumb to the frenzy, indulging in their darkest, nastiest desires. Maenad's Fever is particularly potent, and even changelings are not immune to these effects. The player rolls once per hour, instead of once every few minutes.

Harpy's Stench: The oils secreted by a nasty's skin emit an odor so strong and pungent, it is a formidable natural defense. The player of anyone attacking a nasty rolls her character's Stamina, difficulty of the nasty's Glamour. A failure on the roll reduces the attacker's dice pools by the nasty's Glamour rating. A botched roll leaves the attacker overcome by the stench, vomiting and helpless to attack or defend. This smell, curiously, does not affect satyrs.

Vulnerability

Limos' Hunger: Whatever their particular fetish or vice, nasties find it almost impossible to resist partaking when an opportunity presents itself. Few attempt to resist at all. Whether it's food, sex, drugs, or causing terror — or an unspeakably vile combination of all four — the nasty finds it equally difficult to break away from indulging (Willpower, difficulty 9).

Night Hags

Sometimes, people wake up in the middle of the night. They are unable to move, but are wide awake and terrified, feeling an evil presence in their room. Science rationalizes this away as the phenomenon of sleep paralysis, when the brain immobilizes the body so the sleeper will not act out their dreams. Science is wrong — it is the night hag.

Night hags are known across the world, through multiple cultures, as demons, witches, incubi, or malevolent ghosts. Night hags are none of these. They are malevolent faeries as old as human culture.

Very few people have ever seen a night hag, but many bear the scars of their encounters. Night hags creep into rooms in the dead of night, sitting on the chests of sleepers and pinching or scratching them until they wake up. In the darkness of the room, they are invisible and terrifying. The most violent night hags leave visible scratches on their victims, suffocate them back into unconsciousness, or haul them partly out of bed before retreating from the room.

Appearance

Pale and androgynous, night hags have elongated bodies and distorted features. Their eyes are enormous and black, giving them perfect night vision, and their colorations are all shades of gray. In their human seemings, they are sickly-looking people with bulging eyes and emaciated frames. They are rarely seen in human form, however, preferring to hole up during the brightest parts of the day, only emerging in the dead of night. Should they be driven into daylight, they are swathed from head to toe in heavy, light-blocking clothing, lest they burn to ash through exposure to sunlight.

Endowments

Paralytic Touch: Night hags possess the ability to prevent their sleeping victims from moving when they wake. Their nails secrete a toxin that keeps their targets from squirming or potentially injuring the night hag. Paralysis lasts a base number of turns equal to twice the night hag's Glamour. Players of victims may resist with Willpower (difficulty of the night hag's Glamour).

Shadowslide: Despite their pallor, night hags blend in with the shadows of a darkened room, allowing them to approach the sleeping target. By spending one point of temporary Glamour, they can wrap the shadows around their bodies, rendering them invisible to sight. Additionally, night hags can spend three points of Glamour to travel through the shadows back to their lairs. They may not use this ability to travel anywhere else.

Vulnerability

Photophobe: Night hags operate in darkness because even a hint of light blinds their eyes and sears their skin. For every minute a night hag remains in light brighter than moonlight, she suffers one level of unsoakable aggravated damage. Injured night hags rarely fight an aggressor, choosing instead to flee using their Shadowslide ability. After their wounds are healed (one level per 24-hour period spent in total darkness), they are free to hunt down their attackers and exact their revenge.

Ogres

Ogres are huge, dumb, and dangerous. Though many of them are indistinguishable from trolls, they are wholly without honor and have no hope of redeeming themselves, even if they wanted to. Ogres are bullies through and through, and only respect the strong, ruthless, and mean.

Ogres are less picky than most about where their meat comes from, and have been known to take a snack break in the middle of a fistfight by biting a chunk of flesh out of their opponent. They have no care for social niceties and do not understand complicated politics. Ogres fight amongst themselves for leadership roles, and do the same to non-ogres that think to lead them.

Not all ogres are stupid, unobservant creatures, however: some are downright brilliant for their kind. These ogres, known as ettins, are predatorily cunning, able to set traps and lay ambushes. They usually rise to the ranks of leadership amongst the ogres, and are not easy to double-cross. With the brute strength backing up their brains, anyone planning to betray an ettin would be advised to plan a hasty retreat well in advance.

Ogres are normally solitary creatures, by necessity instead of nature. Their strength, brutality, and aggressiveness has led

to their decline, as fae all across the world have hunted them to near extinction. What few ogres remain in the Autumn World tend to be in the entourages of members of the Shadow Court, where they are employed as skilled trackers and hired muscle.

Appearance

In human mien, ogres are at home amongst the violent subsets of society: street gangs and outlaw motorcycle clubs are the most popular choices. Childlings dominate schoolyards as snot-nosed bullies, wilders and grumps are foul-mouthed, sloppy adults with short tempers and quick fists. In fae mien, ogres are nearly identical to trolls, and gain up to a foot of height and 100 pounds of weight, nearly all of it muscle.

Endowments

The Nose Knows: Ogres are masters at discerning who is Thallain and who isn't, simply by sniffing them. They can even tell the difference in scent between an Unseelie and Seelie of the same kith. In addition, scoring a single success on a Perception + Kenning roll (difficulty 6) allows them to sense a person's general emotional state, giving them some advantage (–1 difficulty to dice rolls) in their otherwise limited field of social interaction.

Strength of Oaks: Ogres, like trolls, are stronger than they look, and begin play with an additional 2 dots of Strength, even if this would raise it above 5. In addition, they can never botch Strength rolls, and receive additional dice equal to their Glamour ratings on grapple or clinch attacks.

Vulnerability

Dumb as Rocks: Ogres are not intellectually gifted; an ogre with an Intelligence rating of 3 would be considered an Einstein of his people. As a result, they are easily confused and suffer +2 difficulty to any roll to detect deception, ambush attacks, or social cues like sarcasm.

Sevartal

The sevartal have all the grace and bearing of natural born leaders. They carry themselves elegantly, surrounded by the air of knowing more than everyone around them at all times. Their eyes see more than any mortal or changeling, but even the kindest of their smiles holds a hint of malice. These parallels to the sidhe consider themselves the highest order of Thallain, and view all others — Thallain and changeling alike — as mere pawns and underlings to be ruled.

Sevartal possess an ethereal quality that draws people to them and eases the path from adoration to subjugation. Prolonged experience to a sevartal's presence wears down the minds of those near them, and over time they become drones in her service. The easiest way to tell a sidhe from a sevartal is the way they treat those near to them. Sidhe still think of their subjects as people. Sevartal view them merely as means to an end, and are nearly incapable of empathy.

Sevartal enjoy the company of other kiths, Thallain or changeling, and believe everyone can be made useful in some way. It may be as bait, a scapegoat, or a patsy, but everyone has a purpose. They are particularly fond of spriggans, and always try to have a few in their service. Sevartal have the uncanny ability to identify unawakened changelings in any stage of life, and they look for any in the stolen children spriggan bring. Once found, sevartal enchant them and prematurely force the Chrysalis and Dream Dance, warping it to their purposes and overruling the changeling's Kithain nature. Those that disappoint or are deemed unworthy in their critical eyes are easily abandoned, regardless of whether or not they can care for themselves. The Mists and the Dreaming take pity on these individuals and work to undo the forced transformation into sevartal, but from that point on the affected changeling always favors the Unseelie Court.

Appearance

These pale, thin individuals are long of limb and come most alive under moonlight. In their fae mien, their ears draw up into long points, their eyes are opalescent, and their skin seems almost to glow softly in the light of the moon. Their voices are musical and sweet, even when uttering the most awful words, and their motions are graceful even when lashing with a whip or fighting in battle.

Endowments

Charismatic Presence: At character creation, the Storyteller can give a sevartal an extra dot in any of their Social Attributes. Sevartal cannot botch rolls made with the augmented Attribute.

Force Heritage: If a sevartal enchants an unawakened changeling, she is "born" sevartal. If she can escape her mentor, she reverts to her true kith, but always leans toward the Unseelie Court.

Vulnerability

Aloof: If previously drawn into a sevartal's service, a changeling gains an automatic success on any Social or Mental rolls against their old master. These Thallain cannot believe someone could outsmart them.

Skinwalkers

Nightmares born from Native American lore and tradition, skinwalkers are known as some of the evilest creatures to be encountered. These Thallain gain power from truly despicable acts, and only by completing one will they come into their true selves. Drawn toward such awful things as murder, cannibalism, or incest, they leave most of their humanity behind when they come into their power.

Skinwalkers are solitary, nocturnal creatures. They are easily identified as something other than human, even by mortals, and while changelings may not be able to pinpoint exactly what these creatures are, they can easily see that they are not friendly. Even other Thallain have little love for these creatures that make little to no effort to hide what they truly are.

In giving up their humanity in exchange for power, skinwalkers learn the practice of creating tokens. After slaughtering

an animal, they may take and enchant a piece of it and use it as a focus to shift into that same form. They always have one they favor most; the favored form of many skinwalkers is an apex predator, something that can easily dominate both humans and animals alike.

When the skinwalker is not in his animal form, these tokens can be lost, stolen, or destroyed the same as any mundane object. However, only another skinwalker can activate the tokens and use their power. For this reason, skinwalkers are usually hermits, and jealously guard whatever tokens they have. While they may collect as many as they wish, only a handful of them can be carried at a time. These may be swapped out as often as the skinwalker wishes, provided they are willing to go retrieve them.

Appearance

Skinwalkers are most common among those of Native American descent. Typically, skinwalkers are men; they are hairy individuals, and have an unhealthy, almost starved appearance. Their eyes are wild and whatever musculature they have is too clear under skin that seems stretched too tight over their bodies. In their fae mien, their eyes glow red, and the tokens they carry imbue them with touches of those animals; as such, their appearance is more fluid than most others.

Endowments

Token: After killing an animal, a skinwalker can take a piece of it — a feather, a claw, or a swatch of skin or fur — and enchant it to make a token. After it is enchanted, it can be activated with a point of Glamour; the skinwalker takes the form of the animal. He can maintain this form until sunrise. The number of tokens a skinwalker can have is equal to his permanent Glamour rating.

Inhuman: After a skinwalker creates his first token, he gains an extra dot in all his Physical Attributes.

Vulnerability

Dependent: If he does not have any tokens on his person, a skinwalker loses access to both his Endowments.

Spriggan

Spriggans are lazy, nasty, greedy creatures. They enjoy playing cruel tricks on unfortunate mortals, and keep company with the worst of Unseelie redcaps. Usually lazy, they can be motivated only by the prospect of some terrible deed, or by guarding treasure. Spriggans steal anything of value they can get their grubby fingers on, and they jealously guard their treasures.

Piskies abhor their Thallain cousins; they avoid spriggans at all costs, wanting nothing to do with their malicious nature or remorseless ways. Even the most Unseelie of piskies shun spriggans, and actively avoid any areas known to be populated by them in their travels. Unseelie changelings may find uses for their services, but with their subpar hygiene practices, they can quickly lose patience with them. Other Thallain are more



welcoming, if only because spriggans excel when given tasks of guarding things of importance.

The sevartal especially seek out spriggans to employ, and are the only kith of any variety to encourage their worst habit —kidnapping children. Despite the dangers in stealing children away, spriggans have no particular concerns with it and do so quite frequently. Changelings of all kiths band together to find any missing children, especially if they know a spriggan is in the area, but their resolve increases tenfold if the kidnapped in question is a changeling as well. Most often the child is found again within a matter of hours, terrified and with a few bumps and bruises. On the rare occasions the child does not return, it is wisest for the kidnapper to flee for a time, or find the highest degree of protection they can. The loss of a changeling child is cause enough for a manhunt, and without a protector, luck can only do so much.

Appearance

Spriggans are unkempt nomads. Their hair is dull and gray, matted in tangles, and their beady eyes take in everything of value, storing it away for later acquisition. Their skin is dark, cracked, and craggy. Their layered clothes are usually filthy and tattered, and often one can smell them coming before actually seeing them.

Endowments

Miser's Gift: Though they collect anything and everything, all spriggans have a certain item, usually something small and practical, they favor above all others. With a successful Wits + Kenning roll (difficulty 6) by the Storyteller, the spriggan can summon the item for instant use and has it for the number of successes in rounds before it vanishes.

Stormcallers: With a Manipulation + Kenning roll, a spriggan can call up a storm. The more successes, the fiercer the weather will turn. A single success might bring a light shower, while five successes might call a low-category hurricane.

Vulnerability

Snatchers: Spriggans have the nasty habit of kidnapping children. It's rare that harm comes to their victims, as what the spriggans are more interested in is the terror it stirs up in the parents of the missing child. The children are usually abandoned shortly after, but tales speak of some vanishing permanently.

Weeping Wights

Every blind turn that invites car crashes, every cursed bridge or cliff, every "hanging" tree, all have one thing in common: they all play host to a wight. These creatures perpetuate all sorts of lethal legends, coercing the weak-willed into altering their courses just enough to succumb to accidents or take their own lives. Wights care not for the lives of the individuals they choose, they only care about perpetuating their legend.

Compulsively driven to keep darker stories alive, these Thallain latch onto the notion of curses and hauntings. While most favor quick, usually lethal, methods and legends, others gravitate toward more elaborate and theatrical performances. Each wight finds its own calling and stakes its claim; those that excel in perpetuating their myth enjoy the fear it sows, but not so much as the defiance that leads foolish beings to test it. These brave individuals often realize far too late that fate is best left untempted.

In order for any legend to truly become so, it must have a set of rules that it follows. Wights are the protectors of these rules, ensure that only the proper candidates are chosen, and that their ends are met in the correct way. One masquerading as a mad hitchhiker that preys on sympathetic women will never attack men, another only responds to calls made into a mirror at precisely the stroke of midnight, and a third only looks for victims in the pouring rain. Without exception, every rule must be met for these Thallain to respond to their summons.

Appearance

Weeping wights are wretched things, and have the downtrodden look of someone permanently plagued by bad luck. Their eyes are wide and sad, their worry lines are prominent, and even the happiest of their smiles is wistful. In their fae miens, these things are twisted and malformed. They are often heavily scarred, have bones that have too many joints, or appear as having suffered heavy abuse. They give off an aura of despair and hopelessness.

Endowments

Living Legends: On a successful Manipulation + Empathy roll, resisted by the target's Willpower, a weeping wight can coerce the target into fulfilling a specific set of circumstances. The more successes, the more precisely the target complies. A wight cannot botch Manipulation rolls.

Ghostly Visage: By spending a point of Glamour, a weeping wight can take on a translucent, spectral appearance. It always appears as a victim of its chosen accident would. The wight can keep this form for 30 minutes for every point of Glamour spent. In this form, it is incorporeal and cannot be harmed by anything but cold iron.

Vulnerability

Creatures of Habit: The compulsion to replay horrible incidents over and over is central to a weeping wight's existence. Preventing them from carrying out this compulsion causes them to fixate on it, and they focus on nothing else until they can continue. Prevention may be as simple as building a fence on an open cliff face or as difficult as permanently blocking an accident-prone roadway.

Dark-kin

With the Sundering came the separation of the Autumn world and the Dreaming, and the birth of changelings, but for every action, there is an equal and opposite occurrence. While some fae chose to remain in the Autumn world and cloak themselves in mortal flesh to hold off the forces of Banality, others were closed off in the Dreaming and remained there, among Glamour aplenty and the ever-changing landscapes

and ideas. Among those removed from all mortal realms are the Dark-kin, commonly referred to as Denizens. As a result of the conflict between the Fomorians and the Tuatha de Danaan, these Denizens were barred from the waking world. The Tuatha enacted the Silver Ban and forbade them from walking the Silver Path. As pockets of dark Glamour began to leak back into the Autumn World, however, they provided ways for the Denizens to once again walk among mortals.

Direct descendants of the Fomorians and the Tuatha de Danaan, these beings are nigh immortal; while they do not truly live forever, they can have lifespans that stretch for hundreds of years before reincarnating into a new form. Though these creatures may appear humanoid, they have very little in common with mortals or even changelings. Their minds and motivations are inscrutable even to those touched by fae heritage. Though they are born of mortal concepts, they know very little about the mortal realms. To some, the Autumn world is a source of endless mystery, while others care very little for the Banal world outside the Dreaming.

Due to their unique heritage, Denizens are not bound by the same rules as other fae. They have no such ruling forces as seemings and courts and care little for the way they divide the personalities of such lesser beings in the mortal realm. Much as changelings have kiths, Denizens also belong to general families known as adhene, which dictate their powers and proclivities.

Instead of seemings and courts determining the actions and attitude of a Denizen, she follows instead a three-way division of influence. These metaphysical divisions, called Ariá, make up the layers of a Denizen's personality, and function in a tiered system. The primary Ariá is most often in control and has the strongest influence on a Dark-kin, and the secondary and tertiary Ariá have progressively less hold on her personality. Much like seemings, the dominant Ariá can change as a Denizen encounters new situations. However, while changelings have no "default" seeming, a Denizen always has an Ariá she favors over the others. Even if something occurs to shift which Ariá is currently ruling, in time, her favored Ariá always reasserts itself.

Without regard for the Seelie and Unseelie Courts, the concepts of good and evil are not lost on Denizens, but they can be a good deal muddier. Many changelings would write them off as simply Unseelie as a whole and be done with it, but such classification denies a large fraction with more traditionally Seelie tendencies. A great many Denizens have no issue blending the ideals of the Courts; aonides may do awful, "Unseelie" things in the pursuit of a wholly consuming love; fir-bholg are usually seen as wise and honor-bound beings, traits that are typically associated with the Seelie Court, and yet they regain Glamour through the sacrifice of others, without question or care. While they do not adhere to one Court or another, nothing stops a Denizen from allying herself with members of either Court. Though many Dark-kin do have at least some Unseelie tendencies or associations, they have little love or trust for the Shadow Court and its members.

Many adhenes of the Denizens have a land or culture where they are believed to have originated, areas where the minds of humans were especially focused on the ideas that make them unique. The acheri are widely accepted as Indian lore. Fir-bholg are considered native to Ireland, while the moiræ are most famous as the Greco-Roman Oracles. This does not mean they exist or existed only in these places in the Autumn world, merely that the dreams and ideas that shaped them were focused originally in those cultures. They may be most populous in those areas, but Denizens can and do exist outside of their home cultures. They are less attracted to customs and location as they are to specific Dreamers, and have little regard for geographical borders or nationalities. Due to this propensity to gravitate toward individuals instead of pockets of society, many adhenes have been given multiple names by varying human cultures. The Denizens that make up their adhene accept these local terms, but amongst other fae or changelings are referred to by their marginally more neutral names.

Rumors abound concerning the persistence of Denizens after the Sundering. With so many locked away in the Dreaming and out of contact with the mortals, would they not fade away into legend? The answer to this that many have found is a breed of Denizen known as the Evanescent. These Denizens either went into hiding outside the Dreaming or were locked out as trods and pathways slammed shut. During the last great conflict between the Fomorian and Tuatha de Danaan, eruptions of dark Glamour brought some Denizens through again. Among these Evanescent were aonides, keremet, and moiræ.

Belief and Governance

Despite their disregard for humanity itself, the minds of the Dark-kin work in very similar ways, and their ideas mirror those found in the Autumn world. Due to the nature of the Dreaming, concepts that are suppressed or relegated to the realm of fantasy are the most common themes found among Denizens. Though a number of wildly differing ideas exist among the various adhene, the Dreaming is more than large enough for groups with different ruling systems to comfortably occupy their own spaces.

In the fractured, fluid world of the Dreaming, each family of Denizens has a place they call home. These areas reflect the values of each adhene and can vary greatly. Some Denizens still adhere to the trappings and stations of feudal society, while others have adopted more contemporary governing styles. Strange adaptations of communism, democracy, and even theocracy exist in isolated pockets around the expansive landscape of the Dreaming. In other places, Denizens prefer tribal societies, and if even that is too restrictive, anarchy reigns. While some of these more comparable ideas might exist closer together or share some common areas, more disparate ideas will either exist entirely on their own or aggravate conflicting groups that happen to be nearby.

Of course, government is hardly the only system that beings, fae or mortal, use to guide their lives. When it comes to spirituality, religion, or higher powers, Denizens have similarly varied views as they do about society. Some choose monotheistic faiths or introspective concepts, but a majority lean toward pagan and polytheistic beliefs. Many worship vast pantheons comprising the most powerful beings in the Dreaming; among

them are legendary chimera, some of the Fomorians, and even some of the Tuatha de Danaan.

Regardless of what societal or belief systems Denizens follow, they are rarely cavalier in their attitudes toward them. The fervor with which some Denizens follow their leaders or deities is beyond even the devotion of the most radical humans, and can become a driving force in their long lives. This is especially true for those who live by the Apolliae, and they follow their chosen masters with such zeal that even fanatics pale in comparison. However, they are not the only Ariá that can devote themselves wholly to worship or following; Araminae and Dioniae follow with equal zeal, especially if they can find a purpose that appeals to their desires, be they baser or more cerebral in nature.

Denizens and the Autumn World

Locked in the Dreaming and without the direct influence of Banality, Denizens were never forced to undergo the Changeling Way ritual. They have little love for those that have, regarding such lesser beings as changelings with disdain. More creatures of spirit, they do share the same Attributes — Strength, Intelligence, Appearance, etc. — but have no natural conduit to the mortal realm. Despite this, Denizens most often mimic human forms, due in large part to their conception by human minds, and do have tangible bodies in the Dreaming.

Denizens that choose to enter the Autumn world can do so in one of two ways: manifesting a physical form or temporarily possessing a Dreamer. While possession offers some protection from Banality, even merely sharing a mortal form is uncomfortable to most Denizens and abhorrent to others. Most notably, the fir-bholg and fuath cannot stand being confined in mortal flesh. This possession lasts only as long as the Denizen wishes, and she typically departs long before she risks a changeling's fate of coming Undone.

Manifesting a physical form of their own is more comfortable for all Denizens, but with no protection from Banality; those that do so burn bright and fast before they are forced to return to the Dreaming or risk death. Manifesting in this way costs the Denizen a point of Glamour a day, and in this form a Denizen cannot passively regain their Glamour. Balefires and dross of are thus of little consequence, and only through directly interacting with Dreamers is a Denizen's Glamour reinvigorated. A Denizen that falls to Banality in this form takes one health level of lethal damage a day (chimerical and real) until she returns to the Dreaming, where she recovers at the same rate.

Denizen Creation

Dark-kin character creation is similar to that of Kithain characters. They have the same Attributes, Abilities, and Backgrounds. They use the same Arts and Realms. Denizens do not have Banality as a trait (they are protected from Banality by their methods of entering the Autumn world).

Where a Denizen differs most, in terms of game Traits, from her Kithain counterparts is in her seemings and Legacies. Consult Chapter Three: Character Creation & Traits for more information about character creation.

Ariá

Denizens are bound by the Ariá, a trio of behaviors and forms that present in unique ways for each adhene. These are complex and subtle states, something completely alien and unknowable to changelings. They relate more deeply to the opinions and emotional state of the Denizen, and her relationship with the Dreaming itself. Ariá stand less as opposing philosophies, like the Seelie and Unseelie Courts, and are more of a personal choice of the Denizen.

Much like the way changelings favor one court over the other, one Ariá is always the most dominant in a Denizen. The remaining Ariá play small roles in a Dark-kin's life, but as circumstances change, may for a time become the ruling aspect of her personality. Most commonly, a change in Ariá occurs after a particularly intense emotional event, be it a tragedy, an epiphany of some sort, or some kind of spiritual awakening. Denizens suffer little backlash to changing Ariá — it carries almost none of the weight of changing court or seeming, and changes the way the Denizen reacts to the world around her instead of the way the world reacts to her. Without repercussions, Denizens are much more fluid and mercurial in the way they see and react to their environment. Without the lens of humanity, it is easier for these beings to remain in flux. In a way, it reflects the world they are used to, as the Dreaming itself is ultimately unknowable, and often changes to reflect common dreams.

Depending on a Denizen's adhene, her appearance may change drastically or not at all as her Ariá does. For example, an aonide changes very little, if at all, as she shifts; a moiræ, representing the Three Fates in the form of maiden, mother, and crone, takes on those forms as she shifts.

As the Ariá are more than simple changes on the surface of a Denizen's life, the three facets of her personality are all paired with a Legacy, much like the way a changeling's Legacies are tied to the courts. The dominant Ariá and its associated Legacy are the truest lens through which a Denizen sees the world. The secondary Ariá is fairly close to the surface, and is capable of influencing a Denizen's behavior; it will not override the primary Ariá, but can, in theory, coerce it. A denizen trusts her secondary Ariá, even if she does not prefer it. The tertiary Ariá is often little more than a whisper in the back of the Denzien's mind. It is a voice that has little to no bearing or influence on the Denizen, and if it can be heard is often dismissed. The tertiary Ariá is the most challenging lens for a Denizen to reflect on, and on the rare occasion that it manages to assert dominance, it makes a drastic change in her life and her personality.

Even though Denizens are more mercurial than changelings, mortals, and even Thallain, they most commonly switch between their primary and secondary Ariá. These two voices, and their associated Legacies, are the strongest aspects of her personality. The tertiary faces a much harder time in gaining dominance, as the way it interprets the world is somewhat alien. Should it come to the surface, a marked change comes over the Denizen in question. Despite the rarity of this occurrence, the

tertiary Ariá does play an important role in other matters; when delving into the dreams of others, the tertiary Ariá "wakes up" and becomes more active.

The Seelie and Unseelie Legacies can be found on pp. 156–160, and the Nightmare Legacies on pp. 370–371. The Storyteller should choose one to represent each of the Denizen's Ariás.

Below is a description of each of the three Ariá.

The Dioniae

The most basic instincts are the Dioniae's prime concern. Dark-kin ruled by this Ariá are often aggressive and focused only on short-term goals; hunting for food, a mate, or a source of Glamour are their priorities. They have little regard for the consequences of the short-sighted actions they will take to accomplish these goals and attain their prizes. Rarely do they show concern for others around them, and if they do it is only after they have made sure they have glutted themselves on whatever it is they were seeking.

While these survival instincts are not a bad thing in and of themselves, if left unchecked they can quickly become destructive. Denizens ruled by the Dioniae show little regard for such common conventions as etiquette, and have no issue voicing concerns or thoughts that would shock and appall even questionably polite company. In the same vein, they have no trouble acting upon their basest desires, even when most would deem the time, place, or both inappropriate.

Beginning Glamour: 4

Beginning Willpower: 2

The Araminae

Walking the line between indulgences is the Araminae. The most pragmatic and sensible of the Ariá, Denizens ruled by this mindset are the most rational of the Dark-kin. It offers a more balanced perspective to the base desires of the Dioniae and the cerebral ideals of the Apolliae. Though still influenced by either of these urges, Araminae Denizens have the most level heads when going about achieving their goals.

Applying order to the chaos of the Dark-kin's mind brings them the closest to a human condition, and those that walk this path do not seem entirely different from humanity on the surface. However, very close are the desires of the ultimately inhuman Denizen in question. The Araminae does not so much remove them from their urges as mask them particularly well behind careful thought and uncharacteristic patience. Acting more as a guiding force than anything else, the Araminae is ultimately as self-interested as the Dioniae or Apolliae; it is simply more willing to take a roundabout route.

Beginning Glamour: 3

Beginning Willpower: 3

The Apolliae

While the Dioniae is concerned with satisfying basic desires, the Apolliae is focused on fulfilling a higher purpose. Attempting to create order in chaos, those ruled by this Ariá develop a strict moral code, and follow it to the letter — even if it goes against her best interest. These Denizens believe they have a calling they must answer, and favor indulging the soul over the body. This instinct to find a purpose is a driving force in their lives, and guides every decision the Denizen makes. While the pursuit of a "higher self" is usually a noble one, what exactly meets that goal is highly dependent on the one setting it.

While functioning in a limited capacity as a sense of conscience, the Apolliae represents more a strict set of rules the Dark-kin will follow. Nothing prevents recreational violence or ritualistic arson from being among those rules; ethics are highly personal things, and any number of lenses can make even the most despicable things palatable. For these Dark-kin, it's simply a matter of perspective and justification, and both are provided by their unwavering, albeit warped, moral compasses.

Beginning Glamour: 2

Beginning Willpower: 4

Adhene

Following are the seven adhene — the Dark-kin equivalent of kiths. Included with each description is a brief discussion of how the Denizen views and uses the three Ariás, and their respective Birthrights and Frailties.

Acheri

From the ashes grows life anew...but someone had to make the ashes in the first place. The acheri see themselves as perpetuators of the cycle of life, an outside force to weed out the weak and let the strong prevail. To this end, they have mastered all forms of disease and temptation, and exercise these skills liberally amongst themselves and others. If ever questioned on the ethics or morals of their actions, acheri usually counter with an argument that death is merely part of the cycle of life, and the cycle is a necessary thing for the world to continue turning.

Ariá

Acheri look almost entirely human, a member of whatever culture imagined them. Their voile tends toward extremes — rich and decadent or ragged and poor — and in every Ariá they have an abnormally dark, cold shadow. This even holds true, to a lesser extent, in the waking worlds.

Dioniae: These acheri have an aura of corruption, carrying illness and temptation with them wherever they go. The symptoms, physical and spiritual, are subtle, and most sufferers don't pinpoint the acheri as the source of the urges they feel when around one. Their base desires simply seem closer to the surface. Disease proliferates anywhere an acheri lingers.

Araminae: The unease exuded by acheri is amplified in this Ariá, and is evidenced in their sickly appearance. Their skin takes on a sunken, sallow appearance and sickly undertones; they may have rashes and sores that ooze, or blisters and boils that frequently pop. They are plainly unhealthy, and the manifestation drops their Appearance by one point.

Apolliae: In this Ariá, the acheri's shadow takes over his appearance entirely, leaving only glowing red or white eyes. He puts aside all desires to dedicate himself to his appointed profession (determined by the Denizen's dominant Legacy.)

Affinity: Actor or Fae

Birthrights

Plague Nervosa: Masters of disease, acheri have command of chimera known as Plague Nervosa (p. 357). By spending a point of Glamour, an acheri can send his shadow to infect others with a potent chimerical disease. The shadow can infect one person for every point of Glamour spent.

Enticement: Acheri corrupt not only physically but spiritually as well. Whenever trying to tempt someone off a virtuous path, an acheri gains +1 to his Charisma and Manipulation pools (+2 in the Dioniae Ariá).

Frailties

Carriers: Acheri are easily tempted by vices, and every one without exception has some kind of addiction. Whenever an acheri is confronted directly with his vice, the Storyteller rolls Willpower (difficulty 7). If the roll fails, the acheri must indulge himself. The difficulty is reduced by 2 in the Apolliae Ariá.

The Scarlet Ban: The acheri closely guard the secret that they cannot use their Endowments on anyone wearing predominantly red clothing or accessories. Any other skills or Arts are fair game, but they cannot entice or infect anyone wearing the holy color of red.

Aonides

Aonides are intimately familiar with the ways of the Autumn world. Better known as muses, they claim to be the source of all creativity and emotion, and are often artists in their own right. Gorgeous beings that attach themselves easily to artists of all kinds, they bestow their ideas in any number of forms, from careful critique to sudden moments of clarity. If particularly taken with a Dreamer, aonides have little issue taking a human form to be with them, but should the two part ways, the unfortunate mortal is left in a creative vacuum until he can overcome the loss of his love and inspiration.

Ariá

Perhaps the most human of Denizens, aonides have no one set appearance. They are always beautiful, displaying all ranges of skin tone, hair and eye color, and build. Their grace and elegance are apparent no matter what they are doing, and even at their most demure can arouse passions of all kinds.

Dioniae: Purity of sensation is what these muses crave, and they will push themselves to any extreme of it, be it pleasure, despair, or rage. Because of the depth of emotion felt here, many revert to Dioniae when abandoned.

Araminae: Even the arts need someone to organize them, and in the Araminae are agents, gallery owners, and patrons. The Araminae is a welcome reprieve from the whirlwinds of the other Ariá, and can be a refuge for injured or exhausted muses while they lick their wounds.

Apolliae: Pursuant of higher forms of art and emotion, the Apolliae shuns such things as desire and art made solely for profit. True love and projects of passion are their domain, and they inspire and reward them handsomely.

Affinity: Actor or Prop

Birthrights

Grace of Calliope: Even when they aren't trying, muses are lovely and charming influences. All aonides add +2 to Charisma or Manipulation, even if it brings the Attribute above 5. They cannot botch Expression or Performance rolls, and are even exempt from the Silver Ban.

Adonis' Ravaging: Aonides are experts at pulling Glamour from anyone — not merely the ones they inspire. By successfully seducing a target, an aonide can steal Glamour from them with some kind of passionate display, be it an ardent kiss or actual lovemaking. This requires a Manipulation + Subterfuge roll, resisted by her target's Willpower. The aonide gains a temporary point of Glamour for every success.

Frailties

Arachne's Folly: Aonides cannot grasp the concept that there are more creative beings than themselves, and believe they are the most talented of all creatures, Autumn or fae. If an aonide hears of a talent superior to her own, she seeks out the artist and challenges them to a competition. If she loses, the unfortunate victor (and usually the audience) suffers the wrath of the aonide for years to come. Revenge becomes her sole focus, beyond even inspiring new talents.

Fir-bholg

A link between the Fomorians and the Tuatha de Danaan, fir-bholg were once rulers in their own right. Since the Sundering and the enactment of the Silver Ban, they have fallen from grace and are waiting somewhat impatiently to regain their old status. They consider themselves the highest of the adhene and look down upon changelings and humans alike, even as they pine for the knowledge of the Autumn world that their half-mortal cousins possess. Despite their primitive natures, many follow rough codes of honor, even if they only apply to other fir-bholg.

Ariá

Fir-bholg are striking figures, tall and well muscled with large antlers. They pride themselves on these, and are more primitive in their dress; they prefer not to wear clothing, and when forced to favor simple animal-skin adornments.

Dioniae: These fir-bholg are primitive, and have sharp, pointed antlers. They revel in their demands for sacrifice and will take anything they want with little care for how it affects others; laws and customs that are not their own mean little, and are dismissed unless someone is there to enforce them.

Araminae: Balanced between primal and civilized, these fir-bholg choose their words carefully and adopt a more regal attitude. Their antlers are largest in this Ariá, and they have the patience and foresight to follow through with their plans and achieve their goals.

Apolliae: Shedding their primitive aspects, Apolliae fir-bholg focus more on societal customs and the methods used to create things. The actions taken by themselves and their kith hang around them, haunting their memories and occasionally shrouding them in guilt.

Affinity: Nature or Fae

Birthrights

Breath of Firchlis: The Dreaming reacts to fir-bholg in mysterious ways; though they are not chaotic beings, they bring chaos where they roam. By spending a point of Glamour, a fir-bholg can attempt to control this effect and manipulate the world around them. The Storyteller rolls Glamour (difficulty 8), and the number of successes determines the size, duration, and intensity of the effects. These last for one minute per success; a fir-bholg's control is minimal at best, and he may not always execute exactly what he intended.

Frailties

Eochaid's Hunger: Fir-bholg have particular, primitive tastes. They must frequently partake of their chosen delicacy, be it raw meat, tree bark, or rainwater. After a week without doing so, they lose Stamina at a rate of one point per day. When their Stamina falls to 1, they begin losing health levels at the same rate.

Sacrifice: In order to regain Glamour, fir-bholg require sacrifice. Without a servant making offerings to them, any attempts to regain Glamour are made at +3 difficulty. Receiving this sacrifice suspends the effects of this Frailty for one week. Items of great personal significance are suitable sacrifices, as are animals and humans. Additional sacrifices do not further reduce the difficulty, but reset the time. A sacrifice never guarantees more than seven days of penalty-free Glamour acquisition.

Fuath

Somewhere between pooka and satyrs are fuath. These Denizens share the animalistic touches pooka carry, but cannot change their form; instead, like satyrs, they have a permanent animal feature. Fuath are creatures of nature, and along with the fir-bholg are the least human of the Denizens. They have little respect for human civilization, but generally get along well amongst themselves. While female fuath are fierce warriors, they would rather defend than conquer, and are willing to work with others. Males are more solitary, though no less fearsome to face.

Ariá

Be it their lower halves or, less commonly, their heads, fuath possess an unchanging animal feature. This animal/human divide is apparent not only in their bodies, but their minds as well; many say the difference is more pronounced in personality than physiology.

Dioniae: The primal instincts of the fuath rule here, and her animal features are obvious, though they may be hidden beneath clothing. Most animalistic here, human intellect only tinges the animal impulses that most fuath live by. It is in this mindset that the emotions and desires of the Denizen in question are embraced with reckless abandon.

Araminae: While the most "human" form for a fuath, Araminae is also the least favored of the Ariá for this adhene. Her animal features notably absent, an Araminae fuath also suppresses most of her animal desire. For this reason, most fuath feel trapped by this Ariá, cut off from their wilder nature. However, their mannerisms usually betray some animalistic tendencies.

Apolliae: The happy medium between animal and human, Apolliae fuath can reconcile their animal appearance and desires with human reason and restraint. Able to embrace both her natures, a fuath in this Ariá retains her animal features and can at the same time engage in sophisticated social occasions more comfortably than any other Ariá.

Affinity: Nature or Fae

Birthrights

Animal Nature: Fuath share some abilities with the animals they relate to. They can move at (25 + [Dexterity x 3]) yards per turn in their chosen environment, and add 1 dot to their Stamina. Predatory in nature, Fuath also have features like claws, horns, or fangs that allow them to inflict Strength +1 aggravated damage.

Nature's Kin: Fuath are deeply connected to nature, and share a bond with all manner of animals and chimera. No beast or feral chimera willingly attacks a fuath without being attacked by them first, and any handler attempting to command an animal to attack must succeed at a Manipulation + Kenning roll, where the difficulty is equal to the fuath's Willpower.

Frailties

Maenad's Madness: Given their animalistic natures, fuath are prone to violent outbursts and periods of madness. In life-or-death struggles, the fuath will fly into a blood-maddened trance. Unfortunately, when pushed so far, a fuath has difficulty discerning friend from foe, and will continue to attack until Incapacitated or until all her perceived enemies have fled or been defeated. To resist this frenzy, the Storyteller can make a Willpower roll every turn after the first (difficulty 8) to end the frenzy, or a Perception + Empathy roll at the same difficulty to determine if a target is friend or foe. Fuath never attack their own kind, even in this madness.

Keremet

While most Denizens are born of the Dreaming and have never known the Autumn world, the keremet have a tale more tragic. Enchanted beings, most commonly Dreamers or Kinain, they were taken to the Dreaming in their final moments of life. Stolen away from their rightful fate after death, they instead

become wraith-like creatures that drift about without much drive or desire in their miserable, prolonged lives.

Passionate people when alive, after reawakening, keremet find their emotions deadened nearly to the point of nonexistence. Many fixate on finding a way to experiences these feelings again. When this proves fruitless, most discover that despite having no real will to continue, they possess a supernatural will to survive, even without a reason to go on.

Aria

Many keremet clothe themselves in rags or simply wear whatever they have into shabbiness. Their voile is likewise torn and tattered, similar to clothes they wore in life.

Dioniae: Some find refuge in the emotions that are closer to the surface here, others find it a torturous experience. Dioniae keremet appear just as they did when they were alive, and their Frailties are eased (Pact burdens do not apply, and melancholia penalties are reduced by one).

Araminae: Though best equipped to deal with the struggles of everyday life, araminae keremet have a notably strange appearance. They may or may not be able to pass for a living human, but do have either an extremely gaunt or bloated appearance, with sunken eyes that gleam unnatural shades of yellow, green, or blue.

Apolliae: Truly corpse-like in this mindset, apolliae keremet are animated solely by whatever duty they have given themselves, and their Pact oaths are objects of obsession. Their eyes are sunken and oily black, and they give off the stench of the dead. With this unsettling appearance, the effects of melancholia increase (difficulties increase by one).

Affinity: Actor or Prop

Birthrights

The Shadowed Way: Keremet are exempt from the Silver Ban and can still walk trods. As creatures of death, they can sometimes find their way to the Underworld, where they may observe and interact with the dead.

Will to Power: Keremet are immune to all but the rarest chimerical diseases and have no need to eat or breathe. As long as she has three points of Willpower, a keremet is considered to have the Iron Will Merit (p. 180). A keremet may also reduce her wound penalties by one for every two unspent points in her Willpower pool (rounded up).

Frailties

Pact of Dagda: A special oath unique to the keremet, the Pact of Dagda supersedes any other oaths, pacts, or promises the Denizen has sworn. A keremet must fulfill whatever she has promised in this way as wholly and quickly as possible. If she breaches this contract, the need to atone overpowers her Will to Power Endowment. Regular oaths do not carry this weight, but most Denizens know to ask for such a Pact.



Melancholia: Beyond mere sadness, keremet have difficulty experiencing any emotion. All Social rolls are made at +1 difficulty, and any Empathy rolls are made at +2 difficulty. Ravaging is the most viable way for keremet to gain Glamour, but a botch draws Glamour from the keremet to their target, driving the target into Rhapsody.

Moirae

Much like aonides, moiræ feel most complete with a Dreamer to attend. Originally known as Oracles and viewed as dispensaries of knowledge and sources of guidance for mortals, moiræ enjoyed sharing their prophecies and watching as those they advised reacted.

In time, Oracles fell out of the collective dreams of mortals, but their obsession with Fate remained as strong as ever. Human desire to know what other paths lay before or behind them called out to the moiræ, along with urges of retribution and revenge. Drawn to particular Dreamers, they latch onto one with aspirations and lofty goals, defending her fiercely from any and all threats and offering advice and guidance on which paths to take and which to avoid.

Aria

Along with their Ariá are the aspects, grown from association with the Norns. When creating a moiræ character, the Storyteller should assign one of the physical representations (maid, mother, and crone) to each of their Ariá, similar to the assigning of Legacies.

Dioniae (Erinyes): Dioniae moiræ represent the furies of old and are beings bent on retribution and vengeance. They appear with burning eyes, sharp fangs, and may even have horns. Intelligent beings will either stay out of this moiræ's way or simply give her whatever she wants.

Araminae (Whimsy): Representations of paths unknown or hidden desires, these moiræ are focused on the impulses and dreams of mortals and are surrounded by nebulous, dancing lights. They happily act as guides, steering their charges toward paths they deem interesting.

Apolliae (Oracle): The original face of the moiræ, Oracles typically appear veiled or blindfolded, in white robes. At their most benevolent in this mindset, these moiræ bring luck and good fortune to those they visit.

Affinity: Actor or Fae

Birthright

Aural Perception: Surrounding individuals are glimpses of their Fate; by spending a point of Glamour a moiræ can divine useful bits from these images. She does, however, take a –3 penalty if she attempts to divine her own fate. To enact this, the Storyteller rolls Glamour (difficulty 8), and divines one clue per success (whether she passes that along to the subject is up to her). Moiræ also add an additional die to their pool when using any Soothsay cantrip.

Fata: Moiræ are protected from harm while traveling the Silver Path. The Dreaming directly punishes any attempts to harry or interfere with these Denizens in their travels. The severity of the punishment is in proportion to the crime; deterring a moiræ who is in service to the Norns may garner a minor curse (see p. 226), while capturing or killing her results in something direr.

Frailties

Superstition: Moiræ are especially susceptible to human superstition and must avoid "bad luck" or be cursed with Nightmares. This includes everything from the smallest coincidences (crossing paths with a black cat) to deliberate actions (willfully breaking a mirror); the curse will persist until she has somehow atoned for or reversed the bad luck. Violations of a Geas, Ban, or oath incur an extra die of intensity in their penalty. Moiræ forced to in any way violate any of these stipulations find it only half as difficult to repent, and the one who forced her can be cursed as with the Fata Endowment.

Naraka

Unique among Denizens, naraka are drawn more powerfully than other adhene to the Autumn world. While most Denizens remained in the Dreaming and the Evanescent hid elsewhere, the naraka bargained for immunity from the Silver Ban, giving up their collective cultural memory for the use of trods. They are more likely than any other Denizens to venture to the Autumn world in search of the knowledge they sacrificed, and as a whole are curious and volatile.

A naraka's nature is a curious blend of childlike and deadly; she is just as easily taken up in the wonder of such things as music and art as she is swept up in a violent rage, and has no concern for the repercussions of exploring either. Children of Kali, the goddess of destruction, naraka are tormented by their origins, and while they despise order and rules, they seek an answer as to how and what they are. Out of place in both fae and mortal society, seeking these answers is equally magical and insanely frustrating.

Aria

Sleek, dark figures with fair hair and glowing eyes of red or white, naraka are fearsome and violent Denizens. They adorn themselves with Sanskrit sigils when they go to war, and their skin ranges from dark brown to deep purple, depending on their current Ariá.

Dioniae (Aditi): Without compassion or honor, naraka in their "dream form," are fearsome warriors. They are primitive and volatile, easily drawn into violence.

Araminae (Prajapati): The Ariá that embodies the "mortal" form, naraka appreciate the balance of the Araminae. While they can fall into depression seeking their origins, they also feel joy and passion most deeply here.

Apolliae (Brihaspati): The "living dream," Ariá, is a calm, calculating, emotionless, state. Many naraka prefer this calmer

Ariá, and while it rules them will never show emotion until forced by a cantrip or power that implants feeling.

Affinity: Fae or Actor

Birthrights

Wrath of Kali Ma: Naraka can use this power to breathe searing flames. The player rolls dice equal to her character's Glamour (difficulty 7). Every success deals one level of lethal damage over a one-meter range. This costs one point of Glamour. Additionally, naraka have a partial immunity to fire; this damage type is always reduced to bashing and is at –1 difficulty to soak.

Arms of Ravana: By spending a point of Glamour, naraka can manifest extra arms for combat or intimidation. The Storyteller rolls Glamour (difficulty 7). The number of successes determines the number of arms manifested. Each success also adds one extra die to either Melee or Brawl, or may add an extra physical action for each pair of arms, rounded up. These effects last one turn per success, or until the naraka dismisses them, whichever comes first.

Frailties

Curse of Shiva: Whenever they are in the presence of live music, naraka are compelled to dance. The Storyteller may make a Willpower roll (the difficulty of which is equal to the performer's Charisma + Expression), to resist this urge, or spend a temporary Willpower point to ignore this Frailty. Generally, when not in dire situations, they simply dance.

Selective Possession: Limited by Geas and custom, naraka may only possess those of Hindu faith, no matter the method of possession. Additionally, due to their genesis, naraka cannot begin a game with the Background: Remembrance.

Appendix I: Gallain

"The joy of life comes from our encounters with new experiences, and hence there is no greater joy than to have an endlessly changing horizon, for each day to have a new and different sun."

—Christopher McCandless

For at least as long as humans have dreamed, there have been faeries in the world, and some believe that they, or something of their kind, existed long before. Faeries and creatures of the dreaming exist in every corner of the earth. Many are familiar faces in western stories and faerie tales. The capricious pooka, the malevolent redcap, the sensual satyr, and the lofty sidhe are all well known. Yet many other creatures of the Dreaming exist that are hidden or foreign to the Kithain. These "outsiders," whose ways and customs are not well known, are called the Gallain. Once a term for anything of the Dreaming that is unknown or unknowable, it has come to stand for those fae who are less known, whether by choice or chance, to the Kithain. Those who dwell in far-off lands, or that are hidden in secret or inaccessible places.

The European changelings, the Kithain, place themselves at the center of the faerie universe, but truth be told, they are only a fraction of all of the fae. Many varieties of Gallain have sprung from the dreams of non-Europeans. Some, such at the Nunnehi of the Americas, the Menehune of Hawai'i and the Hsien of the Far East are at least known to the Kithain, but other, more secretive, creatures of dream remain hidden in the far-off reaches of world.

The Kithain have relations with some of these fae, and over the centuries alliances have been made and treaties broken. Often the fortunes of these relations mirrors that of the human world. As technology and globalization make the world smaller, the Kithain find themselves in contact with the Gallain far more often. Different understandings of the world and the Dreaming often exacerbate difficulties of understanding something so much like oneself, and yet so alien. Yet, as humans continue to expand into the world around them, mingling with other cultures and other lands, continual contact with the Gallain is inevitable. And so, the Kithain must learn to live in this world, filled with beings who had once been little more than far away and distant stories.

Nunnehi

Nunnehi is a Cherokee word for "people who live anywhere" and has, over time, come to be what the native faerie folk of the Americas call themselves. Before the Shattering, the Americas were filled with dozens or perhaps hundreds of different varieties of faeries, but since the sudden separation from the Dreaming, or as the Nunnehi refer to it, the Higher Hunting Grounds, many of the fae of the Americas were lost forever.

The Nunnehi are faerie just as the European changelings and share much in common with them, but they also have many differences. They do not gather Glamour, but instead, "harvest Medicine." They do not call themselves Kithain, but rather the Nunnehi Nation, and they refer to their freeholds as lodges.

How the Nunnehi learned the Changeling Way is unknown, but the Nunnehi made contact with the European fae when Vikings first settled the Americas as early as the 10th century, and many believe its secrets were learned from a Nordic and Germanic fae who traveled along with those early settlers. Others claim that the Nunnehi learned to become changelings on their own and that the native fae found highly-spiritual mortals to bond with. Whatever the means, the Nunnehi survived the Shattering, but with the loss of the Higher Hunting Grounds, they were forced to learn new ways to gather Medicine. Much like the Menehune (described later), they learned ways to draw Medicine directly from the natural world.

Some Nunnehi still seek a means of connecting to the Higher Hunting Grounds, but none have been successful. Speculation persists among the Nunnehi and the Kithain that their homeland in the Dreaming may have been destroyed due to the loss of so many tribes and the erosion of mortal belief.

The Nunnehi are closely bonded with the mortal tribes. Nunnehi are always born to those with native blood and most often to those who still live amongst the tribes. They continue to live at the edges of Native American society, even though most natives have forgotten them.

History

The history of the Nunnehi is a long story of bloodshed and sadness. Since the arrival of the first Europeans, long before Columbus, the Nunnehi have coped with a series of dislocations and invasions. Long before the coming of the Kithain, the Nunnehi Nations lived in harmony with the Native American tribes. Though widely varied due to differences in beliefs, the Nunnehi Families had much in common with one another. Many were invisible or could become so; some could change size from a few inches tall to gigantic. Almost all were believed to grant favors or bestow curses. Closely tied to both the natural world and the world of spirits, some served tribal shamans as conduits to higher beings or the spirits of the dead. Tribes left gifts to placate their spirit brethren, asked them for guidance, and feared their retribution should they be insulted or angered. In return, the Nunnehi Nations watched over their "flesh-brothers," lending their assistance when needed and teaching tribal natives healing and growing magic.

The first European fae to arrive were the trolls and nockers, and even a few sidhe who accompanied the Vikings who settled on the shores of North America. Many of them, especially the sidhe, were fleeing the rising tide of Banality that was sweeping across Europe in the late 12th and 13th centuries. Relations with these fae were mostly amicable, and treaties and agreements were struck with these early arrivals.

Soon however, greater numbers came across the sea, and these settled wherever they pleased with little regard for the native faeries. Like their human counterparts who would later arrive in the New World, the European faeries arrogantly assumed that their culture and traditions were superior and more civilized. Some even took Nunnehi as captives and thralls to "teach" them European values and how to be "civilized." Relations between the Kithain and the Nunnehi Nations quickly deteriorated and the Nunnehi began to fight back against the usurpers who took their lands — accosting travelers and razing Kithain freeholds.

European Settlement

The arrival of European settlers brought new waves of Kithain. The fate of the Nunnehi Nations

The Worlds of the Nunnehi

The Nunnehi believe in three "worlds" that make up all of creation: the Upper World, the Middle World, and the Lower World.

The Upper World is the realm of spirits. The Higher Hunting Grounds, the Nunnehi realms within Arcadia, are cut off to them, but they can still enter the Upper World to interact with spirits. The different Families interact with the Upper world to varying degrees. Some, such as the surems and kachinas, spend a great deal of time there, conducting rituals and speaking with the spirits. Others, such as the rock giants and tunghat are more grounded in the Middle World. Other beings of the night, such as werewolves and mages, know the Upper World as the Umbra.

The Middle World is the physical realm. Most humans spend their entire lives in the Middle World, unaware that any other worlds exist around them.

The Lower World is the realm of the dead. Few Nunnehi have direct interactions with this realm, though they are all aware of its existence. It is believed that once, long ago, the nanehi traveled the Lower World and acted as guides for recently-deceased mortal spirits, guiding them on their proper path and preventing them from becoming hungry ghosts. However, this ability was lost along with their connection to the Higher Hunting Grounds.

closely mirrored that of the mortal tribes. Though these new fae appreciated the beautiful surroundings, they could not glean Glamour from it as could the Nunnehi. Unwittingly, these settlers often felled stands of ancient trees, dammed streams, and plowed over fields where the Nunnehi once danced and gathered Medicine. Warfare also broke out among the Nunnehi – tribe fought tribe as they were pushed into one another's territories and forced into competition for resources. During the War for Independence, many Native Americans sided with the European powers rather than the Americans, hoping that the Europeans would return their lands in exchange for their help. The Nunnehi fought alongside their mortal brothers and sisters and shared their fate. When the war was lost, these Nunnehi, and all associated with them, were severely punished. Many were killed outright or forced into slavery, and the rest were stripped of their remaining lands.

The pattern of atrocities against the native tribes and the Nunnehi continued as Europeans spread westward. Whole tribes were decimated by diseases or displaced from their hunting grounds and homelands. Many Nunnehi, who had formerly been peaceful, responded with anger and enmity, waging war on the Kithain and their human kin. Others withdrew deep into the wilderness, hoping to hide from the encroachment of the Europeans. Some accompanied the mortal tribes into exile.

To this day, some Nunnehi continue to attack and fight the usurpers of their lands. Their once-free glens, which served as dancing circles and meeting places, have been taken for freeholds, or built up into strip malls and office buildings. Until recently, many Nunnehi were nomadic, moving according to the seasons. The world has changed since the arrival of European mortals and fae and the Nunnehi have been forced to adapt. Where once they lived in the wilds and were in many ways closer to the Inanimae, they now live amongst the mortals, hidden in the same manner as the Kithain.

For the last 100 years, the Nunnehi have been in decline as the population of the mortal tribes dwindles, and they continue to shun the old beliefs and turn away from the ancient traditions. The last few decades have seen a resurgence of Native American pride and a rekindling of interest in the old ways. From the renaissance of belief has arisen a new hope that the Nunnehi are no longer a dead and dying people, but one that has endured a long winter and is now emerging into spring.

Return of the Sidhe

The return of the noble sidhe complicated matters even further. Their arrival and the reclamation of lands they considered to be their fiefs not only sparked the Accordance War, but acted as a call to arms for the Nunnehi Nations as well. Some Nunnehi again found themselves displaced by this influx of non-natives, who once again assumed their own superiority. Many Nunnehi fought alongside the commoners, believing that once they triumphed, the common Kithain would recognize their rights. Other Nunnehi stood aside, feeling that it was none of their concern if commoner slew noble. A few sided with the sidhe, remembering a time when some nobles swore treaties and professed bonds of friendship with them. These last fared the best, and some Nunnehi Nations today enjoy treaties and guarantees of their rights sworn by nobles who have claimed fiefdoms, partly won with aid from their Nunnehi allies.

Naturally, nothing is without a price. Conflicts between the tribes engendered by the Accordance War have caused old enmities between the various Nunnehi tribes to erupt. The new emphasis on pride among the Native Americans has had a heady effect on the Nations. Where they all might once have been content to ally in the face of certain eventual destruction, the renewal of native culture has made them proud and unwilling to forgive old wrongs. Thus, even as the Nunnehi have again become strong, they weaken themselves by inter-tribal bickering.

Tribes

The Nunnehi are born from the dreams, beliefs, and expectations of the Native American tribes. Most Nunnehi are born to mortal members of one of the existing tribes. Those who are born outside of a Native American tribe are often lost, never awaken to their true potential, and even if they do awaken they will have no understanding of what they are.

Long ago, a particular Nunnehi identified only with a particular tribe, but over time they have come to associate with tribes in the same region that share similar backgrounds.

Since the tribe that a Nunnehi is connected to is so important to her role in society, we present here the barest touches of the histories of many of the human tribes of the Americas.

The Confederacy of the Iroquois

The Confederacy consisted of five nations, bound together by a shared language, customs, and laws, who lived in what later became New York state. The land was divided into five democratic republics that were governed by an elected council. Chiefs were elected from candidates proposed by matrons of the tribes, and could act only with the consent of all women of childbearing age. Women held most of the power in the Iroquois Nations because they maintained a matrilineal line, and because women tended to most of the work in the community, from child rearing to planting and harvesting. The men were often away for long stretches of time hunting.

Made up of the Mohawk, Oneida, Onondaga, Cayuga, and Seneca, the League of Five Nations became six when they allied with the Tuscarora. The Iroquois became the most powerful native tribes in the Northeast, allying with the European invaders and thus saving their lands and culture longer than many others. Unfortunately, during the Revolutionary War they sided with the British, and they did not fare as well after American victory in the war.

A few Cayugan Nunnehi still reside at Taughannock Falls, which serves as a place of power for them. They wait in vain for the return of their people, who now live on a reservation in northeastern Oklahoma. Of the six tribes, only the Seneca and Mohawk still maintain much presence in the area.

The Wabanaki Confederation

Wabanaki, which means "people of the dawn" is a confederation of five tribes: the Abeneki, Malisset, Passamaquoddy, Penobscot, and the Mi'kmaq, originally banded together to defend themselves against Iroquois aggression. Each tribe retained their own political leadership, but all five were Algonquin speakers and collaborated on issues such as diplomacy, war, and trade.

The Wabanaki allies were experts at canoeing, fishing, and trapping, and lived in wigwams covered in birch bark. The Calumet Ceremony, or peace pipe, was a ceremonial means to stop wars, mediate disagreements, and establish peace. Cured and softened beaver skins were a popular choice in clothing for all of the Confederation and were often traded with their French allies. The Maliseet were noted for their singing, dancing, and elaborate feasts, while the Penobscot found fame for their intricate bead and quill-work, and had a reputation for peacefulness and hospitality. Although the confederation officially disbanded in 1862, the five tribes remain close allies to this day, with most living on reservations in Maine.

Southeast

The tribes who inhabited the Southeast were mound-builders and hunter-gatherers who later turned to agriculture. They were known as the Cherokee, Choctaw, Chickasaw, and Creek. The Seminoles, offshoots of the Creek, eventually settled in the Florida peninsula. These tribes were hunters and farmers, living in summer and winter towns and enjoying a complex form of government revolving around a chief and town council. Decisions were made by consensus, and both warriors and elders (known as beloved men and women) had a voice in the council.

Women played an important role in the life of the tribe. Societal structures were both matrilineal and matrilocal and women owned property, raised the children, and occasionally accompanied the warriors into battle as chroniclers and while singing songs to inspire the warriors. Intertribal warfare was common among these tribes, usually for the purpose of taking slaves and to assert status. In times of peace, warriors spent much of their time preparing for war and participating in ball games as practice. These games later assumed cultural significance among the tribes.

The Cherokee inhabited parts of the Carolinas, Tennessee, and Georgia. The Choctaw resided in southern Mississippi and parts of Alabama and Louisiana, while the Chickasaw claimed northern Mississippi as their home. The Creeks made their home in southern Georgia and Alabama, with the Seminole eventually splitting off to adapt to the semi-tropical environment of Florida.

Southwest

The tribes of the Southwest are mostly settled farmers who have adapted to the harsh desert environment. They are the originators of the rain dance and also the kivas. Originally pit houses dug into the sun-baked earth for shelter and as storage places, some kivas are sacred places where elders retreat to pray during important ceremonies. The ladder that emerged from inside to the roof of the kiva symbolized life emerging from the Earth Mother. Among those tribes are the Apache, Hopi, Navajo, and the Zuni.

The Apache were a nomadic people, hunting wild game and gathering wild plants. They lived in conical brush shelters called wickiups and sometimes planted corn and squash. The Apache dressed in deer skins and wore their hair loose and held by headbands. The men wore long breechcloths and soft, thigh-high moccasins. Today, there are 13 different Apache tribes: five in Arizona, five in New Mexico, and three in Oklahoma.

The Hopi are a peaceful people who were excellent farmers, known for being able to grow corn and other crops in the barren desert sands. Historically, Hopi women made pottery and baskets, while the men did the weaving and hunting. They lived in multistory pueblos made of adobe. A single house could contain dozens of units and house an entire extended clan. Today, most Hopi live on a reservation in northwestern Arizona where their ancestors have lived for thousands of years.

The Navajo came from northwestern Canada, and were hunter-gatherers before encountering the Pueblo peoples from whom they learned the farming of corn, squash, and beans. Later they learned silver making from the Spanish. The Navajo refer to themselves as the Dineh. Dineh women still wear their traditional colorful costumes, set off by silver and turquoise necklaces. They lived in hogans, domes of logs covered with mud, with a smoke hole at the top. Today, they are the second

largest native tribe in North America, the majority of whom live in Arizona.

The Papago and Pima are closely-related tribes that are believed to be descendants of the Hohokan, a prehistoric people who constructed an elaborate system of irrigation canals. Both tribes excel at farming, and the women weave exceptionally beautiful baskets. Today, both the Papago and the Pima live in Arizona.

The Zuni were among the first pueblo-dwellers to suffer from Spanish greed. Spanish explorers mistook the yellow walls of their adobe homes for gold, prompting a report to the Spanish viceroy that the "fabled Seven Cities of Cibola, whose streets were paved with gold" had been discovered. This resulted in Coronado and his armed adventurers invading in search in the reported gold. The Zuni fled to the top of an inaccessible mesa where they built a single, defensible village. They live there to this day.

Other southwestern tribes include the Mojave, Tewa, Tiwa, and the Yuma.

Far West

The tribes of the Far West are those of Montana, Oregon, Washington, Colorado, California, and Utah. They have varied cultures, but are not usually numbered among the Plains tribes or those who lived along the coast of the Pacific Northwest.

The Flatheads were a Salishan tribe in Montana who adopted the Plains Indian culture with the arrival of the horse, and traded in bison and beaver skins. Plains tribes gave them their unusual name to distinguish them from other Salish tribes, who shaped the front of their heads to create a pointed appearance.

The Miwok were a central Californian tribe who gathered nuts, fished, and hunted deer and rabbits. Before the Gold Rush, the Miwok were a rich and prosperous culture, but today they are nearly extinct.

The Modoc are native to southwestern Oregon and are most remembered for their fierce resistance to being forced onto reservations. After much bloodshed, part of the tribe was relocated to Oklahoma, while the rest were left in Oregon.

The Nez Percés, which means "pierced noses," customarily wore pieces of dentalium shell through their septums. They were semi-nomadic and were best known for their trading skills, bravery, and generosity. Their fine basket weaving and breeding of Appaloosa horses brought them fame as well. Unjustly driven from their lands, they now live in Idaho.

And finally, the Utes were from Colorado and western Utah, and shared many cultural traits with the more northern Plains tribes. Today, they raise cattle and live on reservations.

Far North and Pacific Northwest

The native peoples of this region are either coastal dwellers or live in the far frozen north. All of these tribes derive much of their livelihood from fishing and hunting, and must cope with the cold, harsh winters of the north.

The Aleuts and, more commonly, the Inuit are familiarly called Eskimos, "those who eat their food raw." For the most part, the Aleuts reside on the Aleutian Islands. They are adept at hunting and harvesting resources from the sea in their skin-covered kayaks. They suffered greatly from exploitation at the hands of Russians traders who came to the islands in the mid-18th century. The Inuit are big game hunters, surviving mostly on seal, walrus, caribou, and polar bear. They still utilize igloos. On land they use dog sleds, while on water they use kayaks and umiaks. They are found throughout the Arctic, Alaska, and Northern Canada.

The Chinook live in Washington state and their trade jargon became the common language used throughout the Northwest; the words *potlach* and *hooch* are derived from their language. Incursions by European trading companies broke their trade monopoly by introducing diseases that decimated the tribe.

The Haida live on the Haida Gwaii (formerly known as the Queen Charlotte Islands) off the coast of British Columbia. Once hunters of whales and sea otters, they traveled in huge canoes hollowed out of enormous cedar trees. They were known for their masks, totem poles, and decorations on their wooden houses. Contact with the Europeans was devastating to the Haida, and they fell victim to smallpox and venereal disease. The Kwakiutl lived nearby on Vancouver Island. They too were famous for their totem poles and decorations, especially the carved prows on their huge canoes. Culturally related to both the Haida and the Kwakiutl are the Tsimshain — artistic carvers and weavers of Chilkat blankets. Their original home was in British Columbia, but in 1884, a clergyman of the Church of England persuaded them to move to Alaska.

The Lummi are a Salishan tribe of northwestern Washington. The main form of sustenance is salmon, and many of their ceremonies revolve around salmon and fishing. They once fought annual ceremonial battles with the Haida for the purpose of capturing slaves. These encounters are still honored with a yearly warrior ceremony, which includes canoe racing and dancing.

Camps

Camps are the Nunnehi equivalent of the courts of the Kithain. Seelie and Unseelie mean nothing to the Nunnehi, instead they belong to Winter (also known as Rock), Summer (Dogwood), or Midseason (Laurel) Camps.

While the Kithain often conceal their court, especially if they are Unseelie, the Nunnehi wear their camps on their sleeves, often quite literally. One can often tell quite easily if a Nunnehi is of the Winter, Summer, or Midseason Camp by examining her clothing, accessories, and demeanor.

A Winter person often dresses in dark colors of warfare or mourning. Her face and body may be painted with the colors and symbols of the wrong that has been done to her and she will seldom smile or be friendly, except perhaps with another of the Winter Camp. Dressing and acting in this manner is considered fair warning, by Nunnehi, for any who would dare cross her. A Nunnehi of the Summer Camp tends to dress in warm and bright colors. He may wear face and body paint as well, but of cheerful and welcoming design, intended to delight

those in his presence, and his expression and demeanor are always outgoing and friendly.

Nunnehi can switch from one Camp to another, just as the Kithain can change courts. This transition is usually a slow one, with the Midseason, or Laurel Camp, being a transitional phase between one or the other. A Winter Nunnehi's destructive nature usually dissipates into harmless pranks, or she may withdraw from the world before the Summer camp takes hold once more. In a similar fashion, a Summer Nunnehi begins to indulge in minor pranks or retreats into himself as his compassionate tendencies fade and his Winter nature takes hold. The change from one Camp to another is usually a slow and deliberate process, but it can sometimes occur instantaneously in response to overwhelming circumstances such as the death of a close friend, or some terrible harm wrought by an enemy. Given such circumstances, the Nunnehi can switch immediately from Summer to Winter. The reverse might be possible as well, given the proper circumstances, such as a dramatic moment of healing or reconciliation, but such circumstances are quite rare. In any case, the Storyteller should always be made aware of the Nunnehi's current Camp.

Winter people tend to be full of hate and anger and are often seeking vengeance on someone who wronged them or their allies. Some Nunnehi choose Winter Camp as a permanent state, but most join the Camp out of anger at a perceived wrong or slight. In such cases, when the wrong has been avenged the Nunnehi usually switches back to Summer. The change is generally a very private matter where the Nunnehi undergoes a ritual, such as bathing in a purifying river or going to a sweat lodge, to bring about the change. Nunnehi who choose the Winter Camp as their more permanent state often switch to Summer for a least a part of the year, lest they become so hard-hearted that they lose their faerie selves. Too much hate for too long can lead to Banality.

Summer people are of a more peaceful temper. They are often leaders, caretakers, and shamans, and often aid mortals in distress or need. They usually prefer negotiation and peaceful resolutions of violence and warfare. Despite, or perhaps because of, their more temperate demeanor, the Summer people do not have the fear and distrust of Winter people that Seelie Kithain have of the Unseelie. Both Camps understand that the other is necessary, and they often work side by side, each drawing upon their own power and gifts to resolve problems together. This is not to say that all encounters or gatherings of both Camps are frictionless. Sometimes the two have very different ideas about how to solve a problem that can lead to confrontation. However, they both have an inherent understanding and acceptance of one another that does not exist between the courts of the Kithain.

Midseason people are in the middle of transition and rarely remain in this Camp for long. Unlike the Winter and Summer Camps, Midseason is not chosen at character creation, but is instead decided whenever the Nunnehi enters this state. Two different types of Midseason exist: the Trickster and the Watcher. The Trickster is very actively involved in society, meddling and playing small pranks whenever possible. A Nunnehi transitioning from Summer Camp to Winter often becomes a Trickster, and as she gets closer to Winter her pranks may become darker and more deadly. A Nunnehi who is transitioning from Winter to Summer often chooses the Watcher Camp, which allows her to withdraw somewhat from society – to think, reflect and watch. This is not to say the opposite can't be true for either Camp going in either direction. A Summer person transitioning to Winter could easily become a Watcher and a Winter person transitioning to Summer could become a Trickster.

Kith

Like the Kithain, the Nunnehi are divided into various kiths that are reflective of the legends of the various tribes. The Nunnehi kiths retain strong connections to their tribes of origin, and are always born to descendants of that tribe. They are usually born on reservations or areas with a large concentration of Native Americans, though it is not unknown for a Nunnehi to undergo Chrysalis far from their native lands. There have even been rare instances of Nunnehi being fostered by the Kithain.

The kith descriptions are presented similarly to those in Chapter Two; they include the Nunnehi's appearance, lifestyle, affinity Realm, Birthrights, and Frailty.

Canotili

The Lakota and other midwestern tribes have many tales of the canotili (sometimes known as the canotina). In some stories, these forest spirits were helpful and gave good luck and sure aim to hunters, and they are also credited with helping with the harvest of tree-grown fruits and nuts, sometimes shaking the choicest morsels from the highest bough. Other stories speak of these forest tricksters causing travelers to become lost or frightening away game animals. Skilled fletchers and bowmakers often made miniature sets of bows and arrows that they set out for the canotili, either in appeasement or in thanks.

To this day, canotili continue these practices, often using their stealthy abilities to flush out game into the paths of hunters they favor. They are very solitary beings, however, and those who stray into an area of the forest claimed by a canotili might be in for bad day. If the canotili notices the presence of an unwanted interloper, she will use her cantrips to lead the intruder astray or dump nuts, branches, and old squirrel's nest down upon him. Fortunately, most mortals are not stealthy enough to startle a canotili and thus become a victim of her Terror Frailty.

The canotili make their homes in the forests and grasslands throughout the midwest. Of the Nunnehi kiths, they are among the least able to adapt to modern life and most choose to live as far from human settlements as possible. Those canotili who do live amongst humans choose places with lots of trees and greenery. Rarely are they found in cities.

Canotili appear as slightly smaller versions of the Plains or Great Lakes Indians with somewhat elongated features and almost prehensile fingers and toes. Most notably of all, their eyes glow in the dark. They take great pride in maintaining

their traditions, and their clothes, accessories, and weapons are always highly decorated.

Affinity: Prop

Birthrights

Earth Blend — Canotili have an inborn ability to blend in with natural surroundings. While remaining completely still, and in a natural environment, canotili can change their color (including what they are wearing or carrying) to blend in with the background. This ability does not work when the canotili is indoors or surrounded by manmade structures.

When using this Birthright, they gain an automatic success on any Stealth roll.

Physical Enhancement — Canotili start with an extra dot in either Strength or Dexterity.

Frailties

Terror — When surprised or startled, canotili exude a powerful pheromone that causes panic in all non-canotili, including other Nunnehi and changelings. Those affected flee in terror or strike out blindly at the cause of their fear. If they could control this ability, it would be a powerful weapon, but instead it often causes their own allies to flee, or even attack them by accident.

When startled or surprised, any non-canotili within 10 feet must make a Willpower roll (difficulty 8) or run away in fear. A point of Willpower can be spent to overcome this effect. If a single success is made, the affected party attacks the canotili. Two or more successes allows the person affected to act as normal.

"I did not seek your company. Show me why you are worthy of my time."

Inuas

The northernmost native tribes, the Inuit and Aleuts, believed that all things, whether animate or inanimate, contained a spirit. The inuas were the conduits and guides who assisted their shamans in communicating with these spirits. They also served as the guardians of tradition and ensured that no one in the community broke any taboos.

These Nunnehi spend much of their lives studying the deeper secrets of the spirits and walking the paths of the Upper World. They are reputed to be the wisest and most knowledgeable of the Nunnehi. When interacting with mortal shamans they prefer to take the shapes of animals so as to conceal their true identities. Most frequently, they assume the forms of foxes, caribou, seals, ravens, walruses, and polar bears. They are always small versions of these magnificent creatures so that they can easily enter a shaman's home or place of power.

Inuas live in communities, often in or near the fringes of human tribal settlements. They consider themselves to be the caretakers of the nearby villages.



They look much like members of their human tribes. Broad-faced with black hair, most still follow the custom of using elaborate plugs of ivory, bone, or other hard materials inserted beneath the lip to form a chin decoration. Among the other Nunnehi they are known as "the pierced ones." They wear the traditional clothing of their tribe. When acting as a spirit advisor, the Nunnehi takes the form of an animal important to the tribe.

Affinity: Fae

Birthrights

Imbue Amulet — Inuas can invest an amulet with any single power from any Art. Anyone bearing the amulet can activate this power to use it at any time. However, this power is one use only. The Realm associated with the Art must also be determined at the time of creation. Once used, the power is gone, and a new amulet must be made. To create an amulet, the inuas must successfully cast the

cantrip and invest a dot of Medicine into it. When the power is used, the inuas regains the dot of Medicine.

Change Form — Inuas have the power to change into the form of any wild animal native to their region. The player may pick one type of animal at character creation, and then can learn additional forms by spending experience. Each form costs experience points equal to (the current number of forms x 5). The second form costs five experience, the third costs 10, and so on.

Frailties

Susceptibility — Inuas are especially susceptible to artificial chemical toxins and pollutants. When in the vicinity of a pollutant (within five yards), an inuas loses one die from all dice pools. If actually in contact with a pollutant (this includes a smoggy day, or swimming in polluted waters), the penalty increases to two dice.

"I bring you words of the spirits and offer you this gift."

Kachinas

The native tribes of the Southwest, especially the Hopi and the Zuni, attribute knowledge of the rituals and customs necessary for survival in nature and among the spirits to beings known as the kachinas. Kachina cults dress in elaborate costumes and perform dances throughout the year, honoring the kachinas and petitioning them for aid. Ornate dolls representing the different aspects of kachina spirits are used to teach children how to identify one kachina from another.

The kachinas are living representatives of the songs and dances of the Hopi and Zuni. They are among the most spiritual of the Nunnehi Nations, basing much of their life around ritual and ceremony. They believe that every ritual establishes a link between the mortal and spirit realms. When enough links are formed, the two worlds will once again be united, and the paths to the Higher Hunting Grounds will again be opened.

Most kachinas live in the southwestern desert regions of Arizona and New Mexico. They live amongst mortals on reservations and even in cities, but they also keep enchanted pueblos hidden away from mortal eyes. Their lives are filled with rituals and they are meticulous preservers of the old ways, in both dress and manners. They can be found at powwows all across the country, spreading knowledge and respect for the old ways.

Kachinas are of normal human height and build, but no matter their age, they have a certain doll-like quality about them. Their eyes are rounded, almost button-like and black, and their faces have a smoothness, with overly exaggerated features. They wear traditional garb both in their fae and mortal seemings.

Affinity: Nature

Birthrights

Prayer of Plenty — Kachinas are able to convince plants to grow and rain to fall even in the harsh desert environment. The player rolls Wits + Gremayre (difficulty 7). The more successes, the greater the harvest.

Cloud Form — Kachinas are able to transform themselves into wispy, smokelike clouds. While in this form they are impervious to all harm, but cannot affect anything around them. They can control their direction and can even float in the air, but they are at the mercy of the prevailing winds. Transforming into this form requires one point of Medicine, and the kachina can only maintain Cloud Form for one minute per dot of Medicine.

Frailties

Single Mind — Kachinas are very keen on specialization, and specialize in one of their Abilities to the detriment of the others. Kachina must choose one Ability: Crafts, Etiquette, Leadership, Performance, or Survival. The player rolls an extra die on all rolls for that Ability, but subtracts one die for *all* others.

"Our rituals honor our forebears and bring us closer to home."

May-may-gwya-shi

The people of the Abnaki have long told tales of the of the mischievous may-may-gwya-shi hiding in rocky places along the shore or behind secluded waterfalls. Notorious fish thieves, they made daring raids on the nets and even smoking fires of nearby villages. When pursued with their ill-gotten gains, they would vanish into the rock face of a cliff or ledge.

In modern times, they have maintained their ancient traditions. They take great delight in fishing, boating, and swimming, and often spend much of their time honing these skills. Like their mortal kin, their society is patrilineal, though they have begun to adopt a much less gender-oriented lifestyle. In the Middle World they can be found making a living as fishermen, artists (sculptors or painters), or raft and canoe guides. Younger may-may-gwya-shi are prone to playing pranks on, and especially stealing fish from, mortals and even other Nunnehi, though they are also known to use their powers to fill the nets of their mortal and Nunnehi allies in times of need. The elders tend to be more serene. They live less active lives, often devoting much of their time to arts such as rock painting and sculpture.

The may-may-gwya-shi are found among the tribes that once made up the Abnaki Confederation: the Abnaki, Maliseet, Penobscot, and other related peoples. Although the mortals of the Confederation are now confined to reservations in Maine, may-may-gwya-shi can be found in encampments throughout their ancestral lands. They can be found living amongst mortals anywhere in the in Abnaki Confederation, but prefer homes near large rocks on riverbanks or in rocky coastal areas.

Even in their mortal forms, the may-may-gwya-shi tend to be short and agile. All may-may-gwya-shi have long, flowing hair that covers their faces, earning them the epithet "hairy-faced." They have fine, otter-like fur that covers their bodies, arms, and legs. They tend to dress in the style of the traditional Algonquin-speaking mortal tribe that they are born into.

Affinity: Scene

Birthrights

Door in the Rock — May-may-gwya-shi have a close bond with stone and are able to pass right through or into any natural

rock formation. For the may-may-gwya-shi to successfully pass through rock, the player must succeed in a Stamina + Athletics roll (difficulty 7). The Nunnehi may pass through solid rock into a cave within, right through to the other side. She cannot dwell within solid rock, but must emerge somewhere within a dozen paces. She can also use this ability to reach an arm through an outcropping of rock to grab something on the other side. With the expenditure of a point of Medicine, the character can pilot a small vehicle, such as a canoe or a motorcycle, through solid rock. Anything carried, or anyone held or on a vehicle piloted by the may-may-gwya-shi passes through along with her.

Call of the Swimmers — The may-may-gwya-shi have the ability to summon fish to a specific area or body of water. They often use this Birthright to augment the food supply of the local mortal tribes or to indulge in their own obsessive taste for fish. Each success on a Manipulation + Animal Ken roll (difficulty 6) enables them to summon a net full of fish that are native to the region. The greater the number of successes, the greater the number of summoned fish.

Frailties

Weakness of Will — May-may-gwya-shi have an overwhelming taste for fish and shellfish and have a difficult time controlling their appetites for these things. This weakness can be exploited by their enemies by leaving unguarded caches of fresh fish or clams, which they cannot resist. Whenever a may-may-gwya-shi is confronted with an untended supply of fish or is invited to share in a seafood feast, she suffers a Banality trigger if she resists.

"The rock is only as solid as it wants to be or as you fear it is. Come with me, if you dare."

Nanehi

The Cherokee still sing songs and tell stories of the helpful nanehi, "the people who live everywhere." The nanehi have always had a special closeness with their mortal kin and, by extension, all Native Americans. They often go out of their way to help humans who are in distress, helping those lost in the forest to find the trail again and aiding the sick and the wounded, especially those stricken in isolated places. Their helpfulness and generosity is so widely known that the name of the nanehi came to be the basis for the word that describes Native American fae, the Nunnehi Nations.

Tradition is very important to the nanehi, and they value the customs and songs of their mortal ancestors as well as the ones taught to them by the spirits of the Higher Hunting Grounds. They take great pride in preserving the songs, stories, and dances of their ancestors. They often bring beloved mortals to their hidden dwellings and lodges (freeholds) that they maintain in the wilderness – sharing with them the wonders of their secret world.

Nanehi often live near their human kin, although almost never in cities. They prefer small towns and villages near to the wilderness. They often spend less than half of their time at home, and are often on the road, traveling to festivals and participating in cultural events throughout the country.

Much like the sidhe, the nanehi are greatly concerned with their physical appearance. They appear as idealized versions of the tribes of their mortal ken: perfect, almost luminescent skin, lustrous dark hair, deep, soulful eyes, and striking faces. They usually wear the traditional garments of their tribe.

Affinity: Fae

Birthrights

Shape the Body — Nanehi can alter their physical size and appearance. They can become very small (down to about two feet) or very tall (in excess of seven feet). They can also appear to be younger or older and can change their facial features. They can raise or lower their Appearance by 1 point. A successful Appearance + Subterfuge roll (difficulty 7) allows them to mimic the appearance of another person, as long as they can modify their Appearance enough to effect the change.

Perfect Form — Nanehi are gifted performers and add one die to all rolls involving a performance: storytelling, singing, music playing, dancing, and so on. They also gain one automatic success if the performance features traditional Native American songs, dances, or stories.

Frailties

Face in the Water — The inherent vanity of the nanehi inhibits them. If a nanehi's appearance is adversely affected (mud on the face, hair mussed up, or he suffers some facial disfigurement), apply a –1 die penalty to all rolls.

"I have a new song that I learned at the Kituwah Festival in North Carolina. Let me sing it for you and then tell me one of your stories."

Nümüzo'ho

Western tribes have legends of fearsome giants who terrorize intruders on their lands. Reputed to be cannibals, and feared for their destructive and malicious tempers, they are also respected for their strength and honored as reminders of the power of nature to destroy as well as create. These tales refer to the nümüzo'ho, named after a Native American hero, a giant who taught mortals to fashion tools before he disappeared from sight.

The legends, as with many such things, are a mix of truth and fiction. Even before the ways to the Higher Hunting grounds closed, this Nunnehi Family had glimpses of foresight of the devastation mortals would cause to the natural world. Their anger at these coming travesties caused them to swear a sacred oath, binding all of their descendants to become avengers of the natural world.

Modern nümüzo'ho are not cannibals, and are not always instruments of destruction. Instead they are often deeply involved in tribal politics. Their strength and energy has been turned to fighting for Native rights and saving the environment, as well as improving conditions on the reservations. They have a deep respect for the traditions of the mortal tribes. Nümüzo'ho in their Winter aspect have been known to lash out against those who disrespect and cause harm to the Native peoples, as well as join some of the more violent environmental or Native Rights groups. Even the most even-tempered nümüzo'ho has

a difficult time remaining calm in the face of blatant human despoliation of the environment.

Nümüzo'ho dwell in Native communities in the mountains. They prefer homes constructed of rock and spend much of their free time crafting stone into tools and weapons. They entertain themselves by playing a ball game, also using rocks.

Nümüzo'ho appear as extremely tall and muscular specimens of the mortal tribes they share kinship with. Their eyes glow with an unearthly luminescence and they are always deformed in some fashion. They dress in the traditional garb of their tribe.

Affinity: Nature

Birthrights

Extraordinary Size — Nümüzo'ho have 2 free dots to spend on Strength and Stamina (+2 to one rating, or +1 to both), even if increases their rating over 5. Also, it is impossible for them to botch an Athletics roll.

Rouse the Elements — These Nunnehi have the ability to create violent disturbances in the natural world, causing windstorms, avalanches, or even minor earthquakes within a five-mile radius. To invoke this Birthright, the nümüzo'ho must spend a point of Willpower and Medicine. They can only perform this feat once every lunar month.

Frailties

Disfigurement — Nümüzo'ho all suffer a terrible disfigurement of some kind and never have an Appearance score higher than 1.

"Do not blame us for our tempers. Instead, blame those who cause so much harm to the earth."

Pu'gwis

Perhaps one of the most tragic of the Nunnehi, these fae have truly hideous and loathsome physical forms, but hearts full of love. Legends say that they were once the most beautiful of the Nunnehi, but were so boastful of their resplendent appearance that the spirits felt it necessary to punish them.

Also called Bukwus, these Nunnehi live in the deep forests of the Northwest and Far North. Unlike other fae who usually continue to live with their mortal families, these changelings almost always leave their homes after undergoing the Chrysalis. Fortunately, most pu'gwis don't undergo their transformation until later in life, usually in their late teens or early 20s. Even so, many of them die in the wilderness or succumb to Bedlam.

A pu'gwis maintains a solitary life, but is always in search of a soulmate — someone with whom he can share his life and his love. Their own tribesmen fear them, believing that they lure people into the forest to kill them and eat them. Pu'gwis do lure humans into the forest, but only in attempts to win their love. Ironically, pu'gwis are gifted with beautiful voices and are able to sing so sweetly that mortals, and others, are lured to the sound and even enthralled for a time.

While their repulsive features have made them reclusive, their curse has also made them sensitive to the plight of those who have less than others. Those who come to know the pu'gwis, and respect their beliefs, find them to be true and loyal friends. They are so misunderstood and hated because of their appearance that they hold tightly to anyone who gives them the chance to prove themselves, rather than assuming the worst. Pu'gwis act as caretakers of the woods, striving to maintain habitats for animals of the forest and preserve the forests from logging and other destruction.

Pu'gwis look like human corpses. Their flesh is grayish and desiccated — what skin remains is stretched tight over their bones. Their noses are decayed holes in their faces, and their lips have peeled back from their teeth, exposing yellowed and chipped teeth. Their eyes are pus-filled, runny, and appear to be decaying in their sockets.

Affinity: Actor



Birthrights

Song of Beckoning — This potent song has a hypnotic effect on any who hear it, causing them to seek out the source of the song. The player must roll Charisma + Performance (difficulty 7), resisted by the target's Willpower (difficulty 7). Anyone who is affected by the Song is compelled to find the pu'gwis and remain in her presence without taking action until the spell is broken. Once in the presence of the pu'gwis, anyone under the effect of the Song can attempt another Willpower roll once per minute to break its effect. If the pu'gwis takes any violent action, or if anyone attacks the target, the effect is immediately broken.

Song of Dismissal — This power allows the pu'gwis to remove all memories of herself from the minds of those who hear it. It is most often used on humans who are frightened by the pu'gwis and allowed to return to civilization, though it can be used on anyone the pu'gwis desires. The player rolls Charisma + Performance (difficulty 7), resisted by the target's Willpower (difficulty 7).

Frailties

Decay — All pu'gwis have an Appearance of 0 in their fae mien (and 1 in their mortal seeming), which can never be raised. Also, pu'gwis can never have a Strength rating above 3.

"Please stay and talk for a while. I would cherish even a little of your time."

Rock Giants

Iroquois and Seneca legends of rock giants feature them in the role of terrible cannibalistic foes, who wreak great havoc and destruction on all they encounter. Yet other tales tell of kindly giants who might befriend a worthy warrior by fighting alongside him against all enemies — even to the death.

Eating and fighting are the true passions of the rock giants. They are slow to make friends but fiercely loyal. Once a rock giant's friendship is earned, it is forever. Modern rock giants can be found in occupations that allow them to make use of their physical prowess: construction workers, prize fighters, and sometimes bodyguards. They come from a matrilineal society where the females are trained, as soon as they are discovered, to be leaders. Men hold leadership positions as well, but the resolve and unflinching tenacity of the women is unmatched among the Nunnehi. They are very straightforward and speak only when there is something important to say, preferring to act rather than engage in trivial pleasantries.

Young rock giants can be playful and delight in using their rock-like appearance and the natural surroundings to confuse or startle hikers or explorers. They can also be very dangerous, and are always spoiling for a fight. Their appetite for food and violence is enormous and rarely sated. Even those who are in their Summer aspect are always spoiling for a fight, and those under Winter's influence can become ravening butchers. Elders are more sedentary. They spend much of their time in quiet contemplation, and sometimes do not move for days. However, when roused, an elder can be truly fearsome.

Rock giants most commonly manifest amongst the Northeastern tribes: Iroquois, Mohawk, and Seneca. They tend to live among their mortal kin, often on reservations, though some prefer the lofty solitude of the mountains.

They are huge and troll-like in form, encased in flinty rock armor that covers them from head to toe. Their hair is spiky and craggy, resembling stalactites, and their eyes are deep pools of inky black. When sitting or curled up, they can easily be mistaken for large boulders. They often carry flint hatchets or war clubs.

Affinity: Nature

Birthrights

Flint Coat — Rock giants have skin composed of rock that protects them from harm. They are completely impervious to all stone weapons, and have an additional Bruised health level.

Prowess — All rock giants gain an additional dot of Strength, even if this raises them above 5. Also, they can never botch Brawl or Intimidation rolls.

Frailties

Fury — If a rock giant's bravery or physical prowess is ever called into question, the player must immediately spend a point of Willpower or the rock giant assumes her Winter aspect. Once this change occurs, there is no turning back. If the offending party apologizes or tries to run, the rock giant still pursues him until at least a single blow is struck. Until his fury is satisfied, the rock giant can think of nothing else and will singlemindedly hunt the offender. Once a blow is struck, the rock giant can once more assume her Summer aspect.

"Welcome friend. Let us fight, then we shall feast!"

Surems

Yaqui stories speak of quiet and helpful "little people" who brought peace wherever they came. Today, they are known as the peacemakers among the Nunnehi. Some Nunnehi even see their actions as traitorous, since they do not actively oppose the European changelings and instead counsel peace.

Surems are attentive listeners. They dislike loud noise and boisterous talking, and oppose violence of any kind. This passivity is sometimes mistaken for weakness, but it comes from their assurance of their spiritual health and the righteousness of their vision. They are overwhelmingly Summer people and consider those who fall into a Winter Camp to be insane. This is not to say that they have never fought. They claim to be the ones who warned the tribes of the coming of the white people. Their close ties with the spirits afforded them the chance to leave as the last roads to the Higher Hunting Grounds closed. However, many chose to stay, and helped to fight against the invaders. This was their last fight, however, and cost them and the tribes dearly, so they chose not to fight again.

Surems can usually be found in the southwestern states of Arizona, Nevada, and southern California, as well as in northwestern Mexico. Unlike other Nunnehi, the majority of the surems live and work alongside human tribespeople, and are often fully-integrated members of the community.

Surems are solidly built and rarely more than five feet in height. They have broad, pleasant faces and usually maintain a serene expression. They dress following the custom of the Yaqui.

Affinity: Actor

Birthrights

Serenity — Surems can project a powerful air of serenity around them. When actively exerting this calming influence, anyone within range must make a Willpower roll (difficulty 8) to speak angry words or take any violent action.

Congeniality — Surems receive an extra success on all Charisma rolls, provided the initial roll is not a failure. Also, they cannot botch any Empathy or Leadership roll.

Frailties

Plowshares: Commitment to pacifism and peaceful resolutions is so ingrained that if a surem resorts to violence, or even speaks harshly, she suffers a Banality trigger. All violent actions are made at +1 difficulty.

"Come, my friends. Let us sit together and smoke. Be calm."

Tunghat

These goblin-like Nunnehi are known to the tribes of the plains, plateau, and basin regions as the masters of animals. They were messengers between human and animalkind, and ceremonies would be performed before a hunt to warn the tunghat so they could select the animals that most needed to be culled, and choose which were to be sacrificed so that their human "cousins" may live. Today, ceremonies such as this are rare, but the tunghat still watch over the animals, punish hunters who are disrespectful or wasteful, and sometimes aid those who are honor the old ways. Tunghat have become increasingly embittered by the failure of most tribes and hunters to acknowledge their roles in the life cycle. Some among the tunghat have begun to urge the entire tribe to arise and lead their animal charges on assaults against encroaching towns and businesses. However, others seek to work with the tribes, encouraging them to become more active in the protection of animals.

Similar to the pooka, all tunghat share a special kinship with a particular type of animal. Each tunghat undergoes a special ceremony, after which the first wild animal he sees is the one he is bonded with. Common animals include deer, rabbits, pronghorns, coyotes, birds, foxes, and bears.

Traditionally, tunghat lived in woven grass tipis in the territory frequented by their chosen animal companion. However, in recent times tunghat can be found living in cabins or trailers in wilderness areas and sometimes, though rarely, even in towns or cities. They are a gregarious people, and a number of those who have the same animal companion can often be found living in tight-knit communities; in areas where wildlife is abundant, several different types can be found living together.

Tunghat are small of build and have green skin with even darker green hair, nails, and teeth. They have large, wide mouths with sharp teeth and a somewhat "goblinish" appearance. They dress in green and wear woven grass ponchos that they sometimes use for shelter or to hide.

Affinity: Nature

Birthrights

Animal Illusion — The tunghat can create an illusion that causes him to be perceived as the animal with which he is bonded. The illusion is always a little bit flawed; the markings may be wrong, color slightly off, or it might be too large or too small.

A tunghat can use this power at will. Penetrating the illusion requires a Perception + Alertness (for mortals) or Kenning (for changelings) roll at difficulty 8. A single success means the observer notices that something is off about the illusion. Two more successes allows complete penetration of the illusion.

Summon Herd — A tunghat must choose a particular animal with which she has a special bond. She may summon animals of this kind who are within a half day's travel. She may then appeal to them to aid her, even asking the old or infirm to sacrifice themselves on her behalf.

The animals always respond to the summons, but the player must succeed in a Manipulation + Empathy roll (difficulty 7) for the tunghat to convince the animals to serve her. The Storyteller sets the number of successes needed based on the nature of the task. One success for the animal to deliver a message or five successes to sacrifice itself on the tunghat's behalf.

Frailties

Animal Mind — The longer a tunghat maintains her Animal Illusion, the greater the chance she may lose herself in the illusion, coming to believe she is her bonded animal.

For every hour past the first that she maintains the illusion, the player must roll Willpower (difficulty 7). Failure means she becomes locked into the illusion, and begins to act like a normal member of the species. For every hour after, she can attempt another test. A botch indicates that she is locked into the form and can only escape with outside help.

"We are still the caretakers of our animal brothers and sisters… but we, like them, have been forgotten as humans seek progress."

Water Babies

Best known by the Shoshone, Washoe, Nez Percés, and the Northern Paiute, water babies have a fearsome reputation for kidnapping children and drowning victims who venture near their waters. Believed by most to be man tribespeople and are often fully judges of those who harm children and protectors of the water.

Water babies do not tolerate those who harm children, and they act quickly to remove any children they deem to be suffering, neglected, or abused. They take these children into their homes, hidden away from mortal eyes, and raise them as their own. They are also quick to exact vengeance on any who dare pollute or despoil the waters, dragging them below the surface to meet a watery doom.

Unlike other Nunnehi, water babies often take mates from outside the native tribes. As a result, many water babies are born to non-natives, or those who are distant descendants. More often than other Nunnehi, they live in towns and cities, away from the reservations. They can often be found working in shelters or other services that protect children. They tend to become closely involved with these children's lives, and often foster or adopt children in need.

Water babies tend to be androgynous in appearance, with long flowing hair, silvery eyes, and webbed hands and feet.

Affinity: Nature

Birthrights

Air Bubbles — Water babies pull oxygen directly from the water. They use this power to breathe in the water and can also grant it to another as long as they remain in contact.

Strength of the Wave — When seeking to exact vengeance for a wrongdoing (polluting the water or harming a child), water babies increase their Strength Attribute by 2. This is usually used to pull the offender beneath the water until he drowns. If the person is actually innocent of the perceived crime, this Strength does not manifest, a sure sign that the person has been misjudged.

Frailties

Water Dependency — A water baby must immerse herself in water every 48 hours or she begins to die. For each full day after this time that the water baby is kept from water she loses 1 dot from an Attribute (player's choice). If one Attribute reaches zero she become immobile. If another 24 hours passes from that point, she dies.

"Come child, and we shall dance beneath the waters."

Yunwi Amai'yine'hi

Cherokee legends speak of the yunwi amai'yine'hi ("people of the water") who dwell in rivers and lakes through the Southeast. Fishermen would pray to these fae for help with filling their nets, and stories circulate of these beings rescuing people from drowning.

Water people live in caverns that can only be reached through underwater passageways: underground streams, entries at the base of waterfalls, and underwater caves that lead to dry ones inside. They have suffered greatly from tourism and the encroachment of civilization, which has resulted in many rivers being dammed, either to create recreational lakes or for power, thus destroying many of their homes and freeholds. Though they maintain good relations with members of mortal tribes, the yunwi amai'yine'hi bear no love for non-natives.

Their sorrow and anger at seeing their beloved rivers tamed and controlled by the white invaders is often channeled into playing pranks on those who unwittingly invade their lands. The danger or severity of these pranks varies depending upon the yunwi amai'yine'hi's Camp, or how severe the transgression. They have also been known to rescue human children who are lost or abused, sometimes inviting the child to live with them as one of the enchanted.

The yunwi amai'yine'hi always appear somewhat childlike, and are slender and wiry with large eyes that reflect the water they love so dearly. Their bodies are coated with fine fur, nearly invisible scales, or sometimes soft, downy feathers, depending upon the animal they share kinship with, and long flowing hair. Like the pooka and selkies, the yunwi amai'yine'hi enjoy an affinity with the animal world and can change shape to assume the form of aquatic or amphibious creatures. They evince physical traits of their chosen animal — webbed hands and feet for fish or amphibians, whiskers for otters, or feathers for water fowl. They prefer traditional native dress, though usually of a fashion that is easily removed or does not hinder them when in water.

Affinity: Nature

Birthrights

Shape of the Swimmer — As the pooka's Shapechanging Birthright (p. 99), except that the



yunwi amai'yine'hi always transform into aquatic creatures — beavers, otters, fish, waterfowl, etc.

Stir the Waters: With a successful Manipulation + Gremayre roll and the expenditure of a point of Medicine, the yunwi amai'yine'hi can still turbulent water or whip calm water into a frothing, raging rapid. The intended effect determines the requisite number of successes; creating a dangerous whirlpool from a calm, flowing stream would require three successes, while making the same stream almost still would only require one.

Frailties

Water Dependency — Much like their cousins the water babies, yunwi amai'yine'hi must fully immerse themselves in water once every 48 hours or they begin to fade. For every full day they are out of water thereafter, yunwi amai'yine'hi lose one dot of Medicine. If the yunwi amai'yine'hi's Medicine rating is reduced to zero, she loses her fae mien and forgets about being a Nunnehi. If an additional day (24 hours) passes, she is forever Undone. Complete immersion in a body of water (this can even be a bathtub) reverses this effect and all Medicine is restored. This does not apply to a yunwi amai'yine'hi who has been Undone, however.

"Come with me, child. The world is a dangerous place and has caused you much harm. We will keep you safe."

Yunwi Tsunsdi

The yunwi tsunsdi, or "little people," are respected by the Cherokee and other tribes of the southeast as invisible helpers and agents of the spirit world. They are also known to be pranksters and the watchers and judges of mortal behavior.

Much like boggans, the yunwi tsunsdi are able craftspeople and often travel to powwows and fairs selling their wares. They are very gregarious by nature, and although they prefer to live far away from large cities and towns, it is not uncommon for them to journey to places where many mortals can be found. They are especially fond of mortals who live in rural isolation, and will often attach themselves to such a family, becoming self-appointed unseen helpers who make repairs around the homestead, fixing fences, mending broken gutters, or leaving loaves of fresh-baked breads or hand-stitched clothing.

The little people can be found in Native communities throughout the southeast and in Oklahoma, where their ancestral tribes were forcibly relocated in the 1830s. They practice traditional crafts, such as beadwork, weaving, and pottery. They are very industrious, and take delight in helping others, though usually secretively.

The yunwi tsunsdi are generally slender and graceful, and possessed of extreme physical beauty. They dress in the traditional clothing of the southeastern tribes, or affect modern dress with a few native touches.

Affinity: Prop

Birthrights

Out of Sight — The Little People are very adept at staying out of sight, especially from mortals. They cannot become invisible, but they gain two dice on all Stealth-related rolls. Even if this fails, they can spend a point to Willpower to induce mortals to look elsewhere, thus giving them another chance to hide.

Clever Hands — Yunwi tsunsdi are very adept crafters. All Craft rolls are made at –1 difficulty, and it is impossible for them to botch any Craft roll.

Frailties

Flame of Anger — Yunwi tsunsdi are easily offended if their help is slighted, or they are insulted by those they have decided to aid. If the yunwi tsunsdi is rebuffed or treated rudely the player must make a Willpower roll (difficulty 9). Failure means that the yunwi tsunsdi must retaliate in some way, making the individual the butt of a joke or the victim of the series of accidents. The yunwi tsunsdi cannot cooperate with the offending party in any way for an entire passage of the moon unless she makes reparations with an offering of food or a gift as an apology.

"If we all helped one another, the world would be a cheerier place."

Legacies

Nunnehi characters must choose both a Summer and a Winter Legacy, although only one of these Legacies is dominant at a time. When the Nunnehi is following the Summer Camp she abides by her Summer Legacy, while the Winter Legacy is dominant for one who follows the Winter Camp.

After each Legacy description are the Vision and Taboo of that Legacy. The Vision describes how a character with that Legacy regains Willpower. The Taboo is intended as a guide for roleplaying and has no rules consequences. However, if a player continually ignores his character's Taboo a Storyteller may decide to impose penalties, such as not allowing the regaining of Willpower when the Legacy's Vision requirements are met.

Summer Legacies

The Summer Legacies correspond most closely with Seelie Legacies. A Nunnehi whose Summer Legacy is dominant usually has a calmer and more benevolent outlook.

Chief

You are a born leader and it is your destiny to provide direction for those who follow you. You are able to clearly see the wisest path to follow, walking the narrow line between acceptable risk and foolhardy decisions. You pattern yourself after the eagle and wolf, both leaders in the animal world.

Character Creation

Creating a Nunnehi character works in exactly the same way as creating a Kithain character. The only differences are that Nunnehi receive one additional dot of Medicine at character creation, and have some different Backgrounds available to them. These are described beginning on p. 408.

Vision: You regain Willpower whenever you convince others to follow your chosen course of action or when you exercise leadership in a significant fashion.

Taboo: Never blindly follow another's lead.

Grower

You plant the seeds and patiently wait to watch them grow to fruition. You know that things take time and you try to follow the natural rhythms. You nurture your friends as you would a seedling, and you know that all things — all people — grow and change. You pattern yourself after the corn in the fields, recognizing that you and all others are a part of the great cycle of growth and decay.

Vision: Regain Willpower whenever you see a course of action through to the end, or when you successfully encourage growth in another.

Taboo: Never start anything you can't finish.

Healer

You have an intuition when it comes to sickness and pain that afflicts people, and you do what you can to ease the suffering. You have a deep understanding of wounds of the spirit and believe that more can be gained from healing your enemy than doing him harm. However, you know that sometimes drastic measures are needed, and that in some cases a wound must be cauterized in order for it to heal. You pattern yourself after the she-bear, who nurtures her cubs with strength and tolerance.

Vision: You regain Willpower whenever you treat a wound of the body or spirit.

Taboo: Never ignore the pain of others.

Hunter

You believe that life is a continuous hunt — for food, shelter, knowledge, and meaning. You are the consummate provider, using your skills and knowledge to track down and attain your goals. You follow the law of the hunter, never wasting time or energy on quarry that is not worthwhile. You pattern yourself after the mountain lion and the hawk, taking only what you need to survive.

Vision: You regain Willpower whenever you complete a successful "hunt," whether for food or something less tangible.

Taboo: Never willingly place yourself in a position to become the hunted.

Maker

You have a great talent for making and crafting useful objects. You see the world around you as something to be molded and crafted into something new — a tree stump is a new chair; a pile of junk might become a useful tool or sculpture. You thrive on the act of creation and feel useless and unfulfilled when you are not creating. You pattern yourself after the ant and the beaver, who spend their lives building structures that will outlast them.

Vision: You regain Willpower whenever you use your skills to create something useful or lasting.

Taboo: Never be idle, and never act as though a situation cannot be improved through the application of hands and will.

Scout

You have the spirit of an explorer and believe it is your duty to delve into the unknown and to share the knowledge of your discoveries. You are thrilled by the dangers of the unknown, but you also know that sometimes it is best to remain a quiet observer. You pattern yourself after the snake and fox, who rely on both silence and swiftness for their survival.

Vision: You regain Willpower whenever you explore new territory or bring back important information.

Taboo: Never pass up an opportunity to be the first to discover something new.

Spiritguide

You are a shaman in heart, if not in fact, and you sense the spirit world that exists all around us. Life is a spiritual journey from birth to death and beyond, and it is your task to provide guidance on the journey for those in need. You frequently walk the paths of spirit in search of answer for yourself and others. You pattern yourself after the wind, which travels freely throughout the Upper, Middle, and Lower Worlds.

Vision: You regain Willpower whenever you complete a vision quest or whenever you serve as the impetus for another's spiritual growth.

Taboo: Never ignore messages from the spirit world or knowingly insult a spirit.

Storyteller

You collect tales and stories and use them as guides for how you live your life and to advise others in their endeavors. You see everything as part of a great saga that has a beginning, a middle — and someday — an end. Your way of perceiving the universe sometimes shelters you from the world's harsh realities, but it also gives you unique insights and perspective that others do not have. You pattern yourself after the earth, whose stones hold the story of the world.

Vision: You regain Willpower whenever you learn a new story, or use a tale to aid your companions.

Taboo: Never hoard your knowledge.

Warrior

Life is a battle to be won, and you are always prepared to fight for what you value. You respect strength and courage above all things, but you also recognize the wisdom of knowing when to attack and when to defend. When others come to you for protection, you will not let them down. You pattern yourself after the badger, whose tenacity in battle is legendary.

Vision: You regain Willpower whenever you emerge victorious in single combat, or whenever your prowess significantly turns the tide of a battle.

Taboo: Never retreat from a fair battle; never give in to fear.

Wise One

The world is full of wisdom, and there is something you can learn from every creature you meet. You are a thinker and a teacher, and though sometimes you are accused of being lazy, you know that many things can be learned from sitting still and listening to the rhythms of the world. Other come to you for guidance and council and you are always happy to share your wisdom with them.

Vision: You regain Willpower whenever someone follows your advice and benefits from it.

Taboo: Never turn down an honest request for advice or counsel.

Winter Legacies

The Winter Legacies correspond more closely to the Unseelie Court. A Nunnehi following his Winter Legacy is often angry and violent.

Cannibal

You are a ravenous beast, consumed with an eternal hunger that cannot be sated. Your needs and desires come before everything and there is nothing you will not do to fulfill them. Nothing is too abhorrent, too heinous to prevent you from trying to satisfy your hunger and your desires. You pattern yourself after fish who sustain themselves by eating their young.

Vision: You regain Willpower whenever you gain the lion's share of the spoils or benefit at the expense of others.

Taboo: Never hold back; never restrict yourself.

Fool

The world is nothing more than a cruel joke. There is no point, no hidden meaning, and you delight in poking fun at those who hold onto false beliefs of a higher purpose. You spend most of your time seeking amusement and diversion since there is no point to sacrifice or hard work. You pattern yourself after the mayfly, whose short life is filled to bursting with frantic — and ultimately meaningless — activity.

Vision: You regain Willpower any time you make someone see the pointlessness of any action or goal.

Taboo: Never take anything or anyone seriously.

Forked-Tongue

Your words rarely contain the whole truth, for you have learned that honesty in words and actions is often not the best course. You have learned that people are happier when you tell them what they want to hear, rather than the truth. You are always ready to make promises, but just as ready to break them when they become inconvenient. You pattern yourself after the snake, which can slither out of the tightest grasp.

Vision: You regain Willpower whenever you lie convincingly to someone to make them feel better or for your own gain.

Taboo: Never tell the truth when a lie or half-truth will serve you better.

Hoarder

You want it all, and you do everything in your power to get it. You amass great quantities of whatever you feel you need — food, wealth, followers, Medicine — and the idea of sharing even the smallest portion of your hoard is anathema to you. You pattern yourself after the squirrel, who spends his days gathering food against hard times.

Vision: You regain Willpower whenever your hoarding instinct pays off, especially if you have plenty while others are forced to go without.

Taboo: Never willingly part with any portion of that which you hoard.

Outcast

You have turned your back on people and society and walk your own path. You owe nothing to anyone and allow no one to owe you anything. You may cooperate with others for a time, but only for survival, not for any greater good. You pattern yourself on the lone wolf, cast out from the pack and preferring to exist on his own.

Vision: You regain Willpower whenever you prove that you do not need anyone to survive.

Taboo: Never make permanent ties or connections with other people or groups.

Raider

You take whatever you want and with no regrets. You enjoy a good fight, but only if the cards are stacked in your favor and you are guaranteed to win. The weak and helpless are your prey, after all, why work when you can steal what you want? You pattern yourself after the magpie, who takes whatever catches her eye.

Vision: You regain Willpower whenever you get something without earning it, or carry out a successful raid.

Taboo: Never waste your time making an "honest" effort.

Scalp-Taker

You have been wronged in some manner and you seek to exact terrible vengeance upon the those you deem to be responsible. You plan to take your vengeance with such ferocity as to forever mark the one who wronged you. You also seek to come away with some physical relic of your victory as a permanent reminder of your actions. You pattern yourself after the lynx, who toys with her victims before she kills them.

Vision: You regain Willpower whenever you harm someone who has wronged you, or whenever you bring back physical proof that you have accomplished your goal.

Taboo: Never fail to boast about your victories.

Spoiler

You take delight in making others feel like they have accomplished nothing or by spoiling their plans. Humiliation, lies, and ridicule are your favorite weapons and you go out of your way to belittle what others have accomplished, especially when

your own achievements are threatened. You pattern yourself after fire, which destroys that which cannot stand against it.

Vision: You regain Willpower whenever you make yourself look good at someone else's expense.

Taboo: Never acknowledge the achievements of others.

Troublemaker

You cause trouble wherever you go. You are only content when you are actively undermining the efforts of others or spreading dissension. You pattern yourself after the blue jay, whose quarrelsome nature makes him a pest among birds.

Vision: Regain Willpower whenever you turn a peaceful situation into chaos or cause dissension between formerly-agreeable parties.

Taboo: Never turn miss out on an opportunity to meddle.

Witch

You covet dark secrets and forbidden knowledge. You eagerly apply your knowledge of the Lower World to make deals with evil spirits that further your aims and increase your power. You pattern yourself after the owl, who commands the powers of darkness and silence.

Vision: Regain Willpower whenever you use your skills or Arts to enhance your personal power.

Taboo: Never do anything for anyone without exacting a price.

Midseason Legacies

Midseason Legacies are unique to the Nunnehi. A Nunnehi transitioning between Winter or Summer often spends some time following one of these paths.

Trickster

You play the clown, the jester, or the fool, but always with a purpose. You poke fun and play games in order to tear down barriers and strip away illusions – to deflate those who have too high an opinion of themselves. You model yourself after the raven and the coyote, pranksters of the natural realm.

Vision: Regain Willpower whenever you keep someone else from taking themselves too seriously, or when you transform a solemn occasion into a farce.

Taboo: Never fail to find the humor in any situation, no matter how grim.

Watcher

You stay removed from society, only speaking with and interacting with your closest friend and allies. You stay clear of all involvements and simply watch, observing the movements and rhythms of the world around you and gathering secrets. Much can be learned from quietly watching — there are many secrets to be learned. You pattern yourself after the forests of the world: ever present and aware of what goes on around them, but not really noticed.

Vision: Regain Willpower whenever you avoid conflict or involvement or when you learn something important by discreetly watching.

Taboo: Never get directly involved in a conflict.

Backgrounds

A Nunnehi character can have any of the standard Backgrounds available to the Kithain. However, Backgrounds like Title would not make sense, unless the character was raised among the Kithain. In such cases the Storyteller may wish to disallow some Nunnehi Backgrounds.

Circle

You are part of a close-knit group of mortals who hold you in high regard. They may or may not be aware of your faerie nature, but they regard you as someone of import: a leader, shaman, holy person, or wise one. They are your allies and protectors, and in return you offer them advice and counsel, and sometimes even direct aid. They are not under your complete control, though they usually follow your direction. However, if they are abused or taken advantage of, they might turn against you.

Members of a Circle are individuals, with personalities, strengths, and weaknesses. A scholar may have a fear of heights, or a great warrior might have anger issues. The Storyteller may decide to provide a complete description of each member of a Circle from the outset, or wait until the story requires more detail.

- ֍ You have two members in your Circle.
- ֍֍ You have four members in your Circle.
- ֍֍֍ You have eight members in your Circle.
- ֍֍֍֍ You have 16 members in your Circle.
- ֍֍֍֍֍ You have 32 members in your Circle.

Spirit Companion

You have a special bond with a spirit that takes the form of an animal or other small creature, usually reflective of its nature. The spirit follows you whenever you enter the spirit plane (Upper World), and may act as a guide or scout. Your spirit companion can also store excess Medicine or Willpower.

- ֍ Your spirit companion is a very minor spirit. It is only present in the Upper World and cannot manifest in the Middle World (the mortal realm). It cannot see out of the Upper World, so it rarely knows what's going on in the Middle World, though it can always sense your presence. You can only speak to it by using an appropriate cantrip or if you are both in the spirit plane. Your spirit can store two extra points of either Medicine or Willpower (choose one) for you.
- ֍֍ Your spirit companion is a relatively minor spirit of some power. As with the one-dot companion, you can only speak to the spirit if it is within sight of you on the spirit plane. It is capable of storing four extra points of Willpower or Medicine (choose one) for you.
- ֍֍֍ Your spirit companion is of some importance in the Upper World. Your spirit only exists on the spirit realm, but your bond is strong enough that as long as

it is nearby you can communicate with it by speaking aloud, and you, but only you, can hear its whispers.

ᘓᘓᘓᘓ Your spirit companion is a very important spirit, perhaps even known to mortal shamans. You can speak to the spirit mentally as long as it is nearby. You can see through its eyes and it can see through yours. It can store six extra points of Willpower or Medicine for you in any combination. It always knows where you are, can look in on you at any time, and can even assume material form in the Middle Realm, for short periods of time.

ᘓᘓᘓᘓᘓ Your companion is a major presence in the spirit realm, such as the herald of Thunderbird or a lesser manifestation of Blue Corn Woman. You can speak mentally to the spirit no matter where it is, and you always know each other's location. You both share all five senses and can even share Arts and other special abilities. It can store eight extra points of Willpower or Medicine in any combination. It can assume physical form in the Middle Realm whenever you or it desires and can remain there until you wish it to leave or until it is banished.

Totem

Totem is your spiritual link with a spirit with a particular plant, rock, or body of water. Connection to a totem spirit is necessary for entry into the spirit realm, so most Nunnehi possess at least one level of the Totem Background. Those who do not have a Totem cannot enter the spirit realm unless brought there by a Nunnehi who does have Totem.

Totem spirits can also grant certain bonuses to Traits and Advantages. The number of points spent on the Totem Background reflects the relative power of the Totem and the strength of the bonuses granted. (See the sections on Totems and Entering the Spirit Plane for further information on how to use this Background.)

ᘓ You are linked to a small totem spirit.

ᘓᘓ You are linked with a totem spirit of some small power.

ᘓᘓᘓ You are linked with a moderately powerful totem spirit.

ᘓᘓᘓᘓ You are linked with a significantly powerful totem spirit.

ᘓᘓᘓᘓᘓ You are linked with an extremely powerful totem spirit.

Vision

You are able to access the Higher Hunting Grounds, through chanting and meditation. Through these visions, you connect with past incarnations of yourself and sometimes other Nunnehi or Native Americans.

Any time the character wishes to learn something of the past, the player may roll a number of dice equal to her Vision rating (difficulty 6). The number of successes determines the clarity and usefulness of the vision.

The method of attempting a Vision is different for each Nunnehi, but it always involves a ritual of some kind that takes at least one minute for each level of Vision attempted. Storytellers may also choose to have a character experience a spontaneous vision if it suits the story. Additional people may be allowed to take part in the ritual, and thus be able to witness the vision, but the difficulty is increased by one for each additional participant. Though a vision may, at times, allow the Nunnehi to witness or even interact with people of the past, the past is *never* affected in any way.

ᘓ Your visions are, at best, hazy and unclear flashes of the past. They may even be false.

ᘓᘓ Your visions are clearer and usually accurate. They may last for several seconds.

ᘓᘓᘓ You are able to learn worthwhile lore and history from visions that may last a full minute.

ᘓᘓᘓᘓ Your visions may reveal important information. Past events are witnessed with remarkable clarity that many last for several minutes.

ᘓᘓᘓᘓᘓ Your visions may become full vision quests where you are able to ask questions of people or spirits of the past. This experience may last for an hour or even more.

Totems

The Nunnehi have close ties to the spirit world, and many of them have a Totem spirit. The Storyteller should feel free to create her own Totems, as can players with the Storyteller's permission. Nunnehi can also choose from the Menehune totems listed later in this chapter.

Birch

Background Cost: 2

Birch can be found in cooler climates, and is found in abundance in the northern and northwestern parts of America and Canada. Her paper-white bark is stretched over canoe frames, and oil extracted from the bark has great medicinal value. Birch is tall and stately, proud of her beauty and grace.

Traits: Birch grants her Nunnehi children an additional dot of Charisma and a dot of the Medicine Ability.

Taboo: Birch asks her children to protect her forests from overuse.

Cottonwood

Background Cost: 5

Cottonwood grows on the American prairie, and reaches heights of 80 to 100 feet. She is extremely fast growing, and provides a welcoming source of shade on the hot prairies. Long ago, she taught the Sioux how to build their tipis, and later her wood was used by European settlers to build their own houses. Most importantly, cottonwood is used as the center pole for the rigorous sun dance, one of the most important ceremonies of several Native American tribes, including the Sioux and the Crow. Cottonwood is one of the most spiritual trees, and regards herself as the caretaker of the land.

Traits: Cottonwood grants her children 2 points of Gremayre and 2 points of Craft (woodcarving). In addition, Nunnehi who complete the strenuous sun dance ceremony also gain an additional point of Stamina that lasts for a full year. The

ceremony can be performed again the following year to regain the point of Stamina.

Taboo: Cottonwood requires her children to be frugal in their use of her wood, replacing cut trees with seedlings whenever possible. She also demands that her children never fail to honor the spirits when harvesting any plant.

Dogwood

Background Cost: 3

Flowering dogwood grows along most of the eastern seaboard of North America, from as far north as Ontario to as far south as the Gulf coast. Valued for her hard wood, used in making all sorts of tools, dogwood's bark also has many medicinal properties. Her first spring blooms are a sign to farmers that it is time to begin planting. Dogwood is lively and helpful, although she can be somewhat vain with the knowledge that her pink or white flowers make her one of the loveliest trees.

Traits: Dogwood endows her Nunnehi children with an additional dot of Charisma, as well as 2 dots of Medicine.

Taboo: Dogwood's children may never deface themselves (tattoos and piercings are prohibited).

Fir

Fir goes by many names, among them spruce, Fraser, and balsam, and in all her forms, she is a survivor. Fir can withstand cold climates and rocky ground that is inhospitable to other species of trees. Being a coniferous tree, fir does not shed its leaves each year, and the cones she produces not only give birth to new fir trees, but also provide nourishment for many creatures of the forest.

Background Cost: 2

Traits: Fir grants her children an additional dot of Stamina and Survival.

Taboo: Fir demands that her children never cut down a fir tree, and to only use deadwood.

Fireweed

Background Cost: 2

Fireweed is noted for its striking magenta blooms, and thrives in normally-inhospitable lands, such as areas ravaged by wildfires or areas distressed by excavations. She also makes her home in the fertile soil of the Rockies and the higher Appalachians. Fireweed symbolizes the power of plant life to renew itself, restoring growth and beauty to lands gutted by humans or nature. She is tenacious and hardy, and respects those qualities in others. Native tribes relied on fireweed as a food source, eating the shoots, making soup from the stems, and brewing tea from the leaves. Her roots and leaves also have great medicinal value.

Traits: Fireweed grants her children an additional dot of Stamina and Medicine.

Taboo: Fireweed requires her children to respect natural places and aid in the restoration of those places whenever possible.

Granite

Background Cost: 3

Granite forms much of the geological backbone of the American continent, and can be found deep beneath the Appalachian Mountains or in exposed rocky ridges throughout other regions. He appears hard and unyielding, but is also a symbol for stability and stoicism.

Traits: Granite grants his children 1 additional dot of Strength and 2 dots of Intimidation.

Taboo: Granite demands that his children never back down from a test of strength or endurance.

Maize

Background Cost: 3

Maize (corn) is a staple crop of many Native American tribes and a close ally of Blue Corn Woman, a chief spirit of the Upper World. It is an exception among totems in that it is almost only found cultivated, but maize spirits can usually only be found in fields grown by native tribes. Besides being a food staple, powdered maize is often dusted over a family's sacred possessions to feed the spirits. Maize is a regal spirit, concerned with ceremony, yet she also has a deep desire to nourish and protect those who honor her.

Traits: Nunnehi who choose maize as a totem gain a dot each of Wits, Crafts, and Empathy.

Taboo: A child of maize must hang an ear of corn somewhere in his dwelling and keep a few kernels of corn on his person at all times.

Saguaro Cactus

Background Cost: 2

Saguaro thrives in the dryness of the southwestern deserts, towering over the other plant life and dominating the landscape. His spiny limbs arch upward, forming a link between earth and sky. The Papago of Arizona use the succulent's bright red, plum-sized fruit in brewing a syrupy liquor, which they consume as a part of their rainmaking ceremonies. Saguaro is proud and hardy, proof that even the barren desert can sustain life.

Traits: Nunnehi who are allied with Saguaro gain an additional dot each of Stamina and Survival.

Taboo: Saguaro requires his children to conserve water, and oppose those who pollute or waste water sources.

Sandstone

Background Cost: 2

Sandstone can be found near areas of fresh and salt water, and in arid regions such as deserts. The Navajo grind her colorful stones into fine sand for use in their elaborate and beautiful sand paintings, which are used in many of their ceremonies. Pieces of sandstone with natural, water-worn holes are also said to be sacred. Sandstone is strong yet flexible, willing to participate in both the practical and spiritual affairs of those who respect her.

Traits: Children of sandstone gain an additional dot of both Manipulation and Occult.

Taboo: Sandstone requires her children to study the ancient rituals of their mortal tribes.

Tobacco

Background Cost: 4

Tobacco is regarded by almost all Native American tribes as one of the most sacred plants. Tobacco, a mild narcotic, opens up connections between the Upper and Middle Worlds. White settlers who "discovered" and commercialized the use of tobacco as a recreational, habit-forming drug have ignored its spiritual qualities and opened up its consumers to the dangers of overindulging in its potentially harmful qualities. Like maize, tobacco spirits shun large farm production, but do visit areas where small quantities are carefully cultivated for ceremonial purposes. Tobacco freely offers himself as a conduit to the spirit realm.

Traits: Tobacco grants his children an additional dot of Perception and a dot of Gremayre.

Taboo: Tobacco requires his children to respect the original purpose of tobacco use, and to restrict its use to ceremonial occasions.

Whitewater

Background Cost: 1

Whether formed in a babbling brook or a rushing river, whitewater's laughter pierces forests and announces her presence over long distances. She is mercurial in nature, by turns both playful and menacing. She is the symbol of self-challenge and the free spirit of the untamed wilderness.

Traits: Whitewater bestows upon her children an additional dot of Athletics and Survival. Her children also gain an additional dot of Dexterity when on or in rapidly-moving water.

Taboo: Whitewater requires that her children never pollute the waters.

Menehune

The Menehune are the fae of the Hawai'ian islands. In many ways, the Menehune are closer cousins to the Nunnehi than they are to the Kithain. Like the Nunnehi, they Menehune are cut off from the Dreaming to a greater degree than Western changelings. They can no longer gather Glamour from the dreams of mortals, and must instead gather it from nature. The Menehune also have Totem spirits and are able to travel to the spirit world.

History

The Menehune have lived on the Hawai'ian Islands for as long as humans have been there. They came with the first Polynesian settlers, who arrived between AD 500 and 700. It is believed that the first settlers were Polynesians from the Marquesas Islands, who were later conquered by the Tahitians who followed in AD 1000.

The Menehune tell tales of beings who lived on the islands before the arrival of the Polynesians and the Menehune who came with them. Legends of these spirits are rare in the prehuman history of the islands and are not spoken of in Hawai'ian myth. The Menehune believe that these spirits were mostly gone by the time humans arrived. They left little evidence of their existence, only hints and traces, and they are now completely gone. Who were these beings? Legend speaks of the Isle of Mu, which, like its counterpart in the Atlantic, sunk beneath the waves long before recorded history. Were these beings the descendants of Mu, or some other unknown and lost civilization? If any of the Menehune know, they certainly aren't telling. Campfire tales say that much of the Menehune culture — and perhaps even their name — come from these long-vanished spirits. The Menehune of today claim their heritage from the Hawai'ians, but they acknowledge and hold sacred those who came before them: a much older, more primal dream.

Not long after the arrival of the Tahitians, a kahuna named Pa'ao introduced the *kapu* tradition of rituals and taboo that would imprint itself on Hawai'ian culture for centuries to come. Part of the kapu tradition was the new caste system, dividing society into strict hierarchical roles: ali'i (chief), kahuna (priest), maka'ainana (commoner), and kauwa (outcast). It is unknown whether the Menehune adopted this system from the mortals, or whether it was revealed to Pa'ao by the Menehune. Regardless, the Menehune continue to cling to this system to this very day.

Traditionally, the punishment for breaking kapu was death. The taboo breaker was given one chance: He could run to reach a *pu'uhonua* — a sacred place of refuge — before his hunters could reach him. Once there, he was protected by the kahunas, and anyone who pursued him into the pu'uhonua was killed, since they were now breaking taboo. After several days, the transgressor was permitted to leave the refuge and was treated as if nothing had ever happened. Given the dwindling numbers of Menehune, death is rarely imposed by the kahunas as the punishment for breaking taboo in modern times, though in the rare cases where it is, the run to the pu'uhonua is still permitted.

Along with Pa'ao came a new royal dynasty, beginning with a man named Pili. This line eventually led to Kamehameha, who would unite all of the islands into one kingdom. Before Kamehameha, each island had its own king and the islands sometimes warred with one another.

Life on the islands was in many ways a paradise. The Menehune interacted often with the humans of the islands, and they shared in one another's bounty. The Menehune shared their magical gifts with the mortals, guaranteeing bountiful crops, and sometimes healing the sick or injured, and the humans often shared gifts of food or crafted items with the Menehune. Games and play were an important part of Hawai'ian culture: Surfing, kite flying, and dancing were common pastimes. Hula dances were often held to celebrate their sacred tales, and lu'aus (feasts) were thrown to celebrate all manner of affairs. Kindness and hospitality were important parts of life; they were part of aloha, a spirit of love that was deeply ingrained in Hawai'ian culture.

Kapu

Much the same way that Western fae still cling to a medieval European past, the Menehune hold the kapu system sacred. The kapu system holds great magical significance to the Menehune. To break taboo not only brings harm to the breaker, but on all of the people.

Some taboos are enforced by the kahuna, while others are enforced by the gods. Even if a taboo breaker does not suffer an immediate penalty, it is always coming, and often affects those around the transgressor as well as the transgressor himself. To break one of Pele's taboos is to incur her wrath; she might not strike immediately, but she will eventually.

Kahuna are always aware if a Menehune, or truly any human or fae, has broken a taboo. The spirits whisper to her the penalty that is to be exacted, and the kahuna's word, once spoken, is law.

System: The Storyteller always decides the punishment that the spirits decree for a broken taboo. The kahuna may attempt to lessen the punishment, or increase it if she feels it is not harsh enough. To do this, the kahuna must spend from one to three Glamour (Storyteller's choice based on the degree of change) and make a Kenning roll (difficulty 7). A success is needed for each point of Glamour that was required to be spent.

The Shattering

The Shattering did not affect the Menehune in the same way as it did the European fae. The Hawai'ian islands were untouched by the black plague, the Inquisition, and the wars and strife that plagued Europe in the 14th century, so they remained untouched by the Banality that struck much of the rest of the world. The gateways and trods remained open longer, and even when they began to close the Menehune did not take notice. Life on the islands was all they desired, and they had long before distanced themselves from the politics of Arcadia. Even when the selkies arrived and brought word that the gates to the Dreaming had closed, many did not believe them. Who needed to return to Arcadia when the dreams here were full of life and love? Then came the arrival of Captain Cook. The first iron nail that was traded to a Hawai'ian mortal on Kaua'i changed everything.

The Arrival of Captain Cook

Captain Cook found the Hawai'ian islands, quite by accident, while in the Pacific searching for a passage between the Atlantic and Pacific oceans. He arrived at the island of Kaua'i and found the natives to be very helpful and friendly. After trading for food, he set off again in search of the northwest passage. Much of what he traded was iron: knives, nails, and tools. The Menehune felt the change to their island paradise as the Hawai'ians' desire for this wondrous metal grew.

A year later, Cook and his crew returned, having failed to discover the northwest passage. This time he set anchor off the Kona Coast on the Big Island, where he was greeted as a god. Cook's second visit, and the resulting tragedy, has famously formed the basis of a fierce debate in anthropological circles to this day. Perhaps it was a coincidence that Cook returned to the islands at the beginning of the festival of Lono. According to Hawai'ian legend, the great god left the island long ago, vowing to return one day. The sight of Cook, arriving in his magnificent ship, convinced the Hawai'ians that he was the great god, returned just in time for his feast. The Menehune were suspicious and tried to warn the humans, but they were too excited by the arrival of their god come to life.

After months in the Arctic, Cook's crew was more than ready to partake of the paradise offered by the Hawai'ians. Despite Cook's orders otherwise, they took many natives to bed, infecting them with venereal diseases. They received love and joy, and unwittingly returned the favor with the gift of death and disease. (By the mid-1800s, only one-sixth of the native population remained.)

With his ship resupplied and his crew's morale restored, Cook set out toward home. Unfortunately, the ship's forearm snapped and he was forced to return to the Kona Coast. The Hawai'ians were not pleased by Lono's return in disgrace, defeated by the sea. They had given so much of their food and resources to him that his swift return, with demands for more, did not seem right. The Menehune watched from afar, fearing the worst.

The Hawai'ians had come to covet the iron that came from the sailors, and they wanted more. Angered by the return of their god, they felt justified in stealing more iron whenever they got the chance. This led to a confrontation between Cook and his sailors and the Hawai'ians. Cook was struck down, and as he lay groaning on the beach, the people saw that he was not a god. Immediately, many Hawai'ians fell upon him and clubbed him to death.

The retaliation of Cook's crew was swift and brutal. They razed villages and killed many people. Finally, the chiefs agreed to return Cook's remains to the crew. His bones had been divided amongst the chiefs, as was done with the remains of all powerful people, since the bones were believed to contain much mana. With their captain's remains returned, the ship left harbor with the crew in a state of shock.

After Cook's arrival, the islands were never the same. Iron had come to the paradise of the Menehune, and along with iron came disbelief in the gods. Seeing Cook, whom they believed to be their god Lono, struck down, had a ripple effect on the people of Hawai'I, and the Menehune began to feel the first chills of Banality.

King Kamehameha

Kamehameha, a young warrior at the time of Cook's arrival, dreamed of uniting all of a Hawai'i into one unified kingdom. His ambition served him well, and he quickly rose in power

to chief. As a chief, he began a military campaign against the other islands and, aided by western cannons that had been acquired from Cook, he defeated the last of his enemies at the battle of O'ahu in 1795.

He has since been called "Kamehameha the Great," and indeed, many things he did were great. He was a wise ruler, revered the gods and their ceremonies, and made sure others also held this reverence. He created a reign of peace on his island under which citizens had rights of safety on all of his roads. Kamehameha's reverence for the gods extended to the Menehune, and they visited his court often. Though they had been very concerned during the wars, and many Menehune had died terribly from western iron, they forgave him and did their best to guide him.

Kamehameha groomed his son to take his place as chief, but Liholiho was not the man his father was. His failings and weakness caused the destruction of his society's underpinning: the kapu, and nearly lead to the destruction of the Menehune.

Breaking Taboo

Liholiho was a weak leader, and did not hold his father's convictions and belief in the gods. He also refused to listen to the advice of the Menehune. One of the longstanding taboos of the kapu system was that men and women could not eat together. Frustrated with this system, Kamehameha's favorite wife, Ka'ahumanu, teamed up with another of his wives to show that no disaster would come if the taboo was broken. The two wives invited Liholiho to eat with them, and he accepted.

Nothing happened. The gods exacted no retribution. When the people saw that the gods did not retaliate, something snapped. First their great god, Lono, was proved to be false, and now the taboos were powerless. Furious chaos descended over the island as sacred idols were torn down and destroyed. Many Menehune were slaughtered by mortals who saw them as allies of the gods. Life was bereft of meaning. The spiritual beliefs of the old days were dead.

Missionaries and Whalers

Whalers from New England found Hawai'i to be the perfect rest stop on the way to their hunting grounds in the Pacific. American Protestant missionaries from New England thought the whaling ships were the perfect transports, so that they could bring the good word to the Hawai'ians. The missionaries sought to instill their values of abstinence and stoicism in the Hawai'ians, while the whalers were just looking for a good time.

The Menehune tried to drive the missionaries from the islands, but they came with gifts and quickly ingratiated themselves to the Hawai'ian people. A small war for the hearts and minds of the Hawai'ian people took place between the missionaries who wished to convert them to Christianity and the whalers who wanted to drink all night with the local women. In the end, the priests won. In 1823, Queen Keopuolani was baptized a Christian on her deathbed, and many Hawai'ians soon followed her example. It is said that for every Hawai'ian who was baptized, a Menehune died — gone forever from the islands. For certain, the number of Menehune quickly diminished during this time.

The Gods

The ancient Hawai'ians followed many gods and goddesses, however, only a handful are still actively worshipped by the Menehune and handfuls of traditional humans. The exact nature of these gods and goddesses is unknown, yet they continue to have an impact on Menehune culture and beliefs. Perhaps they are what became of the mysterious first inhabitants of the islands. Or they may be a more powerful type of fae, or even chimerical beings. Whatever their true nature or purpose, it is best to be wary in the presence of one of these powerful beings.

Pele: She is the goddess of volcanoes, known for her passion, jealousy, and capriciousness. Pele travels the world in many guises, the most famous of which is an old lady wandering along the road, or scrambling over lava flats. It is wise to be nice to her, lest you find yourself trying to outrun a lava flow or engulfed in a cloud of sulfurous gases.

Kamapua'a: He is the pig god of the islands — a representation of unbridled male power, with all of its rampant and ungovernable emotions. Kamapua'a is notorious for causing great damage to the lands and forests where he rampages.

Pigs are vital to the Menehune, as they were to primitive Hawai'ians, not only as a food source, but ceremonially as well. A roasted pig is the center of every holy feast, and pig hunting is a holy activity, as well as a means of replenishing Mana (Glamour).

The Call to the Spirits

As each Hawai'ian turned their back on the gods and the Menehune, and as each sacred idol was destroyed, a Menehune died, unable to survive the cold wave of disbelief. Now, when the Menehune revealed themselves to their friends — the fishermen and crafters of the islands — they were just as likely to be greeted with fear, or even outright hatred and hostility, instead of love. The missionaries convinced many people that the Menehune were devils, out to steal the Hawai'ians' souls.

As Menehune after Menehune withered and perished, the chiefs called for the survivors to retreat to the hidden and less populated places. They realized, too late, that the selkies had spoken the truth — all of the gateways and trods to Arcadia were closed. They were lost and alone, and would soon vanish for all time. The very last of the Menehune huddled in Moe'uhane, the village of dreams, singing ancient songs, carving idols, and trying their best to stave off their inevitable demise.

The Menehune called upon the ancient spirits of the island for aid. Their magic did not deal directly with these remnants of

ancient dreams, but they still conversed with them on occasion. Now the desperate Menehune called upon them for mutual protection and the spirits answered their call, aware that many of them entered slumber as the wall between the spirit world and the material world grew stronger with the arrival of the Europeans. They taught the Menehune the way of the Pact, by which a being could wed its soul to a spirit and claim that spirit as its totem. The totem spirits offered their connection to the spirit world, while the Menehune swore to uphold the laws of the totems. This gave the Menehune some protection from Banality and bought them some time, but it was not enough. The pace had slowed, but the Menehune continued to fade.

An Unlikely Savior

Salvation came from a very unlikely source. Among the whalers who visited the islands as a nocker seaman, named Jack Doggins. Jack loved the sea, and found the superstitious sailors to be an excellent source of Glamour, especially on moonlit nights when sea shanties spilled from drunken lips. The excitement they felt during a whale hunt was ecstatic.

Jack came across a lone Menehune as he walked the beaches of Kaua'i at night, admiring the lush beauty of the island after months at sea. He was shocked and amazed to find himself in the presence of a true fae, beings he thought to be long gone. How had such a creature survived? He babbled out a dozen questions before the Menehune even realized that he was in the presence of one of his own kind. The Menehune marveled at how this fae being could survive contact with Banal humans during long voyages on the sea. The walked along the beach for hours, sharing stories, and as the morning light began to glow in the east, Jack accepted an invitation to meet the chiefs back at the Menehune village.

Jack ended up spending many months among the Menehune, sharing all he knew of the Kithain, only occasionally slipping off to spend a night in one of the coastal human towns to gather a little Glamour. The Menehune shared their plight with him, and he saw firsthand the withering effects of Banality on them. In exchange for their hospitality, Jack Doggins taught the Menehune the Changeling Way — the trick of taking human form, of being birthed over many generations in human bodies to protect themselves from Banality. How Jack taught them this trick is unknown, but the Menehune revere him to this day and a heiau, or temple, was built and dedicated to him. It is whispered that the dedication of this heiau was preceded by human sacrifice and that it is tied to the ritual that bound the Menehune to human form. Jack Doggins was never seen again, and some believe that his bones lie beneath the foundations of the heiau dedicated to him.

The Menehune Today

Though greatly reduced in number, the Menehune continue to live and even thrive on the Hawai'ian islands. Many of them choose to live in their hidden village of Moe'uhane, though some of them live out among the mortals and Kithain who populate the islands. Some even choose to leave the islands, to explore the great world beyond. Very rarely, a Menehune is born to a human family somewhere off the island, though almost always to couples who are descendants of native Hawai'ians.

Menehune still fish in the oceans and their scared ponds, and hunt in the forests, although these days they come in the guise of human fishermen and hunters, since they are now changelings. Ali'i can be found within the Hawai'ian government, working to restore the traditional ways wherever they can. Hana work the sugar mills and in the fields, and even make crafts that they sell to human tourists. Kahuna work within mortal agencies to restore ancient sites and heiau that have lain in ruins for generations. Kokua can be found as park rangers, working to protect the land and keep tourists from the most sacred places, while some of the exceptionally adventurous even join the military to see the world. Some of the elders fear that this mingling with human society will one day lead to the end of the Menehune culture and way of life, while others see it as their only means of survival and the best way to preserve their heritage.

Moe'uhane, the Village of Dream

The majority of the Menehune of the Hawai'ian Islands make their home in the village of Moe'uhane. The village lies at the base of Mount Wai'ale', past the Alka'i wetlands, which acts as a natural barrier against accidental intruders. Several of the local park rangers are enchanted, and help to protect the village from discovery.

The village lies at the edge of a beautiful lagoon that is fed by a tumbling waterfall. Nearby are fields of taro, a purple, potato-shaped plant that serves as the Menehune's main food source, from which they make poi, a mushy, nutritious staple. The village itself is an old-style Hawai'ian homestead, with grass huts and a traditional heiau, guarded by carved idols that keep evil spirits away. The Menehune gather flowers from nearby parks, which they use to decorate their village and to make leis, which they wear for lu'aus and other spiritual ceremonies.

On rare occasions, a human is brought to the village to participate in one of their ceremonies. This is always a native Hawai'ian, who is fluent in the traditional ways and usually a musician or crafter. The mortal is always enchanted and the next morning awakes on a beach with only hazy memories of her night in Moe'uhane. Still, this experience serves to keep the stories of the Menehune alive among the native peoples of the islands.

Character Creation

Menehune character creation is similar to the process for Kithain characters, but includes a few changes that players and Storytellers will want to be aware of. As with the Nunnehi, Menehune characters begin play with an additional point of Mana, and they have different Backgrounds to choose. In addition, Menehune replace Legacies with Camp and kith with calling.

Camp

A Menehune's Camp replaces the Seelie/ Unseelie dynamic of mainstream changeling society. Menehune fall into one of two camps, Feast or War. The Feast Camp represents the peaceful agrarian nature of the god Lono and other earth

Makahiki

Makahiki is a harvest festival that lasts four lunar months from roughly October/ November until February/ March. It is a celebration of the bounty of the land during which many festivities and religious rites take place. In ancient times, the common folk would take a break from their labors to practice arts and recreation. Warfare was prohibited during this time.

The festival is still celebrated in some places, though usually in a watered-down form.

fertility deities. War is a more violent aspect, associated with Ku, the god of all aspects of warfare.

As with the Court structure, Menehune can shift between the two camps and often do. Unlike they Nunnehi, they do not have a transitional Camp. Most Menehune maintain the Feast Camp during the four months of the Makahiki.

legacy

Menehune have dual Legacies in the same fashion as all other changelings — one to reflect his Feast nature and one to reflect his War nature. Use the Legacies described in the Nunnehi section for Menehune, Summer Legacies for Feast and Winter for War.

Calling

In a sense, Menehune are all one kith. For the most part, they have similar appearances, their clothing and adornments being the easiest way to tell them apart. Menehune follow a very strict social division to which they are born. A Menehune cannot choose her calling, since it is considered to be divinely ordained and unchangeable. Most Menehune simply accept this, and as a result they have not suffered the societal upheaval that has created the schism between the nobles and commoners of Western fae.

The nobles of Menehune society are the ali'i and the kahuna, while the hana and kokua are the commoners.

Ali'i

The ali'i share much in common with the sidhe. They are natural leaders, though unlike the sidhe, they rarely allow it to go to their heads. The ali'i are all descendant from one of the royal bloodlines that once produced the Menehune kings.

In ages past, every village had a chief. In modern times, there is only one chief, so all ali'i act as subchiefs to the head chief. In recent years, fewer and fewer ali'i have been born. Unlike the sidhe, the ali'i became changelings in the same manner as the commoners, so the decrease is quite a mystery. Subchiefs are expected to advise the high chief and serve as examples to the common folk. They tend to keep separate from the commoners, but this is more to reinforce their magical purity rather than from a sense of self-importance or disdain.

The ali'i are the bearers of the Menehune's Mana. They take the place of the balefire in Kithain society and store Mana for times of great need.

The ali'i resemble the sidhe in that they are the beautiful people of the Menehune. Their skin is flawless and golden or deep mahogany brown. Their hair is dark, thick and lustrous and their teeth gleam brightly when they smile their wide and welcoming smiles.

Affinity: Fae

Birthrights

Unearthly Beauty — As the Arcadian sidhe Birthright (p. 107).

Glamour Vessel — Ali'i can hold quadruple their Mana rating in a reservoir of temporary points. (An ali'i with a Mana of six has an additional 24 points in this reservoir.) These points can only be invested into the ali'i by other Menehune, and only during the annual Malahiki feast. Menehune participating in the feast can spend Mana and invest it into the a chosen ali'I, who stores it for later use. The ali'i cannot use the stored Mana himself, rather it can be drawn by other Menehune to fuel their cantrips or for any other use. Use of the stored Mana is not limited to those who invested Mana, and can be used by any Menehune. The ali'i must grant permission and the Menehune must be within 50 feet.

Frailties

Sacrosanct — Without a balefire to enliven their freeholds, it falls to an ali'i and his stored Mana to get the Menehune through difficult times. This is a sacred trust and quite fragile. If Banality ever touches the ali'i, much of his stored Mana is destroyed (five points of stored temporary Mana is destroyed for every point of temporary Banality gained).

Stepping on an ali'i's shadow is taboo. Every time this taboo is broken the ali'i loses one point of temporary Mana (stored Mana first and then his own). Also, whenever the ali'i who leads the village walks past a commoner, his retinue blow conch horns. Any commoner who does not bow before the ali'i causes him to lose a point of temporary Mana. For ali'i who are not the village leader, commoners are not required to bow and must only acknowledge the presence of the ali'i in some formal manner — a nod or formal greeting suffices. Also, this taboo does not apply to non-Menehune, although the taboo against stepping on the ali'i's shadow does.

"You dare come before me like this? You are from far lands and have strange ways, but this does not excuse your rudeness. Bow now, then we will talk."

Kahuna

The kahunas are the intermediaries between the spirits and the Menehune. They are the lorekeepers mystics, and temple builders. They commune with the spirits to determine

the best places to build temples, or heiaus, and divine omens from the spirit world.

The kapu, the Menehune system of taboos, is regulated by the kahunas. They can change taboos through divination with the spirit world, providing the spirits agree, though sometimes the spirits demand new taboos. New taboos, or changes to the existing ones, are only made if a majority of the kahunas agree.

If someone breaks a taboo, a kahuna is consulted on how to best appease the spirits. In the past, spirits would often demand the death of the transgressor, but with the dwindling Menehune population, this is a rare occurrence.

Kahuna often specialize in an area of lore, whether astronomy, geology, herb lore, farming, etc. This knowledge is shared with the other kahuna and used for the benefit of the whole village.

Kahunas seek out naturally-occurring sacred places deep in the wilderness. Here they watch and listen for signs of the will of the gods. Signs can come in many forms: a flowering branch, the wind through the palms, or even the rumble of a distant volcano. A kahuna is constantly alert for omens all around him.

Kahunas have no standard appearance; they can be tall or short, heavy or slender. It is their eyes that betray their true nature. At night, their eyes shine with the light of the stars. They usually wear ceremonial robes and adornment.

Affinity: Nature

Birthrights

Break Taboo — Kahuna may break a taboo without suffering the consequences. However, the breaking of taboo must be done with respect, and may only be done once per lunar month. The Kahuna must spend a point of Mana to use this Birthright.

Spirit Speech — Kahuna can speak with and understand the language of all spirits. Other Menehune can only communicate with their own totems.

Frailties

Omens — A kahuna's ability to hear spirits comes with a price — sometimes he is not able to shut out the voices, and he goes into a trancelike state as he tries to glean an omen out of the soft whispers of the spirits around him. The Storyteller can invoke this effect once per session.

"The spirits have spoken: you have broken taboo. You must appease Pele by going to her very womb."

Hana

The hana are the builders, crafters, makers, and artisans of the Menehune. They built many of the famous platforms, ditches, and heiaus that are scattered throughout the islands. Farmers and fishermen are also common among the hana, and they are by far the most numerous of the Menehune.

Most hana prefer to work in groups whenever possible, and they are always busy with some project. A group of hana may be working on the construction of a building while a hana skilled at singing entertains the workers with song as they labor.

The Menehune village is a subsistence culture and the hana must work continuously to keep everyone fed, clothed, and entertained. They also spend a great deal of their time amongst humans, quietly reminding them of the old ways. Hana can almost always be found at human festivals and gatherings that celebrate traditional Hawai'ian culture.

The hana are the heart of the Menehune. Without them there would be no food on the plates or clothes on the backs of the chiefs, priests, and warriors. Why rule an empty village? Who is there to fight for without the hana? Sadly, this fact is often forgotten by the other callings, and the hana patiently remind them, usually with a quiet word, but sometimes with pranks. It is not taboo to disassemble the high kahuna's hut as he sleeps, or to serve the chief bitter fruit.

Hana are likely to be found wherever the craft takes them: carving canoes on the beach, collecting flowers for leis, gathering taro from the fields, building a spit for roast pig, or just about any other activity that makes up the life of a traditional Hawai'ian commoner. They are very social and work well with other Menehune, except the kokua, whom they mistrust.

Like their boggan cousins, the hana are often short and plump. Their hands are usually rough and calloused from long days of labor or practicing their craft. They tend to wear the traditional garments of Hawai'ian mortals of ages past.

Affinity: Prop

Birthrights

Craftwork — When a group of hana work together, they can build just about any traditional structure in one night. Also, a single hana can create any item in half the time that would normally be required. A hana must be unseen by mortal observers to use this Birthright.

Song — A hana's song warms, empowers, and lightens all who hear it. Once per chapter, the hana may sing (requiring a successful Charisma + Expression roll from the player, difficulty 7). Anyone who hears it regains a point of Willpower.

Frailties

Abandonment — If, for some reason, a hana cannot complete a task in the time he declares at the start, he must leave it uncompleted and never return to it. To return to it is the equivalent of breaking taboo, and the hana gains a dot of Banality. If another hana attempts to finish the task, that character's player must roll Mana (difficulty 7) to avoid gaining a point of Banality.

"We are the growers, the makers, and the fishers. We keep the kokua strong, and allow the ali'i to lead and the kahuna to watch the stars. Without us nothing would exist."

Kokua

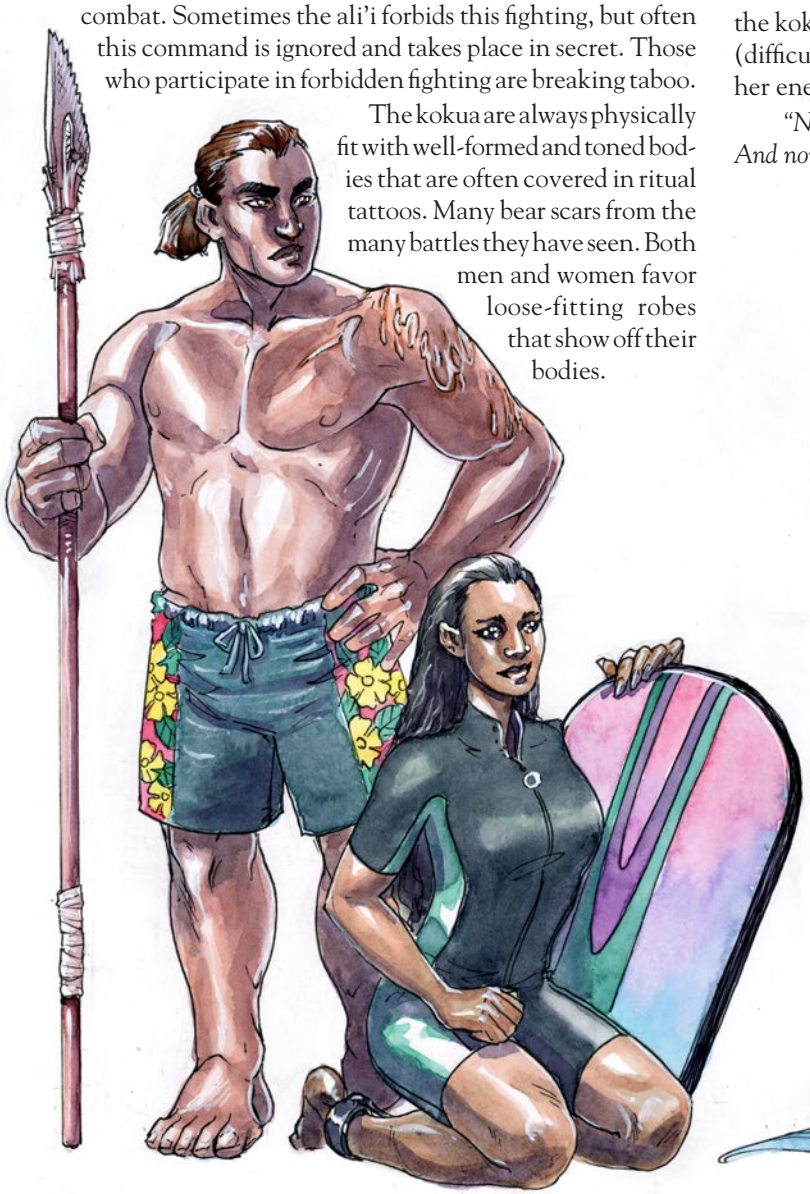
The kokua are the warriors of the Menehune, charged with the defense of their people against all enemies. In the past, the enemy was often Menehune from other villages, but today they guard against incursions by humans, Western fae, and other supernatural foes. It is a difficult and often dangerous

job that can also be filled with hours and even days of tedium, observing human campers and hikers to ensure they do not stray too close to sacred sites. Though it might seem that all kokua would be of the War camp, this is not necessarily true, as many of them consider themselves to be protectors and preservers, over warriors.

When off duty, the kokua play hard as well, often engaging in mock battles or climbing steep volcanic mountains. Surfing is a popular pastime, and today the kokua can often be found on the beaches of Hawai'i, mingling with the mortals and riding the most dangerous waves.

The kokua are formed into several small societies, usually named after an animal or natural phenomenon that the group patterns itself after: shark (the biggest and most popular), wave, lava, sea turtle, or storm. Each group has a leader, who is usually the best overall athlete amongst them. Every society has its own responsibilities: scouting, patrolling, or guard duty, though all take part when the Menehune go to war. It is not uncommon for these groups to fight one another, often in mock combat. Sometimes the ali'i forbids this fighting, but often this command is ignored and takes place in secret. Those who participate in forbidden fighting are breaking taboo.

The kokua are always physically fit with well-formed and toned bodies that are often covered in ritual tattoos. Many bear scars from the many battles they have seen. Both men and women favor loose-fitting robes that show off their bodies.



Kokua favor the club as a weapon, though the most honored warriors, and especially those who follow shark, often use shark-tooth swords. These swords inflict Strength +2 damage, and are sometimes imbued with additional chimerical effects.

Affinity: Actor

Birthrights

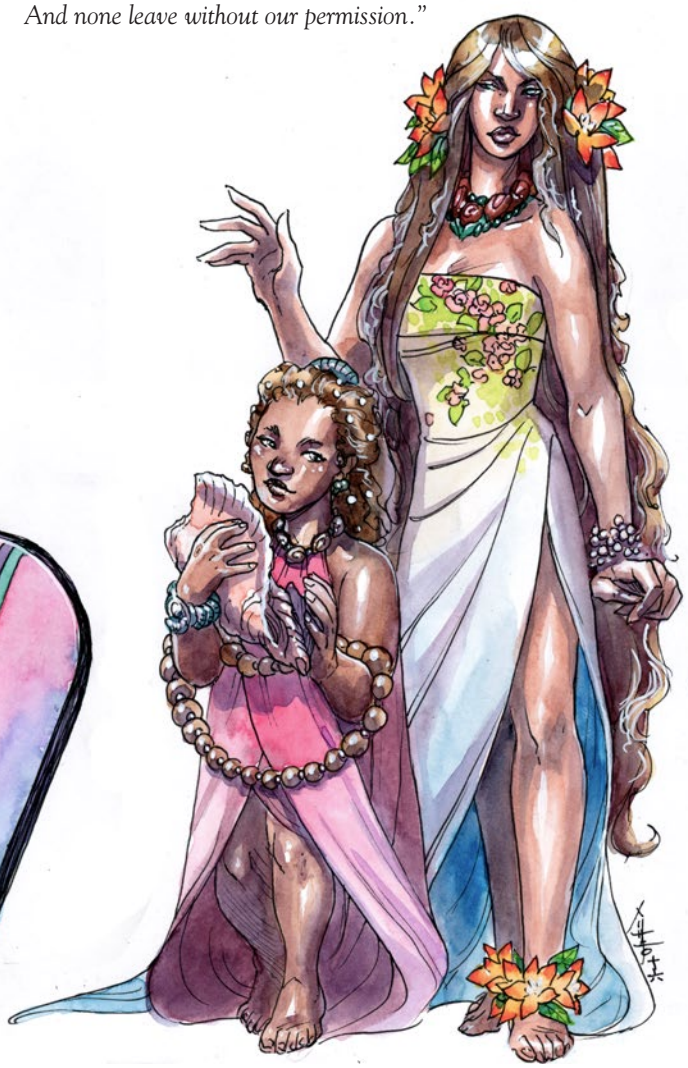
Nimble — Kokua are faster and quicker than the average Menehune. All kokua begin play with 1 extra dot in Dexterity.

Swift — Kokua can travel great distances at incredible speed in a single night. As long as they are not observed by an unenchanted human or other Banal creature, a kokua can travel up to 200 miles a night on or by boat.

Frailties

Cruel — Kokua have a great deal of trouble governing their emotions, and when in battle sometimes they cannot stop their anger. They become cruel and heartless, killing their enemies instead of capturing them, sometimes in terrible ways. When the kokua enters battle, the player must make a Willpower roll (difficulty 7). Failure means the kokua fights brutally until all her enemies are slain, not just incapacitated.

"None enter our borders without us knowing. And none leave without our permission."



Aumakua (Totems)

The Menehune have established close ties with the spirits of plants and minerals who inhabit the Hawai'ian Islands. It is their relationship with these spirits that allows them to step into the spirit realm. The totem spirits described here should give Storytellers inspiration to create their own spirit totems. Menehune can also choose from some of the Nunnehi totems, including granite and whitewater.

Lava

Background Cost: 4

Flowing lava is the creation of the world. Islands and whole landmasses are formed as lava rises from the sea floor. One day her substance will become the hard rock of the earth, but for now lava is fluid and mobile, perhaps the only rock totem that understands movement. She is hot, but slow moving and deliberate in her actions. Lava teaches strength through patience.

Traits: Lava grants her children the fantastic ability to transform into molten lava. The change costs the Menehune one Mana point per turn that she maintains the lava form. While molten, she can flow into small spaces and tight cracks, however she is also searingly hot, igniting anything flammable she comes into contact with.

Ban: Lava demands that her children always move forward and never retreat.

Mokihana

Background Cost: 1

The mokihana is a beautiful berried tree that has the fragrant scent of anise. Mokihana berries are used in the traditional Hawai'ian lei. She teaches that there is no need to fear nature and that joy comes from embracing it.

Traits: The Menehune children of mokihana gain an additional dot of Appearance and a dot of Etiquette.

Ban: Mokihana requires her children to protect trees whenever possible.

Sea Turtle

Sea turtles swim the seas, protected by their hard shells. They can swim for days on end, and have little fear but of the largest and most dangerous predators.

Background Cost: 3

Traits: Sea turtle grants his children 1 extra dot of Stamina and 2 dots of Survival.

Ban: Sea turtle demands that his children protect the beaches and the creatures that make their homes there, and to punish any who damage them.

Shark

Shark is the ultimate hunter, vicious and unforgiving to his prey. He is primal, unchanged for millennia.

Background Cost: 3

Traits: Shark grants his children 1 extra dot of Strength and 2 dots of Brawl. However, his children lose 1 dot of Charisma.

Ban: Shark requires his children to defend the seas and to destroy anyone or anything that harms them.

Waterfall

Roaring off a cliff with tremendous power, nothing can stop the terrible force of a waterfall.

Background Cost: 1

Traits: Waterfall grants its children an additional dot of Strength and a dot of Athletics.

Ban: Waterfall requires his children to always be on the move, to never stop if they can help it, and to always carry through on a task.

Glamour and Banality

The Menehune refer to Glamour as Mana — the life energy that flows through all things — and the Nunnehi call it Medicine. They do not gather Glamour in the same way as Kithain. Instead, they draw Mana or Medicine directly from the natural world. Because of their close ties to nature, starting Nunnehi and Menehune characters begin with an additional dot of Medicine/Mana. They are also more susceptible to the ravages of Banality. When in a location that has a Banality rating of 7 or higher (see The Gauntlet sidebar, p. 420) the difficulty to enchant others is increased by one. Also, for every night a Menehune or Nunnehi sleeps in a place with a Banality rating of 8 or higher he gains 1 point of Banality.

For clarity's sake, Mana and Medicine are referred to as Glamour for the rest of this section. Also, Nunnehi and Menehune are referred to as tribal fae. This is not intended to diminish either, but only to make the text clearer.

Gathering Medicine

Since they are severed from the Dreaming, tribal fae are unable to gather Glamour from human creativity. Instead they draw Glamour directly from the natural world. The character's current Legacy determines the manner in which she gathers Glamour. Feast/Summer people gather Glamour from natural places such as trees, rock formations, volcanoes, and waterfalls, while War/Winter people get their Glamour from hunting and killing animals and fish. All tribal fae may Harvest Glamour from a source of pure water. Additionally, ali'i may gather Glamour from the bones or physical remains of dead chieftains or other powerful people (this could include movie stars, celebrities, or politicians). The bones continue to provide Glamour so long as they are ritually kept and not seen by mortal eyes or touched by mortal hands.

The Menehune and Nunnehi have three means of gaining Glamour: Harvesting, Raiding, and Blessing.

Harvesting

This slow and careful method of gathering Glamour is the tribal fae's equivalent of Reverie. Harvesting can only be performed in a place of natural beauty: A forest glade, a meadow of flowers, and ancient oak, or a babbling brook are

all places appropriate for gathering Glamour. Places that have been altered by human hands such as hothouses, cultivated gardens, and Christmas tree farms are not sources of Glamour. Sources of Glamour may still be found within cities if one looks hard enough — a small river that snakes through the city may have a hidden pool, or there could be an ancient tree deep in a forested park.

System: Once she has located a source that is Storyteller agrees is appropriate, the tribal fae must spend at least an hour in contact with the source — sitting in the bole of a tree, tracing her hands over the tops of flowers in a field, bathing in a waterfall, or lying still and silent in the depths of a cavern. The character then rolls Wits + Kenning (difficulty 7). One point of Glamour is gained for each success. Harvesting may only be performed once per day, and only once per moon phase at the same source (a maximum of four times per month).

Glamour gathered through Harvesting is pleasing to the spirits and provides added benefits when used in a positive manner. Players should record Glamour that is gained through Harvesting in a distinctive manner, and gain an extra success when using it to power cantrips for protection, healing, or good luck.

Raiding

Conversely, the Nunnehi and Menehune equivalent of Ravaging involves ripping Glamour from a natural source. Raiding is much quicker and easier, but the character using this method runs the risk of increasing his Banality. As with Harvesting, an unspoiled, natural source must first be located.

System: Once a source is located, the character spends one minute then rolls his Banality rating (difficulty 6). The number of successes indicates the number of points of Glamour gained, though the tribal fae must spend an additional minute for each additional point. Angering the spirits has a price, however, and the character gains one point of temporary Banality for every one rolled on the dice. Raiding can only be performed at any one source once per year.

Glamour gathered through Raiding is considered to be dark and dangerous. To reflect this, the Storyteller can decide to have a baleful effect manifest the next time the character uses Glamour. This can be purely atmospheric (a sudden change in weather) or even a minor effect (a healing cantrip leaves a nasty scar).

Blessing

Through ritual offerings and meditation, a tribal fae can enter the spirit world in order to gain a Blessing of Glamour from her totem. This process is the Nunnehi and Menehune equivalent of Rapture, in that it is a deeply personal undertaking.

System: The character must first undergo a ritual of purification. No roll is required, but the details of the ritual must be approved by the Storyteller and generally takes a least a full day. Once she is purified, the character attempts to summon her totem spirit with an offering of song, story, dance, sand painting, wood carving, or another artistic endeavor. The totem spirit almost always answers such a calling and no roll is yet required. Once the spirit is present the player rolls the appropriate Attribute + Ability (based on the offering made) for her gift to the spirit (difficulty 7). The number of successes determines the number of Glamour points gained directly from the spirit. Five successes earns the character a dot of Glamour. A botch causes the spirit to flee and the character to gain two points of temporary Banality; she may not attempt another Blessing until the next season change. Additionally, she may feel the need to perform a purification ceremony to rid herself of whatever taint offended the totem spirit. Kind Storytellers may choose to remove one or both points of Banality if this ritual is extensive enough. Blessings may only be performed once at the changing of the seasons (four times a year).

The Spirit World

All Nunnehi and Menehune have a connection to the Spirit World, or what they call the Upper World. Some Kithain scholars claim the Upper World is nothing more than a part the Dreaming, while others believe it to be something else completely. Their connection to the reality of spirits gives them some innate abilities, essentially Birthrights, that are shared by all tribal fae, though each kith has varying degrees of ability with these powers. (For those who are familiar with **Werewolf: The Apocalypse** or **Mage: The Ascension**, the Upper World, or the spirit realm, is the same as the Umbra.)

Spirit Ability Modifiers by Kith

Kith	Difficulty Modifier
Ali'i	–1
Canotili	0
Hana	0
Inuas	–2
Kachinas	–2
Kahuna	–2
Kokua	+2
May-may-gwya-shi	0
Nanehi	0
Nümüzo'ho	+1
Pu'gwis	0
Rock Giants	+2
Surems	–1
Tunghat	0
Water Babies	+1
Yunwi Amai'yine'hi	+1
Yunwi Tsunsdi	0

World Sight

World Sight allows tribal fae to perceive the spirits of people, the dead, plants and animals, objects, and places. The changeling

can perceive the true nature of the person, place, or object being perceived. She might be able to tell that a human is possessed, or is actually a vampire or werewolf, or if an object is cursed or is the fetter of an angry ghost. The inherent amount of Glamour in an area, or the general power of a spirit can also be determined.

For the character to perceive the spirits in an area, the player must roll Perception + Kenning (difficulty 7). Actually touching the person or object in question, or possessing something of theirs, makes the use of this ability easier (reduce the difficulty by one). Other examples might be knowing someone's true name or holding a personal item, or actual physical contact with the item or place that is being perceived.

Spirit Speech

Spirit Speech is the means by which tribal fae communicate with spirits. The changeling may communicate with any spirits she is able to perceive (unless the spirit has chosen to reveal itself, she must first make a successful World Sight test.) The spirits can be asked about events that have transpired in the region, people they have had contact with, or anything else of import. Spirits have no knowledge of the future, but often have knowledge of events that have occurred in the past. Being able to communicate with a spirit does not necessarily mean that the spirit will do the changeling's bidding.

To successfully communicate with a spirit, the tribal fae must succeed at a Charisma + Etiquette roll (difficulty 7). The number of successes determines how compliant the spirit is in answering the changeling's questions.

Spirit Walk

All tribal fae have the ability to "step sideways" into the spirit realm (the Umbra). Traveling in the spirit realm provides many advantages. Some Nunnehi and Menehune rituals can only be performed while in the spirit realm. Banality is usually very low here, only prevalent in areas with an extremely high Gauntlet.

Ancient trods exist in the spirit realm, ancient domains of faerie power from before the gates of Arcadia closed. Many of these are still empty, unvisited by any fae for centuries. Sometimes tribal fae seek out these places to perform rituals, to gain Glamour, or even to expunge Banality. However, journeys on the trods are often fraught with danger, for many evil spirits and even dangerous chimera guard these places jealously.

In order to Spirit Walk, the changeling must possess at least one level of the Wayfare Art. She must also be in the presence of her totem, or have a piece of her totem on her person. Examples might be: a tuft of fur, a tooth, or a bone from a totem animal. A piece of bear bone carved to look like a bear is better than just a bone, but being in the presence of a living animal or natural place is best. Any time he wishes to enter the spirit realm he must make a Wits + Gremayre roll. The difficulty is equal to the Gauntlet in the region (see The Gauntlet sidebar).

A tribal fae can bring other changelings, and even mortals, into the spirit realm with her. Either she or the changelings accompanying her must spend a point of Glamour for each additional changeling brought along (two points for every mortal). All of those stepping sideways must be holding hands.

While in the spirit realm the changeling is completely invisible to anyone in the physical world, unless they have the ability to see spirits. He can "peek" into the physical world by making a Glamour roll against the Gauntlet of the area.

Successes	Time
Botch	"Caught"
0	Failure: Must wait one hour to try again
1	Five minutes
2	One minute
3	10 seconds
4+	Instant

"Caught" means that the tribal fae is suspended between worlds. She is not visible in the physical world, but might be easy prey for any evil spirits wandering the spirit world. She cannot move unless assisted by another character who can enter the spirit realm. After one hour she can make another attempt, but if this attempt fails she is trapped unless aided by another.

The Gauntlet

The Gauntlet is an invisible barrier that separates our world from the world of spirit. The Gauntlet is, in a sense, related to Banality in that it tends to be thicker in some places inhabited by mortals and thinner in natural and wild places. The thicker the Gauntlet, the harder it is for one to enter the spirit world at that point.

Area	Typical Gauntlet
Prison/Some Science Labs	9
Inner City	8
Small Town	7
Rural Countryside	6
Deep Wilderness	5
Typical Freehold	4
Modifiers	**Difficulty**
Impure Materials: Toxic or corrupted water, or bone from an animal improperly killed	+3
Material Only: A bit of fur or bone, a chip of granite, a vial of ocean water	+2
Worked Material: Bone carved in the form of the totem	+1
Purest Totem: A pure mountain spring untouched by humanity, a magnificent specimen of a totem animal	–1 to –3

Hsien

Far from the courts of the Kithain, far from the Dreaming and the chimerical wonders they devote themselves to, mortals dream other dreams. They dream not of knights and dukes, of courtly love and chivalrous battle, but of shapechanging raccoon dogs, of playful cats who know more than they let on, of monkey kings who topple even the pillars of Heaven. They dream of the small gods of the 10,000 Things — but those small gods dream only of walking the path between Heaven and Earth once more.

History

Once, the world was one with the August Personage of Jade, a sacred unitary perfection. That Age of Perfection was only slightly marred when the August Personage bade the world to divide, to become many, and the world beheld itself, and called itself beautiful. This Age of Beauty ended when small errors in the August Personage's design grew ever larger, breaking away from the divine will of Heaven. Thus the Yama Kings were born, and to contain their wickedness the August Personage of Jade elevated the Wan Xian, the 10,000 Immortals, and set them to watch over humanity. To safeguard the natural world similarly, the *Hsien*, or Shinma, were created — little gods to serve as Heaven's representatives on Earth, to respond to the prayers of trees, rocks, and water even as they did the prayers of mortals. This was the Age of Legends, and though it was not perfect, it was immeasurably grand.

But that seed of imperfection grew further, and the Yama Kings corrupted even the Wan Xian and sowed the seeds of dissent among the Shinma, who turned against one another. Furious that his bureaucracy had been turned against itself, the August Personage of Jade cast out the Shinma, cutting off the road between Heaven and Earth. Exiled forever on Earth, they endured an Age of Beautiful Sadness — which, in its turn, came to an end, as corruption and darkness waxed across the land.

We live now in the Age of Tribulation, an age of darkness and madness, the 11th hour before the coming Sixth Age. What, then, will become of the Shinma? Will the Sixth Age be an Age of Joy, wherein, if their souls are just and enlightened, they will be granted admittance to Heaven once more? Or will it be an Age of Sorrows, an age of hope extinguished, as the Shinma are left to rot with a dying world, and this Age the last chance for salvation? The Hsien cannot know, though many profess to — only the August Personage of Jade knows what is to come.

Shinma in the Fifth Age

The Hsien once walked proudly, their forms a mark of their divine parentage and authority. Now, cast out by the will of the August Personage of Jade, they have no recourse but to seek what shelter they can find, lest their enemies hunt them down for the pure Chi that makes up their bodies. For safety's sake, each Hsien undergoes the kun shou ritual, seeking out a mortal soul on the verge of death and quietly taking its place within the flesh, gaining protection against those who would hunt her down. In the process, however, she loses much of her memory — a harsh price indeed, for the Hsien hope to attain enlightenment through contemplation of the 10,000 Things, and each life lost and regained means they must start anew along that path.

Where the Shinma once served a single court, that of Heaven, they now must make courts of their own, for Heaven is often silent. As in mortal politics, misunderstandings and disagreements are rife, and court may struggle against court for 1,000 reasons. For the Hsien, a court is a refuge, a fraternal organization, a teacher, and a judge all in one. Each court has its own code of behavior, which is enforced internally (not that such enforcement is perfect). Of course, little stops other courts from meting out "justice" to nonmembers, save the prospect of raising the ire of another court, and even this not always sufficient reason to stay their hand. As a result, most Hsien belong to courts, and even if they only pay lip service to the ideals and goals of that court, it's much safer than being

Glossary

The Hsien use many otherwise unfamiliar terms. Some, such as Yugen, are obvious analogues to Glamour. Others are less obvious.

- **Hirayanu:** Shinma commoners, who take the shape of animals.
- **Hotei form:** The human mask the Hsien use to hide their true nature, equivalent to a mortal seeming.
- **Hsien-tsu:** Shinma who occupy the body of a dying child, and so are raised as human, with all the ties and obligations this provides for them. They are generally unaware of their true nature until adulthood.
- **Hsien-jin:** Shinma who occupy the body of a dying adult, and who are fully aware of their nature from the moment of reincarnation.
- **I Chih:** A discrete expression of Hsien elemental alchemy, Wu Tan.
- **Kamuii:** Shinma nobility, whose nature aligns with one of the five elements (wood, fire, earth, metal, and water).
- **Kun Shou:** The process of reincarnation Shinma use to occupy the body of a dying person, placing themselves where the mortal's departing soul once rested.
- **Kwannon-jin:** One of the various kinds of Shinma, equivalent to kith.
- **Shen:** A supernatural creature, including Shinma themselves as well as Kuei-jin, hengeyokai, and other inhabitants of the World of Darkness.
- **Wani Form:** A Hsien's true appearance, which varies depending upon their Kwannon-jin.

on one's own. There are, after all, worse things out there than rivals who claim to have the ear of Heaven.

The Breath of Life

The Hsien are unlike the fae, the strange visitors from the West who call them cousin for reasons the Shinma do not entirely understand. They are not forgotten creatures of dreamstuff, but the functionaries of a grand celestial order, small gods of pure Chi who conduct and guide its flow through the world in order to answer the prayers of mortals and beasts alike. The Chi that makes up their form thus empowers them, and through attunement to the natural Chi of the world, they may forge great, elementally-empowered miracles through their wondrous art of alchemy, Wu Tan.

Chi

All things consist of Chi, the duality of Yin and Yang, dark and light, stillness and energy, that complement without opposing. So too are the Shinma, who exist as pure Chi in their natural form but hide within mortal bodies. Their nature makes them tempting targets for a multitude of creatures who dine on Chi, and if such a creature does devour the Hsien, she is destroyed, never to reincarnate again through the kun shou.

Hsien may sacrifice a point of their Chi to generate a point of Yugen, but doing so causes one level of aggravated damage per point sacrificed. The point of Chi lost will not regenerate until the wound heals.

Yugen

A different form of energy altogether, ineffable and brilliant, that forms from the prayers of mortals. Individual prayers are too small to grant usable quantities, but celebrations, festivals, and religious observances will generate copious quantities, which the Shinma take for themselves. Cut off as they are from the boundless Chi of Heaven, it is their sole source of sustenance and power.

Creating a Hsien Character

Creating one of the Shinma is not quite the same as creating one of the Kithain. Those Traits that remain unchanged will pass largely unmentioned — please refer to changeling character creation (p. 140) for details.

Hsien Courts

In the power vacuum that followed the Shinma expulsion from Heaven, it is no surprise that many pretenders have arisen. Some claim to carry on the will of the August Personage of Jade, while others flaunt their worldly desires and motivations. While some Hsien serve the same court in life after life, the truth is that each reincarnation subtly changes her — a long history of serving one court need not predispose her next incarnation to continue the tradition.

Most of the following courts are considered mainstream, or at the very least not fundamentally corrupted (though some courts might disagree even with that assessment!).

- **Li Shen** — The Traditionalists

  The Li Shen Court is divided into five bureaucracies, one for each of the five elements, and strongly endorses and follows Confucian ethics and values. Their emphasis is not on enlightenment per se, but order, from which they hold that enlightenment (and therefore an end to their exile) will naturally occur.

- **Xian Mo** — The Quiet Ones

  The Xian Mo are a mystical society that follows the Tao Te Hsien, seeking out enlightenment in the hope that they may, one day, be able to reverse the Ages and their exile in the Middle Kingdom. They have little formal organization but a vast depth of knowledge, assuming you can find the elder who possesses it and convince her to share it.

- **Yü** — The Classicists

  The Yü style themselves after ancient kings, dividing the Middle Kingdom between them and ruling over 10 "provinces," seeking to control dragon nests and mortal power structures alike. Some are little better than crime lords, but power is power, and it is unwise to anger the Yü, who war amongst themselves almost as much as they make war against outsiders.

- **Xian Mun** — The Worldly

  Less a court than a way of life, the Immortal Society consists of those Shinma who turn their backs on their origins and seek only to live this one life to the fullest, often mimicking mortal organizations and seeking nothing more than to relieve themselves of obligations and onerous duties. Virtually every other court considers the Xian Mun dissolute wastes of human bodies, but their connections to mortal society and resources eclipse those of any other court, even the Yü.

- **Wu Hsien** — The Peasants

  A catchall for those Hsien who, like so many mortals, still live a country lifestyle, often in the village of their birth (or rebirth, as the case may be). While Shinma are not so common that every village sports a large population, a villager Hsien is likely to know everything about her village, and to have close ties with any neighboring Hsien for the sake of safety if nothing else.

- **Tu Shen** — The Ambassadors of Heaven

  While most see the Gods of Harmony as little more than sybarites who put even the Xian Mun to shame, there is a method to the Tu Shen's madness — they hope to create an Age of Joy, and so lead by example, doing everything in their power to make life the very best that it can be. Unlike the Xian Mun, the Tu Shen's passion and celebration are steeped in faith, and they do their utmost to create joy wherever they go, even if it's just a family dinner or a night drinking with friends.

- **Shu Shen** — The Profane Gods

  Disdaining the idea of balance — nay, despising it! — these Hsien pursue the most extreme of behaviors, few

of which are benevolent. Many find themselves drawn into the orbits of powerful shen, especially Kuei-jin. If any group among the Shinma may be compared to the Unseelie changelings, it is the Shu Shen.

- **The Yellow Lotus**

  A secret society of the Hsien with a hidden goal, who foment dissatisfaction and even rebellion against the other courts, particularly the Li Shen. However, they also "censure" (a kind way to say "make an example of") those Hsien they feel are too cavalier about displaying their wani form — their reason for doing so remains as much a mystery as their membership.

- **Mu Courts** — The Greater Demon Courts

  Those Hsien who turned their backs to Heaven and surrendered to the Yama Kings when the Fourth Age came joined either the Daityas, who soon turned their backs on the Yama Kings as well, or the Kura Sau, who serve them still. Both work to hasten the oncoming of the Sixth Age, but for their own reasons.

Yin and Yang Legacies

Though several courts, the Shu Shen in particular, might seem to echo the changeling division between Seelie and Unseelie, in truth no such separation exists in Shinma society. Rather, the Hsien are aspected either towards Yin or Yang, though these too do not correspond exactly to Seelie or Unseelie.

The Yin Legacies are Courtier, Hermit, Orchid, Panderer, Saint, Squire, Fatalist, Knave, Outlaw, Riddler, Ringleader, Rogue, and Wretch.

The Yang Legacies are Crafter, Dandy, Paladin, Regent, Sage, Troubadour, Wayfarer, Beast, Fool, Grotesque, Pandora, Peacock, and Savage.

These sides of the character's personality do not conflict, but complement one another — they are both a part of the character's soul and persona. When a Hsien's Yin Chi is higher than her Yang Chi, her Yin Legacy dominates, and vice versa. When a Hsien's Chi is in balance, she may express either Legacy, switching between them with a moment's meditation.

Quest: The dominant Legacy's Quest determines how the Hsien regains Willpower.

Ban: Violating her current Ban troubles the flow of chi through the Hsien's body, and thus in her environment as well. This is terribly inauspicious and reflects the root causes of the Shinma exile — trouble will certainly follow.

Rank

Though the celestial bureaucracy no longer recognizes the Shinma, the idea of rank still persists among them, as it is ultimately encoded into their very beings. Rank is a rough estimate of the overall power of the Shinma, that being how much Chi she has internalized and made a part of her form. Lower-ranking Hsien generally defer to higher-ranking Hsien, especially within the same court, regardless of whether they actually consider the other to be their superior.

Rank is equal to the sum of the character's Chi scores. This also determines her maximum Yugen, which is twice her Rank. The Shentao Skill can be used to assess the Rank of other Hsien.

Traits

The Shinma use several new or different Abilities. Leadership is now a Talent rather than a Skill, and Shentao replaces Kenning. Occult replaces Gremayre. Points are distributed among Attributes and Abilities as usual.

Advantages: Luck, Curse, & Backgrounds

Hsien do not have Glamour or Banality — they do not reincarnate to survive in a world devoid of imagination, but because their naked forms are too tempting a target for their enemies.

Hsien have Luck and Curses based on their kith, which give them bonuses and challenges that reflect their natures. A Hsien's wani form also has unique abilities associated with it, including the ability to use the Mask of Shintai.

Several **Changeling** Backgrounds are expressed differently for the Shinma. Holdings, Remembrance, Title, and Treasure have been redefined, and the new Backgrounds Jade Talisman and Pakua are discussed alongside these changes later in this section.

The character receives 5 dots in Backgrounds.

Wu Tan

The sacred magical alchemy of the Hsien is called Wu Tan, and is divided into five elemental arts: Di Tan (earth), Hou Tan (fire), Lin Tan (wood), Tieh Tan (metal), and Shui Tan (water). In addition, a sixth alchemy exists, called Nei Tan, reflecting Daoist internal alchemy.

The Mask of Shintai

Hsien have the ability to assume a terrifying form for but a split second: the form of their past glory. This form terrifies most mortals and can even shock shen into a moment of stunned horror.

System: The Hsien spends as many points of Yugen as she is willing to invest into her Mask of Shintai. Any being that can see her must make a Willpower roll at difficulty 7 (6 for other shen, 5 for other Hsien) and score at least as many successes as the Hsien spent Yugen. Anyone who fails to do so either flees in panic or falls in supplication, begging for mercy. The effect lasts one turn, plus an additional turn for every success by which the target falls short of the total determined by Yugen spent. Should the encounter take place in a dragon nest, each point of Yugen spent requires two successes to match, rather than one.

A character starts with one dot in the Alchemy that corresponds to her Fortune — Wood, Fire, Earth, Metal, or Water. The player may place three additional dots in this or other Alchemies in any manner she chooses, though none may rise above three dots and none of these dots may be placed in Nei Tan (though this can be purchased with freebie points).

Tempers

A Hsien's Tempers reflect her nature: two forces balanced against the other.

Yin Chi and Yang Chi

Hsien have Chi values between 1 and 5, representing her internal store of both Yin and Yang Chi. Aside from determining which of her Legacies is ascendant, it is essential for Wu Tan—higher Chi means greater facility with elemental alchemy. Kwannon-jin determines the starting Chi values:

Kith	Yin	Yang
Chu Jung, Nyan	1	3
Suijen, Heng Po	3	1
Komuko, Hanumen	2	2
Chu-ih-yu, Tanuki	2	1*
Hou-chi, Fu-hsi	1	2*

* The Hsien may place one dot in either Yin or Yang, as she desires.

Tao

Tao reflects the Hsien's ability to internalize balance between Yin and Yang, and is not a purchased Temper. It always equals the average of her Yin and Yang Chi.

Yugen

Yugen is a special kind of Chi generated by mortal reverence and celebration. It typically gathers in dragon nests, and may be directly absorbed by the Hsien at festivals and other religious observances. A Hsien's maximum Yugen is equal to twice the sum of her Yin and Yang Chi values, though a Jade Talisman may also be used to store Yugen.

Willpower

All characters begin play with four dots of Willpower.

Merits, Flaws, and Freebie Points

Many Merits and Flaws don't make sense for Shinma because they are unlike the Kithain in so many ways. Surreal Quality, Iron Allergy, Chimerical Magnet, Faerie Eternity, Poetic Heart, Cleared Mists, Chimerical Disability, Seeming's Blessing, Slipped Seeming, and Sidhe's Curse are not appropriate for Hsien characters.

Freebie Points

Traits	Cost
Abilities	2
Attributes	5
Backgrounds	1
Chi	4
Merits	Variable
Willpower	1
Wu Tan	5

Experience Points

Traits	Cost
Attributes	Current Rating x4
New Abilities	3
Abilities	Current Rating x2
Willpower	Current Rating x2
Wu Tan	Current Rating x5
New Wu Tan	6
Chi	Current Rating x3

New Traits

Hsien use the following traits, some of which replace those inapplicable to the Shinma, others of which provide additional dimensions inapplicable to changelings.

Shentao

Much like Kenning, which it replaces, Shentao represents the innate magical sense common to the Shinma. It allows them to sense each other, dragon nests, and dragon lines, and to detect those who hunt them. Shentao may be used to assess changelings at a +2 difficulty. Kithain suffer a similar difficulty when using Kenning on Shinma.

- ๑ **Novice:** You feel it when you wake up after having slept on a dragon line.
- ๑๑ **Practiced:** You have no trouble locating dragon nests or True Jade.
- ๑๑๑ **Competent:** You're able to reliably spot other Hsien, regardless of whether they want to be found.
- ๑๑๑๑ **Expert:** You make a pastime of people watching and picking out which people are mortals and which very much aren't.
- ๑๑๑๑๑ **Master:** Nothing is hidden.

Possessed by: Hsien, other shen, very aware mortals.

Specialties: Dragon Nests, Dragon Lines, Hsien, Hengeyokai, Kuei-jin, Shih, Chi'n Ta, True Jade, Ghosts, Spirits, Demons.

Backgrounds

As they are not beings of Glamour, Hsien cannot make use of the Chimera or Dreamers Backgrounds. Other Backgrounds listed here describe concepts similar to but ultimately different than those used by the Kithain, and so are given different names to set them apart, even if they serve a similar purpose in the story.

Auspicious Treasure (Treasure)

These items, created by powerful Hsien, internalize a specific I Chih. It can only realize that effect, but the Hsien need not understand that I Chih or even that Alchemy to use it. Most will still require an infusion of Yugen to operate. For every dot of the Auspicious Treasure Background, the item in question may reproduce an I Chih of that level, or a cohort effect of one level lower.

Dragon Nest (Holding)

Dragon nests are confluences of dragon lines, sites of great power that naturally generate Yugen — one point per day per dot in this Background. Many dragon nests are actually open to the public, housing shrines or temples that serve the mortal populace, but the Hsien who control them guard them jealously.

Ownership of a dragon nest is fraught with danger, since most shen prize them equally and even Hsien will often stop at nothing to obtain them. Courts routinely struggle over dragon nests, and if your character is part of that court, she is responsible for defending it on that court's behalf.

Jade Talisman

True Jade that has been awakened, either with Wu Tan or through some other method, is much desired by all shen, but it is especially prized by Hsien because it is able to store points of Yugen — as many as the rating of the Background purchased. Hsien may draw on this pool of Yugen as long as they have the True Jade somewhere on their person. She may also sacrifice dots in this Background to generate a point of Yugen immediately, though this does not regenerate — the jade tarnishes and cracks slightly, and if every point in this background is sacrificed, it crumbles to dust.

Pakua

While pakua usually refers to a small mirror bordered by the eight trigrams of the I Ching that is used to deflect bad luck or the unwanted attentions of dark forces, when speaking of Hsien it refers to a preternatural ability to hide amongst mortals. Much like the Mists, Pakua covers the Hsien's tracks when she's forced to employ her power — without it, people will certainly remember the local bartender transforming into a hissing, spitting feline nightmare.

One dot of Pakua adds 2 to the difficulty to the attempts of others to recognize the Hsien's nature. Every subsequent dot of Pakua adds a required success to locate them properly. Shinma do not experience the additional difficulty imposed by Pakua, but must overcome the prerequisite successes on a Shentao roll.

Influence (Title)

Hsien do not employ a system of vassalage, but Courts do have a distinct hierarchy, with subordinates obeying superiors who are responsible for their wellbeing and behavior. In practice, things may differ. There is no formal system of inheritance, however, and even the highest-ranking members are not "noble" because of anything but their accomplishments (or, more often, their connections).

Influence confers a position within a court, with importance and authority rising in proportion to the dots in the Background. The Yü and Li Shen courts are most concerned with grand nomenclature, while others (particularly the Xian Mun) place less emphasis on such things. Still, even without a grand title attached to one's name, Hsien know who is important and who is not.

- ๑ **Basic:** The character has influence over a neighborhood in a city, or over a large village.
- ๑๑ **Minor:** The character has influence over a town, or a ward in a small city.
- ๑๑๑ **Useful:** The character has influence over a small city, an entire district in a larger city, or over wide counties in rural areas.
- ๑๑๑๑ **Significant:** The character has influence over an enormous city (think Tokyo or Beijing), or over small prefectures or minor provinces.
- ๑๑๑๑๑ **Incredible:** The character has influence over a major province or region (think all of Kanto or Guangdong).

Kwannon-jin: Hirayanu & Kamuii

Once, the Hirayanu were the lowest of the gods in the celestial hierarchy. Taking the shapes of animals, they carried out the August Personage of Jade's commands with regards to nature. In the modern day, cut off as they are from their former masters, Hirayanu have taken to mortal society instead, and carved out niches of their own. The Hirayanu are presented first, and include fu hsi, hannumen, heng po, nyan, and tanuki.

Once, the Kamuii were the intermediaries between the Hirayanu and the greater gods of the celestial bureaucracy, and guided their lesser cousins in their labors. Cast out alongside them, they now must contend with the shifting vagaries of mortal nature, which is so frequently at odds with the elemental purity they express. The Kamuii descriptions appear after the Hirayanu (beginning p. 428) and include the chu-ih-yu, chu jung, hou-chi, komuko, and sui-jen.

Fu Hsi

Curious, ever curious, the fu hsi. These snake people are renowned for wisdom and deliberation, and for taking their time over questions of great import. Too much time, indeed — a question that is not easily solved demands the fu hsi's full attention, with such trifles as food or sleep left by the wayside. Often, it is up to their friends to shake them out of this trance. The fu hsi take great care with their manners, and love to

share their wisdom, often finding themselves in the position of consultant — or even leader — to an entire community.

Appearance: Fu Hsi in hotei form move in a fluid manner, careful to consider, but quick to move when needed. Their snake form may echo any of the various snakes of Asia, though all are venomous regardless of how they appear. In wani form, their legs are replaced by a long, thick tail powerful enough to hold their human-looking upper bodies upright — in this form, and in others, many prefer to wear their hair and nails long. The Mask of Shintai renders a fu hsi a terrifying beast of legend, thick scales shielding its body as its fangs drip copious amounts of venom that sizzles and spits on the ground.

Lifestyle: Fu Hsi may be found anywhere, but especially around humans, whom they have historically served as marriage counselors. Unlike many Shinma, they tend to remain monogamous. The thing most likely to draw them out of their comfortable rut is a long trail of questions that need to be answered, and until then they find ways to occupy themselves with puzzles and riddles.



Fortune: Wood

Luck: Fu Hsi add two dice to any rolls involving puzzles, lore, ciphers, or riddles.

Curse: Ever erudite and careful, the fu hsi often find it hard to be succinct. A Willpower roll (difficulty 8) is required to state anything directly, without lengthy discussion or tangents into related subjects.

Wani Powers: The scales of the fu hsi are hard, functioning as two points of natural Armor. In addition, they can bite for Strength +2 damage, and if successful they may at will inject a paralytic venom with a toxicity rating equal to the Hsien's highest Chi value. The effects of the poison vary depending on which kind of Chi is dominant: if that is Yin, the victim becomes cold and clammy to the touch, and may be mistaken for dead; if Yang, the victim breaks out in anxious sweats and tremors. In either case, he is completely helpless for an hour.

Hanumen

History is replete with tales of monkey kings upsetting the essential nature of the universe, and more importantly getting away with it! Hanumen smile and nod and claim that oh, those days are long behind them, as they carefully lift a wallet right out of a pocket. Existing more to try the patience of others than for any other task, the hanumen have nonetheless acquired a unique place in Shinma society, occupying a gray area between Hirayanu and Kamuii, and commanding more respect from both than their relative stations might necessarily imply.

Appearance: In their hotei form, hanumen vary in appearance, anywhere from the lowest beggar to a high-flying salaryman, but always with long fingers that seem just a little too likely to reach out and touch something they shouldn't. Their animal forms are typically those of the smaller monkeys of Asia, macaques and gibbons being the most common. Their wani form combines the two, and they might be mistaken for an unusual great ape were it not for the clothes they wear, their upright gait, and the clever insults they sling. When one employs the Mask of Shintai, however, a hanumen seems closest to an enormous enraged baboon, fangs bared and arms ready to grab and rip whatever they can get hold of.

Lifestyle: A hanumen can fit in anywhere, be comfortable at any task, and is at home in the country and the city, but always seems a little restless. Should they get involved in the politics of the Shinma, they are inevitably a force for change, for chaos seems to follow in their wake. They have little care for the station of others, giving respect only when it is merited, and only if the hanumen in question feels like it.

Fortune: Earth

Luck: Seemingly driven as they are to meddle in the affairs of others, it is fortunate that the hanumen are especially gifted at getting themselves out of trouble. With a Charisma + Empathy roll (difficulty 6), a hanumen can calm the enraged, soothe the furious, and generally keep themselves from receiving what is probably a well-deserved beating.

Curse: For all that they are skilled with wordplay, hanumen rarely seem to think before they speak. All Etiquette rolls are made at +2 difficulty.

Wani Powers: All Athletics rolls for jumping and climbing receive two extra dice, as do all Larceny rolls.

Heng Po

The heng po swim through the river of life, surfacing to take a peek at the world around them only when it suits them before returning to the water that sustains them. They are often considered unreliable and unpredictable, but nonetheless a source of great knowledge and wisdom. Distractible, disorganized, and given to embellishment, heng po are hoarders writ supreme, keeping their treasures close and hiding them.

Appearance: In their hotei form, most heng po are sleek of body, though their noses are often quite wide and flat, and their hands and eyes are slightly larger than usual. Their animal form usually appears as a carp or other large fish. In wani form, the heng po glisten with iridescent scales that line most of their body, leaving bare only their face, which, in male heng po, sports long whiskers that they take great pride in. The Mask of Shintai renders them horrifying creatures from the deep, massive and slimy with a fanged maw that seems large enough to devour a man whole.

Lifestyle: Heng Po almost always live on or near the water. Small boats that serve as homes are still common among the southern coast of China, especially among the Tanka people, and heng po fit in well here. Even those who forsake quick access to the sea still center themselves in a community, making them well placed to hear (and pass on) gossip.

Fortune: Water

Luck: The heng po are especially gifted at finding things that are lost. Any roll made for that purpose receives a 2-dice bonus.

Curse: Heng Po often find it especially difficult to give up something they truly value from their vast collections. Doing so requires the player to spend a Willpower point.

Wani Powers: Heng Po can breathe freely underwater in their wani form, and suffer no Perception penalties for murky water or darkness, above or below ground. In addition, their scales add two points of natural Armor.

Nyan

Responsible for folktales of spiritual and demonic cats across Asia, a nyan may, at times, resemble any of them, depending exclusively on her mood. Fickle, self-interested, and commonly driven to excess, other Shinma may think of nyan as lazy and unable to evince even the slightest wisp of discipline. They are not necessarily wrong, but they ignore the nyan at their peril, for these cats are smarter than they seem; indeed, they're too clever by half. A nyan prefers to have things just the way she likes them, and is well equipped to ensure that she gets just that.

Appearance: Nyan are typically well groomed and fit, running to naturally lithe bodies. When they can, they cultivate long nails, and take particular care of their teeth and hair. In animal form, they may be any sort of small cat from the domestic to the wild, though they typically are a touch larger than their breed would normally be. Their wani form blends the two, ears pricked and snout full of razor-sharp teeth, claws stowed safely away until needed. When she employs the Mask of Shintai, the nyan becomes a terrifying predator out of the primal depths of legend, a toothsome beast with long claws that is seemingly just about to pounce on the unfortunate onlooker.

Lifestyle: Nyan prefer to be taken care of, in one way or another, and so frequently glom onto others. Whether they do this as a feline or a human depends entirely on the nyan's preferences, though most find that having opposable thumbs is a benefit they enjoy far too much to give up. More often than not, a nyan born in the countryside emigrate to the cities, where she has more opportunities to bend others to her will, and more chances to vanish into the crowd should she overplay her hand.

Fortune: Fire

Luck: The nyan are blessed with the gift of words and joy, and receive two bonus dice for any rolls associated with making a first impression.

Curse: Nyan are not best pleased with boredom — work and duty, naturally, are counted as quite boring. If something catches the nyan's attention while she is occupied doing something tedious or uninteresting, the player must roll Willpower (difficulty 8). If the roll fails, the nyan abandons the task and follows her fancy.

Wani Powers: Nyan possess sharp claws in this form that inflict (Strength + 1) lethal damage. Both her Perception and her Dexterity increase by 1 as well.

Tanuki

The raccoon dogs of East Asia are often mistaken by Westerners for badgers or raccoons, but though they fill a similar niche in the wild, they are a distinct and unique species, and their spirit cousins, the tanuki, are not apt to let others forget it. Confrontational and given to practical jokes, tanuki can sometimes be hard to get along with, but when push comes to shove and violence is on the line, no one is likelier to come to

a friend's aid. Unlike the hanumen, their frequent partners in crime, the tanuki can dish it out and take it, and their loyalty is beyond reproach. Nowhere in the world is safer than a tanuki's territory, assuming one is welcome there.

Appearance: Tanuki are often thickset in hotei form, squat but strong fireplugs with a coating of fat that they'll tell you is for the winter months. In their animal form, they are large raccoon dogs, with thick brown fur highlighted with distinctive striping. Their wani form is a combination of the two, standing perhaps five feet tall at the most, muscle overlaid with fur. When they employ the Mask of Shintai, they more resemble a wolverine than a raccoon dog, all teeth and claws and bristling fur, ready to maul anything that comes near.

Lifestyle: Tanuki are often homebodies, preferring their territory to traveling to new and unseen territories. They've traditionally lived like peasants, and many still do, but as cities expand more and more find themselves having to acclimate to the modern rat race of society. While not so naturally skilled with shapechanging as myth might suggest, the more studious among tanuki often learn the first rungs of Nei Tan, if only to expand their opportunity for tricking others.

Fortune: Metal

Luck: Tanuki are able to make themselves supernaturally trustworthy. With the expenditure of a point of Yugen, the tanuki's words seem to be the unvarnished truth, even if the statement is patently false (convincing the unlucky target that it's a fine day for sunbathing when snow sits a foot deep outside, for example). Supernatural abilities can break through this power of suggestion with an appropriate roll, and even mortals will quickly realize they've been had, but that's often all the tanuki needs.

Curse: It is all but impossible to dissuade a tanuki. Once a tanuki has made up his mind, the player must succeed at a Willpower roll (difficulty 8) to change plans.

Wani Powers: A tanuki's last resort in a scrap, her wani form is tougher and much more dangerous than either of her other forms. She enjoys +1 Stamina while in this form, while her claws inflict Strength + 1 damage, and her jaws inflict Strength + 2 damage.

Chu-ih-yu

When it is time for justice to be meted out, it is often the chu-ih-yu who make themselves known. Unflinchingly brave and wholly dedicated to retribution, they allow nothing to stand in the way of the "eye for an eye" principle. While not sagacious, they are renowned for impartiality, and are often called to serve in arbitration — though, once the decision has been made, woe to he who does not uphold it!

Appearance: Inevitably tall and overbearing, chu-ih-yu stand out even in their hotei form. When they take their wani form, their skin becomes a silvery metal that is nonetheless as flexible as skin, with angular features that seem more die-cast than sculpted. Their hair is white, and almost universally worn long, and their eyes glow brilliantly. When they employ the Mask of Shintai, they become gaunt, almost skeletal, but no less terrifying, their glistening steel teeth frozen in a rictus of fury as they loom over the unfortunate to whom they have chosen to show this visage.

Lifestyle: Chu-ih-yu gravitate to positions of authority, particularly in law enforcement and the wider justice system. However, in some situations they may also choose to work outside the law, particularly if they consider the local or national government to be unjust. In either case, they make spectacular (if somewhat dangerous) enforcers. Many gravitate to the traditionalist Li Shen Court, and serve in the Ministry of Metal.

Fortune: Metal

Luck: No boldfaced lie may pass in earshot of a chu-ih-yu — he can smell the untruth on the wind. Should cleverness and dissembling be used to mask the lie, the chu-ih-yu still enjoys a +2 bonus to any roll to detect it.

Curse: Chu-ih-yu cannot knowingly lie, unless the player spends a Willpower point.

Wani Powers: No lesser metal may harm the sacred, iron-hard flesh of the chu-ih-yu, who automatically soak their Stamina in levels of damage from any metal source (including swords and bullets).

Chu Jung

Outgoing and quick with their words, the chu jung look forward and act passionately, as the flame gives light and heat. Unlike the legalistic chu-ih-yu, chu jung may give a measure of respect to the letter of the law, but will bend its spirit freely. Indeed, they take great delight in doing so, and are the leading edge of change among the courts of the Shinma — when they aren't overreacting to mistreatment or insults. Fire can burn, too, and the temper of the chu jung is legendary among the Shinma for its ferocity and the speed with which it seizes them.

Appearance: Chu jung run hot in hotei form, warm enough that even proximity is enough to feel their heat. When they shed this mask to assume their wani form, their skin deepens to a magnificent red, steam rising from their bodies as flame courses through their eyes. In this form, chu jung prefer flowing garments and the color gold. When they employ the Mask of Shintai, flames lick from their every pore, their eyes blazing nearly bright enough to blind onlookers.

Lifestyle: Chu jung will often settle into positions that allow them to keep an eye on those around them, and especially to pry into their affairs. More than any of the kamuii, they are likely to maintain strong ties to the human world. Mortal firefighters are a particular favorite, and many Chu Jung will go to great lengths to protect them.

Fortune: Fire

Luck: Chu jung, embodied flame itself, naturally oppose the darkness, and enjoy a –2 difficulty to Perception rolls. Quick as flame itself, they receive the same benefit for rolls involving insight and leaps of logic.

Curse: Insults and challenges stoke the furnace within a chu jung's heart. They cannot let insults pass unremarked unless the player spends a Willpower point.

Wani Powers: When they assume their wani form, chu jung embrace the flame that surrounds them, automatically soaking their Stamina in levels of damage from fire. In addition, damage taken from flame is lethal, not aggravated.

Hou-Chi

The spirits of wood are calm and contemplative, dwelling in their groves and forests, their gardens and farms. They know each tree, each bush, each blade of grass, and care for each in turn. Woe betide those who threaten what a hou-chi protects, be they shen or mortal, for the wrath of nature is fierce indeed, and a hou-chi's friends are many — the very forest turns against intruders, vines strangling the wicked and branches lashing at the unwelcome.

Appearance: In hotei form, hou-chi often have irises of rich green — in elders, these eyes may even turn brown according to the season. In their wani form, hou-chi are tall, graceful, long of limb, and have verdant emerald or rough brown skin. When they employ the Mask of Shintai, their height seems to redouble, their arms and legs becoming terrifyingly long, their voice booming with their fury.

Lifestyle: Because they feel so uncomfortable in cities and highly-developed areas, it follows that most hou-chi avoid such places, preferring a life surrounded by nature. While some do dwell in city parks or greenbelts, natural settings are superior to the imitations of mortals. hou-chi are often active in environmental causes, opposing development plans that would threaten the natural world regardless of whether they might actually help the mortal population.

Fortune: Wood

Luck: A hou-chi is attuned to the cycle of life and death, and as such may ease the suffering of all beings that cycle touches. By spending a point of Yugen, she may soothe the pain of any living being in her immediate presence, allowing them to ignore wound penalties equal to her Yin Chi for a scene.

Curse: Tied intimately to the natural world, the absence of living things weakens the hou-chi. If she cannot rest in healthy soil each night, all physical actions are made at +1 difficulty until she can do so.

Wani Powers: As the elemental essence of wood flows through the hou-chi, she suffers less from its touch. She automatically soaks her Stamina in health levels of damage from any wooden weapon or object, including arrows (even if they are tipped with stone or steel). No natural venoms or poisons may harm her.

Komuko

Enamored of tradition and stability, komuko are revered even above the other kamuii for their air of serenity and their connection to the 10,000 Things. However, their deeply-rooted and solid nature can make them difficult to relate to — oth-



ers often treat them with kid gloves and at a great remove, and they do likewise. A komuko's understanding of the world around her is idealistic and often impractical, and her advice will follow a similar course.

Appearance: Even in hotei form, komuko have a sense of the earth's solidness about them, being broad-shouldered and thickset, but rarely fat. When they assume their wani form, their skin hardens to the likeness of rock itself, and their sense of serenity and stillness reaches out to the world around them, calming turbulent waters and fierce winds. When they employ the Mask of Shintai, they seem to tower over others, a great statue of chiseled stone that, for all its solidity, moves.

Lifestyle: Komuko are often deeply involved in the politics of the Shinma courts, being enamored of all things that provide stability and law. They naturally gravitate to such roles in the mortal world as well, and frequently try to impress a little Heaven-sent virtue into their chosen profession.

Fortune: Earth

Luck: As they are attuned to the earth, komuko have a deeper understanding of the 10,000 Things than other Shinma. Their insight grants them two additional dice to all Shentao rolls.

Curse: Unattached and distracted by the greater world, komuko suffer a +2 difficulty to Empathy rolls, save when the subject is a hamumen.

Wani Powers: The earth cannot harm the komuko. They automatically soak (Stamina) levels of damage from all earth-based sources, including stones and falling damage.

Suijen

The deepest principle of Yin, suijen take in all around them and make it their own as a whirlpool consumes the flotsam of the sea. suijen are always aware of their surroundings, not only physical but social, and few secrets escape them. For this reason, some distrust them — suijen have no interest in petty loyalties, reserving trust in others only for the closest of their friends, to whom they are unswervingly faithful.

Appearance: Many suijen have green eyes, and most wear their hair long and unbound. When they take their wani form, their skin deepens to blue, and they form gill slits along their necks and webbing between their fingers and toes, with delicate scales lining their bodies. When they employ the Mask of Shintai, they are terrors risen from the sea, monstrous titans that will surely drag any who offend them into the briny deep.

Lifestyle: Suijen are often formal and polite, but very standoffish — nonetheless, they tend to involve themselves in the affairs of mortals, all the better to listen for what the current of conversation brings them. In Shinma politics, they serve much the same purpose. As suijen are charged with guardianship over bodies of water and those mortals who live and work upon them, they are almost universally found in close proximity to such.

Fortune: Water

Luck: Empowered by the elemental nature of water, suijen cannot botch Athletics rolls or any rolls relating to escaping from bonds. With the expenditure of a point of Yugen, a suijen can even squeeze herself through otherwise-impossible gaps, though she cannot leave a watertight space in this way.

Curse: The sea gives up what it will, as sure as the tide comes and goes. Suijen must immediately say what they think, and cannot answer a direct question dishonestly (or even tactfully). If a suijen wishes to hold her tongue, the player must spend a point of Willpower.

Wani Powers: Suijen cannot drown — their beloved water does them no harm. They suffer no penalties due to water's presence, whether underwater or in the most terrible of storms.

Wu Tan

The elemental sorcery of the Shinma in many ways resembles the magic of the Chi'n Ta mages — with greater skill comes power and control in greater measure, with fields of study divided into elemental schools. Not dry knowledge, Wu Tan is the very breath of the Shinma's life itself, the elemental power that courses through their veins in lieu of blood, stirred into action in sympathy with the world around them through the infinitely-inspirational force that is Yugen, the energy created by mortal reverence and celebration. All Shinma possess this power, half-remembered from previous lifetimes like a dream within a dream as they blindly stumble through what was once innate and clear as the moon upon still waters — it is not something that must be taught, though an elder can certainly teach a raw whelp new tricks!

Yin & Yang

Yin and Yang are not opposing energies, mutually exclusive or unyieldingly singular. Within the darkest recesses of Yin, the seed of Yang still lies in wait, and the brightest and most energetic source of Yang will conceal a still pearl of Yin at its heart. The intermixing of these two energies creates all else, and as all Shinma are composed of Yin and Yang Chi, so too may their souls encompass all things.

Yin is the energy of darkness, decay, and cold. It is passive, moist, defensive, and negative in aspect. It is associated with women as well as the dead of either gender. Yin is not evil — it is a natural aspect of the world.

Yang is the energy of light, heat, and growth. It is positive, dry, and offensive in aspect. It is associated with men. Yang is not good — flame burns indiscriminately, and the light of the sun blinds those who look upon it.

The Elements

Similarly, the five elements the Shinma recognize are not isolated substances, but rather complement each other in a progressive cycle that unifies the five throughout all creation. Wood feeds fire, and in turn the two become ash, or earth. Earth gives up the ore that becomes metal. Metal echoes water — both may be hard and unyielding or flowing liquid. Water, in turn, nourishes wood, and so the cycle begins anew.

Elements do not exist only as physical expressions of this cycle, but within the souls of humanity as well. The Shinma

The Five-Part Soul Question

The Shinma concept of a soul is that of a unitary whole that is simultaneously in five parts. To their sight, all souls behave this way, regardless of how other cosmologies may envision or interact with them. Shinma sorcery is no less effective on the most quintessentially-American tourist than it is on a rice farmer born and raised in the most rural and traditional of villages in Asia.

recognize five aspects of every soul, each aligned to one of the elements, that govern thought, emotion, and behavior. Just as their alchemical magic allows them to influence the world around them, it allows them to influence the souls of humanity.

The wood soul gives a person their emotions, passions, hopes, and dreams. It correlates with the Attributes of Appearance and Strength.

The fire soul controls a person's conceptions of propriety and behavior, and correlates most strongly with the Attributes of Charisma and Wits.

The earth soul gives rise to wisdom, insight, and understanding. It is best represented with the Intelligence Attribute.

The metal soul empowers a person's sense of justice and honesty, correlating with Dexterity and Perception.

The water soul represents faith (both in other people and in the greater universe), confidence, and fidelity. Its core attributes are Manipulation and Stamina.

The Art of Wu Tan

Creating an effect with Wu Tan is a singular act of will and focused Chi, and is represented by a dice pool. The dice pool is formed by combining the level of the I Chih being used with the relevant Attribute and the appropriate Chi value, Yin or Yang depending on the nature of the effect. Some effects are purely centered in Yin or Yang, and must use that Chi value. As it requires complete focus, a Wu Tan action cannot be combined with another action.

The difficulty of any Wu Tan roll is equal to (10 – the Chi value being used in the effect). For example, if a character's Yang Chi is 3, Yang effects carry a difficulty of 7.

By default, Wu Tan effects are limited to the character from which they originate, or those things she is touching directly. However, through the use of modifiers (below) she can extend the effect outward and change its nature. To use modifiers, the Hsien's player must allocate dice from her dice pool for the roll she wishes to influence, one per level of modifier. Whatever dice are left over once she has made her selection represent her final dice pool, and only these dice are actually rolled. Any successes on this roll beyond the first may be allocated to modifiers, if the player wishes to further amplify or extend the effect.

Modifiers

The following modifiers allow Hsien to alter the scope of Wu Tan effects, making them more powerful, farther reaching, longer lasting, and so forth. Unlike the Realms of the Kithain, modifiers do not need to be purchased — all Hsien have free access to them.

- **Abundance** controls the number of people or objects the Hsien can manipulate with Wu Tan. Without this modifier's use, she can only affect herself! The first die allows her to affect one other person; the following dice expand that number (see Modifiers table, p. 437).
- **Circumstance** allows the Hsien to set conditions to trigger her effect or to cancel it. The first die allocated allows her to set a common trigger, one respecting supergroups or large divisions — men or women, day or night, etc. Two dice narrows the field — a specific hour for the effect to take place, or a certain group, such as elected officials. Three dice allocated narrows the condition to total specificity, with perfect timing being possible and specific individuals being valid triggers for effects.
- **Continuance** extends the duration of the effect, from a single turn with the expenditure of a single die to years and even decades with the expenditure of many more (see Modifiers table, p. 437).
- **Domain** extends the range of an effect. Without it, the Hsien must touch her target. With a single die, she can affect anyone within a room, or generally speaking, within a little more than arm's length. Two dice allows her to a target a small building, or anyone she might be able to reach at a dead run within a turn. Three dice lets her target someone or something within a large building such as a skyscraper or an entire village, and four lets her extend her reach across a city. Higher degrees of allocation extend her reach across entire provinces, perhaps across all of Asia for a sufficiently-herculean effort (and with Storyteller permission).
- **Degree** combines degree of alteration and potential for harm — after all, what is harm but a violent and undesired change? Each die, therefore, may buy a die of damage for an effect intended to harm another. Spent to alter rather than merely destroy, the metric changes. A single die is enough to alter emotions if used on a soul, or make minor changes such as causing a flower to bloom — something that could plausibly happen without the Hsien's interference. Two dice may affect deeper-seated passions, or make significant, but still plausible, changes in the world — freshly planted seedlings might spring up into juvenile plants in seconds. Three dice allocated alters perception itself, or twists a patch of grass into a flower bed. With four dice, the psyche itself may be molded like clay, and truly spectacular changes can be conducted — the grass in our example doesn't just turn into a patch of flowers, but a fully grown and mature tree. Further dice allocated allow truly magnificent change, the stuff of Heaven itself, defying description by mere mortals. With this level of control, even elemental souls may be

destroyed, though such blasphemy would surely raise the ire of Heaven.

- **Magnitude** allows the Hsien to influence successively-larger parts of the world — without it, the most that can be targeted is something roughly human-sized. The first die allocated expands the limit to larger objects — trees, boulders, vehicles, and the like. The second influences entire paths, streets, streams, or buildings. Further dice expand the area of control, first to entire woods, rivers, or fields, then to entire mountains, and finally to entire chains of mountains, great forests, and at last to the very limit of the horizon itself. Magnitude should not be confused with Domain, which governs the distance between the Hsien and the center of her alchemical miracle — Magnitude is for the overall size of the miracle itself, its "footprint" as opposed to its "stride."

Elemental Cohorts

Each elemental Alchemy is complete unto itself, but, like the elements they represent, they too are part of a greater cycle. Because of this, it is possible to combine Alchemies together to create a unified effect — for example, transforming water into metal, extracting metal from stone without the benefit of a forge, or to create scorching lava from nothing at all. This is easiest when the elements feed naturally from one into another — wood into fire, fire into earth, and so on. Opposing that cycle, going from earth to water, metal to fire, and so forth is much more difficult. Using multiple Alchemies in a single effect is referred to as a cohort, and costs one Yugen per Alchemy in addition to whatever is needed to generate the effect. If the cohort consists of elements that create a constructive cycle (for example, wood-fire, or fire-earth-metal), the Yugen cost is one lower—if that cycle is opposed, the difficulty of the Wu Tan roll is raised by one. Using all five Alchemies together is a constructive cohort, of course, though a very expensive one. The Storyteller is the ultimate arbiter of what elements are being called upon in any given effect.

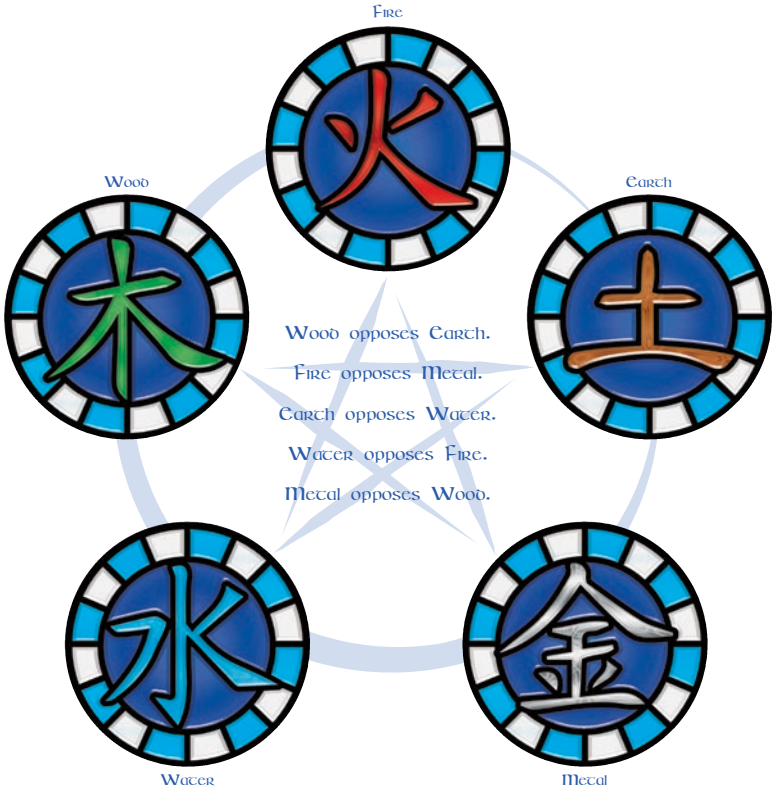
Countermagic

All things must end, and so too must magic, even the magic of the Shinma. Sometimes, in fact, that magic needs to end sooner than planned, especially in these chaotic times where Hsien may even oppose Hsien. Countermagic, therefore, is Wu Tan applied to oppose Wu Tan, and two means of doing so exist.

When contesting an effect in the process of being created, the rival's Chi must be balanced out to negate the effect. To accomplish this, the opposing Chi must be used. By spending one Yugen, the Hsien may roll a dice pool equal to the Chi being used to balance the effect, with successes cancelling out successes on the Wu Tan roll on a one-for-one basis. A Hsien can only attempt to oppose a single effect once. More than one Hsien may aid in this task, with many smaller Shinma overwhelming a single Hsien, though care should be taken, for if the effect is overbalanced, resulting in net successes for those employing countermagic, the effect can easily go awry in a way not even the caster intended.

When attempting to destroy a persistent effect, however, Yin Chi is preferred, as it represents decay and dissolution. By using adversarial Alchemies, the effect will be destabilized and collapse. However, as the effect has already been created and wound into the tapestry of creation, it must be unwoven bit

Adversarial Elements



by bit. Every success on this countermagic roll removes one level of modifier from the initial alchemy, canceling out a die allocated by its caster. This immediately alters the effect of that alchemy, as it contracts suddenly. The alchemy need not be entirely eradicated — sometimes, pruning it back is sufficient to render it effectively useless, though the original nub of the effect will remain and can be reinforced by the original caster with further use of Wu Tan.

Rituals

Rituals extend the creation of Wu Tan effects into longer, more complex actions. This has disadvantages, chief among them the amount of time necessary to prepare for and carry out the Ritual in question. Their complexity also renders them more difficult, applying a +1 difficulty to the roll assuming the ritual takes place at an auspicious site — if it is inauspicious, this penalty rises to a +2 difficulty. Dice set aside for modifiers must be set aside for all rolls. Fortunes may be used in this process, but only once throughout (so if a Fortune is used on one roll, it cannot be used on any others). The Yugen for the alchemy need be spent only once, with a surcharge of one extra Yugen to bind the ritual together. Yugen may be contributed by any participant.

Each roll should represent a unit of time, no more than an hour and no less than 20 minutes in length. A single Hsien acts as ritemaster — for every other Hsien who participates in the rite, add one die to the ritemaster's dice pool for each roll. Only four such dice may be added in this way, for five is the most auspicious number for participants in a ritual, reflecting the elemental makeup of creation.

The chief advantage of the Ritual is that her successes are cumulative, bringing greater effects within the reach of the Hsien. However, the Ritual may only last long enough for a number of rolls equal to the ritemaster's Chi (Yin or Yang, whichever is being used). Beyond that, the alchemy grows too powerful for her to control.

Fortunes

Fortunes add Fortune dice to any roll to which they apply, as the natural balance of the elements aids the Hsien in working her magic. These Fortune dice cannot be rolled, but they can be allocated to modifiers, allowing the player to retain dice that she can then roll. Some Fortunes are controllable, others are not. Therefore, certain times or places will be more auspicious than others for whatever undertaking the Hsien has planned.

Color: If the caster wears the appropriate color, this Fortune applies, though the clothing must be apparent and not hidden in any way. If the target wears the same color, this Fortune is worth two Fortune dice. Fire is associated with red, wood with green, earth with yellow, metal with white, and water with black.

Direction: By standing in the appropriate place, the weight of the world falls behind the Hsien's efforts. With one exception, she must be standing a noteworthy distance from the target to receive the benefit of this Fortune. Fire is associated with the south, wood with the east, earth with the center (which is to say in close proximity to the target), metal with the west, and water with the north.

Dzi Dzat: Literally meaning "folded paper," these paper representations of people or objects were, in some places, used as sacrifices. For the Hsien, constructing a paper effigy of whatever she wishes to use her magic on makes that magic more potent.

Festivals: The caster must be participating in a festival to invoke the benefit of this Fortune. The Middle Kingdom is filled with a multitude of festivals, the largest celebrated with each full moon. Festivals are always worth three Fortune dice.

Kwannon-Jin Fortune: Each Kwannon-Jin resonates with a particular element, and thus receives the benefit of this Fortune whenever they use an I Chih associated with that element. If the target is of the same Kwannon-Jin as well, this Fortune is worth two Fortune dice.

Mu-jen: Wooden dolls carved from tung or paulownia wood, then clothed identically to the target, provide a strong link through which the Hsien's magic can flow. Each doll, however, may only be used once.

Poetry: Any formal style of poetry may be used to take advantage of this Fortune, though each I Chih must have its own poem, and a new poem must be composed each year, typically at the New Year's Festival.

Season: Certain seasons are more auspicious for certain elements, as elemental magic conducts itself in its natural path through the year. Fire is associated with summer, wood with spring, metal with autumn, and water with winter. Seasons are worth two Fortune dice.

Sense: The caster and target must simultaneously experience the same sensory information to take advantage of this Fortune. Fire is associated with sight, wood with touch, earth with smell, metal with hearing, and water with taste.

Wani Form: All Hsien resonate with the magic of the elements, and so all Hsien receive two Fortune dice for any I Chih roll made while in their wani form.

I Chih

Each school of elemental alchemy is divided into five levels, ascending in scope from the most basic of understanding to grand alterations to the fabric of the world. Each of these tiers of knowledge and ability are referred to as I Chih — "righteous judgements." These powers began as holy writ, given to the Shinma to do the work of Heaven and respond to the prayers of mortals. Now, cut off from Heaven, these powers are seemingly theirs to do with as they please. While I Chih are described in terms of specific effects and given examples, there is no limit to the effects they are capable of creating, save progression in elemental understanding, the imagination of the Shinma employing this magic, and, of course, Storyteller approval.

I Chih are all-encompassing understandings of the 10,000 Things, and as such, the examples provided following a description of each I Chih are just that — simple examples of the manifold wonders that the Hsien can, with study and focus, call forth.

The Prodigal Tongue

The first lesson elemental alchemy teaches is to converse with the spirits of the world in the language of the elements they represent. It is the first duty and privilege reclaimed by Hsien as they are endlessly reborn. Using this power, the Shinma speak with rocks, rivers, animals, and even people whose languages they cannot naturally speak (though the speech is always uncanny and clearly magical in origin, the audience understands perfectly).

Commune With Elements: The Hsien may speak directly to the elements, striking up conversations with pools of water, stones, or trees. The spirits of most things are quiet and sluggish creatures, and must be roused — this is, in part, the action of the spent Yugen. Most will have limited perceptions of the world around them — a stone cannot see, for example, though a pool of water may know what has been reflected in its surface. Use of Magnitude deepens and broadens the connection, making reliable information much more likely to emerge from the conversation.

Read Elemental Soul: By calling to the elements composing a soul, the Hsien may link herself, but only for a moment, to that soul, and discern its nature. She may, for example, determine if the soul is a just one by examining her metal soul, and thus possibly learn if the person associated with it is lying.

Speak with Jimu-Tenno: The Hsien are spirits themselves, albeit cut off from what they used to be. Still, they retain the ability to speak to their kin, the elemental spirits of the Yang world who sometimes find their way into the Middle Kingdom.

Speak to Mortals: The Hsien were charged with oversight of the natural world — however, humans too have a role in the natural world, one that seemingly grows with each passing day (though frequently not to the natural world's benefit). Humans are made of the same elemental matter and bear the same elemental souls that beasts, plants, and stones do, and as a result Hsien may, through the use of alchemy, address any human and be understood. Addressing mortals is always a Yang effect, and addressing the dead is always a Yin effect. This I Chih functions regardless of the element used to empower it, unless the subject's relevant elemental soul has been seriously damaged or destroyed (in which case, not understanding the Hsien is the least of her worries).

Inflame the Elements; Dampen the Elements

The Shinma were once given command over the spirits of the Middle Kingdom and the Yang world, the better to order them according to Heaven's vision. Now cast out, that authority yet remains, and even young Shinma can often coax the elements into obeying, if only a little, inflaming or dampening the elemental Chi within them — or, indeed, within herself.

Diminish/Nurture Elemental Soul: As she may command elementals, a Hsien may command the elemental energy that animates souls, inflaming or dampening the passions and behaviors associated with that element. Yin is used to diminish behaviors, Yang to amplify them.

Increase/Decrease Elemental Attributes: Similarly, the Hsien may use their authority over the elements to alter Attributes associated with those elements, increasing or decreasing them at a rate of 1 dot per two dice allocated to Degree — three, to lower an Attribute from one to zero. Again, Yin is used to diminish, Yang to amplify.

Raiment of the Elements

As her understanding grows, the Hsien learns to control her own elemental form, altering her body and learning how little divides her form from the world around her. This I Chih cannot target other individuals — all effects must target the Hsien or an inanimate object. In addition, as her understanding of the elements deepens, her capacity and authority within the Celestial Bureaucracy develops. With the third I Chih in an Alchemy, the Hsien may now exercise power over the elemental spirits of the Middle Kingdom.

Exorcise Elemental Spirit: The Hsien may disperse — but not destroy — an elemental spirit. This requires a die allocated to Degree for every 10 points of Chi the spirit possesses. If the spirit has crossed the Gauntlet and manifested, the sorcery becomes much more difficult, requiring one die per five points of Chi. This is always a Yin effect.

Summon Elemental Spirit: The Hsien summons a spirit of the elements from across the Gauntlet, requiring a die allocated to Degree for every 10 points of Chi the spirit possesses plus one per level of the Gauntlet rating of the current location. Spirits do not enjoy being idly called, and typically require remuneration before obeying the Hsien's dictates. This is always a Yang effect.

Summon the Dragon Boat: Able to be used only in dragon nests, those places where the spiritual energy of the world penetrates into the material realm of the Middle Kingdom, this power allows the Shinma to travel rapidly between them — one die allocated to Degree for every 100 miles of distance, though only between dragon nests that are connected by dragon lines. This requires a small jade figurine of the eponymous dragon boat. The Hsien summons an elemental from across the Gauntlet, and strikes a bargain similar to that needed when Summoning Elemental Spirits. A botch on this roll causes the jade figurine to shatter and befouls the dragon nest — it can be cleansed, but it requires a day's worth of rituals, and those who maintain the dragon nest will not be best pleased.

The Enfolded Object: The Hsien subsumes a small amount of an element within herself, to a maximum of roughly double her mass. The object's spirit merges with the Hsien's, and so it cannot be discovered. Cohort effects must be used to hide an object consisting of more than one element, such as liquid held in a metal container (water and metal) or a burning torch (wood and fire).

Paths of the Elements: The Hsien merges with an element, becoming one with it and thus able to travel freely within it, provided she governs the effect with Domain. Continuance allows the changeling to stay in the substance he has merged with — if he does not leave before the end of the effect, the element expels him violently, and he suffers two health levels of aggravated damage. All Perception rolls made to discern the

world outside the element are made at +2 difficulty, and no I Chih may be cast from within the substance, for the Hsien's Chi is still active. Any items besides clothing must be enfolded prior to travel, or they will not pass through the element.

Elemental Form/Fist: By incorporating the element into herself, the Hsien is able to greater resist its depredations, as well as augment her own fighting capabilities. Dice allocated to Degree must be split between these two, or dedicated entirely on one of them. Combinations may be used — wood Form with fire Fist, for example — so long as it feeds the progressive cycle. This requires a Cohort effect.

Wood — The character may add soak dice against wooden attacks, reduce the difficulty of resisting venom or poison, or induce thick thorns to sprout from her hands and feet, allowing her to do lethal damage barehanded.

Fire — The character may add soak dice against flame, though it still does aggravated damage. Additionally, she may cause flames to erupt wherever she strikes, engulfing the foe in flame. Dice allocated during the original I Chih must be split between the intensity and the size of the flame desired.

Earth — The character may add soak dice against stone or earthen attacks, or reduce difficulties associated with inclement weather conditions. She may also harden her fists and feet preternaturally, allowing her to punch through or into dangerous substances without suffering harm and adding to her bashing damage dice pool, one damage for each die allocated.

Metal — The character adds dice to soak any attack made with metal, turning aside blades with bare flesh — with enough power, she may even become literally bulletproof. Her hands and feet, finely-honed instruments hard as steel, are able to precisely target weaknesses in armor and penetrate it, removing the enemy's soak dice from armor on a one-for-one basis.

Water — The character can no longer drown, and may slip out of bindings or grapples with ease, lowering difficulty of such rolls by one per die allocated. Her fists push the very essence of water into her foes, causing them to drown even in the driest of deserts. Victims must make a Stamina + Athletics roll against a difficulty equal to the Hsien's Yin + dice allocated to the effect in order to cough up the water, or they will pass out according to the rules included in the Suffocation & Drowning section (p. 293).

๑๑๑๑ Awaken the Elements

No longer must the Shinma entreat elementals to do her bidding, or work the stuff of the elements with her bare hands — now she commands the elements themselves, controlling them in fine and marvelous detail with nothing more than her will alone. In addition, with her greater understanding of Wu Tan she may now employ Raiment of the Elements against others.

Awaken True Jade: By linking her Chi for but a moment with the latent Chi that sleeps within jade, the Hsien may awaken that jade and create true jade, a mystical and powerful substance much in demand among the Shinma. Awakening jade to a particular kind of Chi requires either a Yin or Yang roll, respectively. To balance the jade's Chi, two rolls, one of each, are necessary. Regardless of the aspect, every two dice allocated to Degree awakens a point of Chi in the jade.

Elemental Hand: The Hsien is able to move and shape the elements themselves, appropriating them with a form of martial telekinesis. Many actions are possible with this power, such as animating trees or shaping a stone into a rude caricature of a person, but perhaps the simplest technique in this library is to simply attack another with the element in question. The exact form of the attack may vary — high-pressure sprays of water, great gouts of flame, stones torn from the ground itself — but mechanically, all are represented by the I Chih roll, with successes allocated to Degree translating to dice of damage.

Summon Element: Such is the Hsien's understanding of the elements that she can create them ex nihilo, or at least seem to — all things are in balance, and the element must come from somewhere. The Hsien cannot control from where, of course, but she can control its expression.

๑๑๑๑๑ Throne of Jade

The Hsien unites her understanding of the elements, representing the great cycle. She may transmute elements freely, exchange or alter properties at will — even between different elements, with a Cohort effect. Her mastery evident, the spirits of Heaven's hierarchy recognize her authority, or at least, the foolishness of angering her — should they disobey, she may bind them to the task.

Authority: Spirits may be bound to obey the changeling's dictates. The command must be simple enough to be communicated in a single sentence, and cannot require more than one lunar month of service from the spirit in question. In addition, the Hsien may only levy such a command once per year — any more, and the spirit has grounds to appeal the command to the Celestial Bureaucracy, who are, to put it mildly, unlikely to be pleased by the Hsien's actions. The binding requires a point of Yugen in addition to the one used to invoke this I Chih, and a number of dice allocated to Degree equal to the spirit's Chi divided by 10, rounding down.

Transmutation: Qualities may be exchanged between expressions of a single element. To render a match's flame as intense as a torch, for example, might require one die allocated to Degree, while augmenting it until it burns as hot as an acetylene blowtorch would require significantly more. With cohort effects, properties may be exchanges between expressions of different elements — creating a fire, for example, that is as hard as diamond. Frozen in a single form, it nonetheless burns with a terrific heat. A true master of the elements may even transform an expression of one element into an expression of another — turning wood into gold, or water into flame. To attempt this most rigorous of magics, however, the Hsien must possess both Alchemies at ๑๑๑๑๑.

Nei Tan

Along with the natural talents of the Shinma, a sixth school of alchemy exists, one that focuses on the self and the soul rather than the world outside the changeling. More akin

to Daoist sorcery than anything, it is a collection of techniques that must either be taught or sought out through extensive meditation and training. Nei Tan resembles the Daoist concept of the universe, holding the self to be a microcosm of the all, but Hsien invert the process, studying the world to understand the self. This, they hope, may allow them to gain the August Personage's blessing once more. Certainly, mastery of Nei Tan has benefits that would seem to point in that direction — a master of Nei Tan may cross into the Yang World at will, as the Hsien once did — but still the exile remains implacable and resolute. Right thought, even unto enlightenment, is insufficient without right action, and the Shinma struggle to determine just what will allow them to return home.

System: While Nei Tan is based upon the controlled flow of Chi and the intermixing of Yin and Yang, it is not associated with any one Attribute, Skill, or other Trait. Rather, as the practice of Nei Tan relies on balancing one's internal Yin and Yang, the dice pool for any Nei Tan action is the Hsien's Tao score (that being the average of their Chi Attributes) plus one other Trait, which may be an Attribute, Ability, or even a Background – but the Storyteller makes the choice of which Trait, informed by how the player describes what she is attempting to do. There is no one way – there is only The Way.

Should the Hsien's Chi Attributes be out of balance, she will find it quite difficult, if not impossible, to employ the greater reaches of Nei Tan. For every point of difference between her Chi Attributes, one level of Nei Tan is restricted and may not be used, moving down from the fifth level. For example, Shinma with Yin 4 and Yang 2 may only use the first three levels of Nei Tan, even if they have learned the fourth and fifth.

Modifiers work as normal when applied to Nei Tan, though elementally-aspected Fortunes do not.

๑ T'ai Su – The Great Primordial

As Chi condensed into physical form to create the world as we know it, so too do many of the Hsien reverse that effect, gaining total control over the expression of their bodies. At its most basic level, this mimics the capabilities of some mortal monks with extensive training — the Hsien may control her heart rate, her breathing, even her body temperature with fine control. However, because she is a being of pure Chi, her control goes further still, and she may temporarily or even permanently alter her form by will alone.

Shapeshifting: Favored so by tanuki for its usefulness in perpetuating practical jokes that it has entered mortal folklore as a natural capability of theirs, many other Shinma value the technique of Shapeshifting as well. Altering one's features (such as hair, eye, or skin color, sex, and so forth) costs a single die. Unlike other effects, this can be made permanent with the expenditure of 10 dice on the Continuance modifier — fortune (and Fortunes!) must indeed align, but it can be done. To make greater changes, such as transforming into a tree, stone, or other inanimate object, three dice are necessary. To the touch, the Hsien has the properties of whatever she's become, but if struck a Hsien-turned-stone will give way easily, and the transformation will almost certainly fail — a Willpower roll, difficulty 8, is necessary to maintain the form. Transformation into another species is quite difficult, requiring five dice, and while she may indeed be able to breathe water as a fish or fly as a bird, she does not necessarily understand intuitively how to do so. Additionally, Attributes remain the same, so a Hsien who transforms into an enormous, angry bear does not become the vicious combat powerhouse she might hope to be. Unless she amplifies her Attributes with Wu Tan, she will certainly be weaker than the average bear.

Visage of the Dead: Apart from appearing as living or natural things, the Hsien may tap into the deepest point of Yin she possesses, taking on not only the appearance but the nature of a corpse as well. For so long as she wishes the effect to function, she is dead, wholly and utterly. She does not and cannot perceive what is going on around her; her innermost self is ensconced in a pit of Yin Chi like Yang waiting to boil forth. If her body is disturbed, harmed, or even destroyed in the intervening period, she experiences the effects as soon as the effect ends, which may well kill her in truth.

๑๑ T'ai I – The Great Change

Echoing the birth of reality itself, understanding of this level of Nei Tan allows the Hsien to reinterpret their relationship with the world around them, and so reinterpret themselves, as the Shinma seek a timeless place from which to perceive the 10,000 Things.

The Axis of Time: The Hsien stands astride time itself, following right action through to her goal. The time necessary for any extended action is reduced by half for each die allocated, to a minimum of one turn.

The Timeless Vigil: By stepping outside of time entirely, Shinma may, in effect, enter a state of hibernation, as time passes around them. This is most often used with a Shapeshifting effect to render the Hsien an uninteresting inanimate object, the better to avoid attention. Any active effects placed on the Hsien when she enters this state are suspended — regardless of their Continuance value, they do not terminate until after the The Timeless Vigil runs its course. To the Shinma, time passes in the blink of an eye, though Heaven does not suffer goldbricks well, and sleeping away the ages is a poor use of one's enlightenment.

๑๑๑ T'ai Chi – The Great Pole

To perceive the locus of reality itself is to stand at the axis of the 10,000 Things. They are a lever placed at the perfect fulcrum point, and thus may move the world, which is to say, move the Chi that makes up the world. Yin and Yang are meaningless to the Hsien who achieves this level of enlightenment, or rather, they are one and the same, and she may exchange them freely.

Transmute Chi Values: The Hsien may shift her own internal Chi, exchanging Yin for Yang or Yang for Yin on a one-for-one basis, requiring one die allocated for each. While most practitioners of Nei Tan use this to maintain balance as best they can, some few intentionally throw off that balance, using it to shift Legacies in a heartbeat without meditation. Altered Chi flows persist for a scene, unless one Chi value is

raised above 5, in which case it persists only for a single turn — the world cannot tolerate such imbalance for long.

Transmute Chi Flow: All things are of Yin and all things are of Yang, but frequently one outmatches the other, for balance is rare and difficult to maintain. The Hsien may alter that balance, flooding a flame with Yin to snuff it out, or boiling water away in an instant with a suffusion of Yang. All things are in a greater balance, however — the Yin and Yang must come from somewhere, must balance themselves out in the end. Many strange effects are possible with this power that are beyond much of the Shinma purview — for example, flooding a corpse with Yang chi to make it get up and walk around, or freezing a flame with a sudden burst of Yin, making it into a strange, glowing sliver of glass.

๑๑๑๑ Yu T'un – Chaos

Even in chaos, there is order — the order, here, is represented by the Hsien who has reached this exalted level of self-mastery. Though the storm may lash at her, she is still, serene, and completely dry, for she avoids the raindrops. Though her enemies may set upon her from all sides, she is always where they are not. This awareness extends down through the microscopic level and into chance itself.

Alter Probability: The Hsien has accepted chance, and in so doing become fast friends with it. As a result, she may subtly shift probability in her presence, making the unlikely sure to happen and the nigh-guaranteed practically impossible. Games of chance are her playthings, random number generators will consistently spit out whichever number she desires, and so forth.

Eye of the Storm: The greatest assault is simple defense. The Hsien adopts a centered posture, and from that moment the enemy will find it far more difficult to strike her, and will pay dearly for each blow. Any attacks made against the Hsien are made at +1 difficulty, and should they land, the Hsien may make an instant counterattack before damage is resolved — if she takes a foe out of the fight with this counterattack, she does not take damage from the foe's attack. However, should she make an attack normally, this effect immediately ends.

๑๑๑๑๑ Wu Chi – No Limit

With full self-mastery comes the removal of all limitations, even that of flesh and spirit. The Hsien manifests a jade key — it has no true power, but is a symbol of her understanding and awareness. No door is barred to her, and she may traverse the spirit world as easily as the material. Her exile is not over — Heaven chases away any Shinma who dare approach its gates — but many believe that this is an important first step to regaining their rightful place in the order of Heaven.

Unbarred Gates: The Hsien may create a portal into any spirit realm, including both the Yin and Yang worlds and any spirit sanctuary. To fully traverse the Gauntlet, the Hsien must allocate dice to Degree equal to the local Gauntlet rating.

Barring the Way: By draining an area's Chi and using it to strengthen the Gauntlet, the Hsien render the Yang World even more difficult to reach. Every two dice allocated for this effect raises the local Gauntlet rating by one until the next sunrise, when it returns to normal, unless extended with Continuance.

Modifiers

Modifier	Effect per success spent
Abundance	1 other person / 2–5 people / 5–25 / 25–100 / 101–1000
Circumstance	Common/Uncommon/Unique
Continuation	Turn/Scene/Two Hours/One Day/Week/Month/Year
Domain	Room/Building/Village/City/Province
Effect	Dice of damage or Minor/Basic/Significant/Major/Spectacular Changes
Magnitude	Hand/Being/Way/Space/Expanse/Vista/Horizon

Inanimae

During the Mythic Age, everything dreamed. Waterfalls had the ability to speak, mountains opened up and shielded early humans from the Fomorians, winds brought sound, and fire laughed as it consumed what it desired. Though the Sundering and Shattering weakened them, these elemental faerie souls — the inanimae — never left the Autumn world. Instead, the Dreaming cast them into places of natural rest, where they slept until stirred by events in the surrounding world.

The Krofted (inanimae bonded to objects that had been worked by human hands) slowly stirred from their slumber during the Industrial Revolution as their original homesteads ended up as food for fires in factories, or were processed into items and trinkets. Many among them state that they were the victims of an unwinnable war with humanity, and now reside within crafted objects, and even toys and mannequins. With the Glamour of the Resurgence, Gladelings (inanimae bonded to natural, untouched phenomena) returned to the world again. Realizing that the Krofted outnumbered them, they decided to maintain the treaty crafted at the end of the Making War.

Kithain often refer to them as nature fae, or the Sessile Ones, but their contact was sporadic until the Evanescence, when nightmares and minions of the Elder Dark once again roamed the landscapes of the Dreaming and Autumn world. Though they fear that changelings will come to their Anchors and consume the Glamour within, due to the diminishing number of balefires, the inanimae know that they need to find common ground with the Kithain both to prevent the Fomorians from returning and avoid the Long Winter.

Anchors

Anchors are essential to keeping inanimae in the Autumn world, acting as personal freeholds as well as faerie souls. Those with Kenning can spot a golden nimbus around Anchors on a successful Perception + Kenning roll, difficulty 7 (5 if the inanimae is awake). Though the inanimae senses if someone

Lexicon

Anchor: A physical object, or fragment of nature, tying the faerie soul to the Autumn world. It's an individual freehold with a constant Near Dreaming presence. The type of Anchor determines which of two courts the inanimae belongs to.

Dreamform: Faerie mien. The true appearance of an inanimae. Unless calling upon the Wyrd, or entering a Husk, the Inanimae is unable to interact with the Autumn world or Kithain.

Gladelings: Term used to describe inanimae whose Anchors remain in their natural state.

Husk: The mortal seeming that inanimae adopt to interact with mortals and changelings in the Autumn Realm. Husks exist in a perpetual cycle of death and rebirth, aging significantly whenever used. Also called a façade or flesh façade.

Husk-riding: An inanimae in her Husk form.

Krofted: Inanimae with Anchors created by mortals.

Making War, the: A long war between a solimond and Krofted coalition, and the other Four Slow Empires. At the end of the war, the Shattering occurred, but not before the Empire of Flames was brought to its knees and occupied by the others. An accord, similar to the Kithain Escheat, was established between the Gladelings and Krofted at the time.

Phyla: Inanimae kiths; singular, phylum.

Sliver: Inanimae magic. Can only be Unleashed.

Slow Empires: The phyla's homelands, located in the Deep Dreaming, accessible from inside the Near Dreaming. No trod gateway from the Autumn world leads to these realms.

Somnolence (or the Long Slumber): A long sleep induced to cleanse Banality. Krofted inanimae slowly emerged from their slumber by the mid-19th century, but Gladelings remained dormant until the Resurgence in 1969.

inflicts damage on her Anchor, characters won't suffer any health loss through the connection.

Being focal points between the Autumn world and the Dreaming, Anchors exist simultaneously in both the Near Dreaming and the Autumn world. They also provide a gateway to a trod connected with the inanimae's Slow Empire in the Deep Dreaming. Within an Anchor is a home waiting for the bonded faerie. Gladeling Anchors are sparsely furnished, while Krofted ones often mimic the popular style at the time the inanimae bound herself to the location. For example, a kubera's oak tree Anchor is exactly that in both worlds, but the Near Dreaming aspect displays windows, a front door, and consists of several rooms throughout the tree.

In the Dreaming, volume is not determined by size, and a tree may in fact contain as much space as a grand palace in the Autumn world. It all depends on the type of Anchor and inanimae. Bringing guests into an Anchor directly from the Autumn world requires either the joining party, or the inanimae herself, pay one point of Glamour for each person. Accessing the home while in the Dreaming does not incur this cost. Should the inanimae enter an Anchor witnessed by a mundane mortal, she immediately suffers a Banality trigger.

When an Anchor is destroyed, the inanimae must quickly find a new location to bond with or become Undone. If this happens while Husk-riding, she has some extra time to do this, and loses one dot of Glamour per day. If she's not wearing a Husk, she loses one dot of Glamour per hour until she's Undone.

In order to bond with a new Anchor, the inanimae must secure a new location. The player rolls Glamour (difficulty 7, or 8 if the inanimae is changing courts) to determine if the Anchor accepts the soul. The player then spends a dot of Willpower to make the connection permanent.

Court

Unlike the Kithain, who decide on their allegiance to a court based on Legacies, the inanimae automatically belong to the court that defines their Anchor. It's possible to switch between courts, but that means destroying the old Anchor, and if done with intent, this act triggers Banality.

Gladeling

Gladeling inanimae are fae who have retained their original Anchor in some form, or who sought out a suitable home that remains untouched by human hands. Regardless of location, the Anchor has such a strong presence on the mundane plane that it creates a reflection into the Near Dreaming naturally. While many consider themselves to be the epitome of faerie culture, needing neither flesh nor mortal form, this makes it slightly harder for them to interact with humanity. Since their courts also color their personalities, Gladelings tend to exhibit direct, primal behavior.

Gladelings begin the game with a free dot in their Affinity Sliver.

Krofted

Being Krofted is a Gladeling's nightmare, and many claim that such inanimae are corrupted by humanity. The fact that members of this Court strive for the Gladelings to take a larger interest in humanity doesn't help the rumors, and despite the Making War being under a truce, the other inanimae distrust the Krofted. It's true that they understand humanity better than Gladelings, but they can never fully come to terms with what it means to be mortal. This doesn't change the fact that they *believe* they do, so they mimic human life to the best of their abilities.

Gladeling to Krofted

If an Anchor is removed from its place of origin, the inanimae suffers a +2 difficulty on all actions due to distraction and discomfort. Once the shaping process begins, roll for Somnolence (p. 440), followed by a Glamour roll (difficulty 8), if she remains awake. Success on the roll allows a bond to forge between the new Anchor and the phylum, while failure indicates becoming undone.

Krofted often work alongside humans while husk-riding in order to create facades of human life. Some even attempt to maintain long-term relationships, which only bring heartache and sorrows in the end. Many of them are certain that the only way for the Inanimae to counter the effects of the Long Winter is to turn into Krofted.

Krofted begin with one dot in the Husk Background.

Husks

Husks are as vital to the inanimae as human bodies are to the Kithain. They are the only shields inanimae have against Banality's devastating effects on faerie souls. Banality ages the Husk. The first time it's worn, it appears as a preadolescent human in good health. For every week it's used, the Husk ages a year. Furthermore, every point of Banality gained ages the Husk three more years. Once a Husk reaches old age, it decays until the inanimae creates a new façade, reborn into youth as the cycle begins anew.

How the body appears depends on the type of phylum and her rating in the Husk Background (p. 445). Husks must withstand the scrutiny of mortal perceptions or invoke Banality as the Mists rationalize the encounter. When an inanimae is among mortals, the player must roll Manipulation + Husk against the difficulty of the highest Banality rating present. The player must only roll this once per scene, unless something in the situation changes significantly, such as the appearance of Autumn People. Failing the roll adds a Banality point and ages the Husk in the process, while a botch adds two Banality points.

When a Husk perishes due to loss of health levels, the inanimae is immediately thrown out of the Autumn world and back into the Anchor regardless of distance between the faerie and homestead. Willingly destroying a Husk in this manner to swiftly travel home over vast distances adds one Banality point and one Nightmare Die.

Glamour

As long as the inanimae has an Anchor, she can spend and gain Glamor the same way that Kithain do, with a few exceptions. While lacking an Anchor, characters can only regain Glamour through Reaping or by using dross.

Harvesting

An inanimae has to revert to her true self and connect with the fabric of her Empire's elements in some way. This contact must be uninterrupted for one hour before a roll is made. Gladelings must always have access to pure elements, while the Krofted are able to use those in cities and populated areas.

Once the required period has passed, to the player rolls Perception + Kenning. The difficulty varies by the character's Banality and the location. The successes on this roll determine the maximum amount of Glamour she can garner at the time.

Place	Difficulty
Anchor	Banality + 0
Almost Exact Substance (same as Anchor, but not Anchor)	Banality + 1
Vaguely Similar Substance (same Empire)	Banality + 3
Inanimate Object (different Empire)	Banality + 4

Reaping

Sometimes time is of the essence. Many use Reaping after having lost an Anchor to delay their Undoing in the face of Banality while searching for a new home. Others have a malevolent streak to them and prefer reaping above other methods. The inanimae connects to the Autumn world itself, wresting precious Glamour from its very core through will alone.

System: In order to Reap, the inanimae has to revert to her true form. Once the process of wresting Glamour from the elements begins, roll the character's Banality (difficulty 9). Each success grants the inanimae a point of Glamour, but also taints her soul, resulting in a Nightmare die.

Musing

Sometimes an artist finds herself extremely inspired in the vicinity of an Anchor. When this happens, an inanimae can reach out to her and captivate her senses, thus creating a truly inspirational bond between the Anchor and the artist.

System: When the artist approaches the Anchor, the phyla can attract the mortal with Slivers, or by spending points of Glamour to give the Anchor the sense of the tranquil, inspiring place that the target desires. Once the artist returns multiple times, the phyla can attempt Reverie, using the same system as changelings (p. 260).

The Dreaming

When traveling into the Far and Deep Dreaming, apply the changes to Birthright and Frailty, Glamour, and Unleashing, as described in Chapter Seven. Remember that when the phyla return to their Empire, it means entering an isolated realm in the Deep Dreaming with extremely few trods unconnected to Anchors.

Bedlam

Inanimae suffer the same risk of Bedlam as changelings, even if they are closer to the Dreaming than their flesh-bound relatives. See p. 294 for more information about Bedlam.

Somnolence

When an inanimae has a Banality rating that exceeds her Glamour rating, she runs the risk of falling into Somnolence. For some this is a good thing, as it cleanses them and renews their spirits before waking again.

The only time an external force induced Somnolence in the inanimae was during the Shattering, when the Dreaming protected them from the ravages of Banality by casting them into Anchors and sending them into hibernation. This lasted until the mid-19th century for those who became Krofted and the mannikins, while Gladelings remained asleep until the Resurgence Glamour stirred their them from their dreams.

System: Roll Glamour (difficulty of Banality + 2, maximum 9). If the roll fails, the Inanimae is slammed back to her Anchor and falls into a deep slumber. This sleep lasts for one year for every dot by which her Banality exceeds her Glamour. Once that time passes, her Banality rating drops two dots below her Glamour, and she removes all temporary Banality. If the roll is botched, or if the character's Banality rating ever reaches 10, the inanimae is Undone.

Phyla

Modern inanimae gather into kiths they refer to as phyla based on the material they choose to inhabit. Each phylum have come together in Slow Empires that work outside Kithain and human understanding, and are as important to the inanimae as the Autumn world is to changelings.

The Slow Empires

While many lesser domains exist among the inanimae, their Slow Empires divide into different categories that reflect the core nature in their aspects.

- **Empire of Dolls** (mannikins) — mostly images carved, molded, and otherwise shaped by human hands
- **Empire of Flames** (solimonds) — naturally-occurring ambient energy, lightning, wildfire
- **Empire of Seeds** (kuberas) — plant life
- **Empire of Skies** (parosemes) — gases, weather disturbances, clouds, mists, and odors
- **Empire of Stones** (glomes) — dense solids, rocks in both raw and natural state, metals
- **Empire of Tears** (ondines) — liquids, waterways, bodies of both standing and running water
- **Empire of Flickers** (mannikins) — inanimae that returned from the Dreaming over the past 30 years, who anchor to conditions of artificial light, including television broadcasts, computer transmissions, and films

Glomes

Heavy Folk

Do not deceive me, changeling! The stones remember your promises!

Glomes are the extremely patient philosopher-generals of the inanimae, and when enraged they bring down the full force of a mountain on their foes. Admired by trolls for their honor and dedication, inanimae of this phylum led the charge against the Solimond Empire during the Making War. Following the Evanescence, the battle drums echo throughout the Slow Empires, once more calling to them to assume their old duties and lead the battle against the darkness. Despite taking over a decade to rouse from dusty old libraries and diplomatic errands, the generals now pay attention to the threat posed by the Elder Dark and their minions.

Glomes love assembling lore, and value knowledge as much as personal honor. Though conflict exists between the Gladelings and Krofted, tensions decreased dramatically since the turn of the millennium, allowing them to come together and create the only inanimae collection of mortal history. Other phyla scoff at them for their passion of preserving the past, but the glomes know that the path to the future lies with understanding where they came from.

Anchors: Suggested Anchors for Gladelings include natural rock formations and unrefined ore. Krofted Anchors range from buildings and abstract art made from stone, to objects crafted out of metal (except cold iron, of course).

Husks: The façades of glomes often reflect their crude, natural affinity for elements pertaining to stone, resulting in bodies with much mass, be it muscle or weight. Gladelings have deep, earthy skin tones, with sharply-contoured bodies. Meanwhile, the Krofted tend to go for chiseled and marble-like appearances.

Lifestyle: Pursuing their passion for lost lore is important to the Heavy Folk, often blinding them to other duties. Like the geological progression of landmasses, the glomes are slow and overbearing, considering possible scenario outcomes before deciding on which course to take, no matter the situation. They enjoy cultivating relationships within the Kithain courts and other Slow Empires, sometimes even using gems and valuable minerals to entice others into divulging their secrets or ensure loyalty (even if glomes secretly despise dishonorable individuals).

Unleashing: Magic of the Stones brings with it the sound of boulders rolling down mountainsides, or rock edges scraping together, while tremors and cracks spread outwards from the inanimae (towards a possible target of the spell).

Sliver Affinity: Petros

Birthright

- **Strength of the Stone** — Glomes gain an additional two Bruised health levels, and two dots of Strength, even if it takes the Attribute above 5.
- **Eidetic Memory** — As the Merit (see p. 180).

Frailty

- **Weight of the Stone** — Appearances may deceive concerning glomes. Regardless of mass allocation, their bodies are extremely heavy. Storytellers decide the exact weight but it's not uncommon to be in excess of 500 pounds (227kg).

  Glamour: 6 **Willpower:** 5 **Banality:** 4

Kuberas

Dryads, Nymphs

You owe your success to me. It's time to pay.

Haughty, merry, and always in the pursuit of the exquisite and expensive material life, many consider the kuberas to be the sidhe of inanimae society. Although viewing themselves as faerie royalty, they realize that their unique position among the phyla makes them vital for gathering information about mortals, changelings, and dark fae in the Autumn Realm alike.

They are experts at taking seeds, metaphorical or physical, and successfully nurturing them with remarkable results. During times of war, this pushed them into roles as strategists, assassins, and spies. Today they run gambling establishments, play the stock markets, and pursue anything else that provides them with the comforts they desire. In preparation for a possible conflict with the Elder Dark, the kuberas use this talent to indebt others to them.

Anchors: Commonly, Gladelings anchor themselves in ancient groves, a single towering tree, or in fields of flowers and other plants. The Krofted pride themselves on claiming homes inside elaborate walking sticks made of wood, or bushes crafted into intricate shapes by talented gardeners.

Husks: Kuberas prefer to clothe themselves with graceful and erotic appearances, though some prefer to assume plump forms with potbellies, something that reminds them of fertile life, feasts, and rebirth. Quite often their hair is of a brown shade, with slight tints of green.

Lifestyle: Kuberas are obsessed with prosperity. If they cannot live among mortals with style and excess, then life in the Slow Empire and the Anchor provide enough amusement to sustain them for a brief period (especially if the bring human playthings with them). However, they don't define value the way others do. To them, something is valuable if it's readily available and pleasurable. Other phyla consider them shallow, but truthfully, the kubera is the most sensual among them.

Unleashing: When the kuberas Unleash, their magic the air fills with the scent of freshly cut-grass. Plants increase their growth substantially, and new vegetation emerges from the ground, while the area resounds with trees blowing in the wind.

Sliver Affinity: Verdage



Birthright

- **Fertile Mind** — Kuberas are able to increase the fertility or productivity of any enterprise, whether childbearing, farming, or stock market dividends, as long as they themselves are not the primary beneficiary of this enterprise. Everything they touch turns to gold, sometimes literally: seeds, lottery tickets, bank accounts, raw food, soil, or generative organs. When using this Birthright, the player rolls the character's Glamour (difficulty 7). The greater the number of successes, the more pronounced the effect.
- **The Glow** — As the Sex Appeal Merit (p. 178).

Frailty

- **Shining Beacon** — The love of standing in the spotlight makes it harder for the Mists to shield the kuberas from the Autumn world. Whenever they perform an action that calls on attention from the Mists, count the Banality rating in witnesses as two steps lower on the chart (p. 269).

Glamour: 6 **Willpower:** 3 **Banality:** 3

Ondines

heart collectors, nereids

What is our place in this world? Do we even have one?

Ondines are hauntingly-shy beings that conceal themselves behind webs of lies and deflections: always hiding in plain sight, talking, but never about themselves. They lead lives behind masks while they study the world, in order to understand humans and find answers to major philosophical quandaries, such as the nature of mortal souls.

Other fae sometimes wonder why the ondines walk on land at all. Some claim they did something wrong and the sea banished them, others that they sacrificed their own souls so that the phyla could better understand humanity. Whatever the case, ondines wander on land, cast out from the sea, constantly reminded of what they once were and what they can never fully become again.

Their lives are deeply entrenched in personal sorrow and endless seeking, making them a gentle folk instead of vengeful. When possible, the ondines accept roles as negotiators and peacebrokers, regardless of if it's regarding grand-scale conflicts like war, or escalating tensions in a neighborhood.

Anchors: Both courts anchor themselves to bodies of water, frozen or otherwise. Gladelings reside in natural waters such as mountain rivers and lakes, while Krofted use reservoirs and dammed rivers.

Husks: Ondine Husks are almost perfect copies of real human bodies. In fact, their only distinguishable marks are universally sad eyes and a malnourished shape.

Lifestyle: The ondines prefer the company of their own kind above that of others. However, despite this, their curiosity drives them into the world in order to better understand humanity. In efforts to do this, they apply themselves to emotionally-draining work, or seek out those in need of their help.

Unleashing: Beneath the caster, water streams out of the earth, while the cries of dying men fighting off the raging sea fill the air. Magic does not require a mask, and it's said that it reflects the true heart of the caster.

Sliver Affinity: Aquis

Birthright

- **Watery Form** — The ondine's form is nimble as water. In play, this Birthright functions like the sluagh's Squirm (p. 111), but may be applied during combat as well to make the Husk impervious to physical harm. In the latter case, the effects cost one point of Glamour per turn. When this form is active, the ondine cannot make physical attacks, though it can use magic.
- **Poetic Heart** — As the Merit (p. 186).

Frailty

- **Wounds** — Ondines were not meant to walk on land, and each of them bear a stigma because of this. All ondines have a permanent disability of some type, and it is often painful. It may be a painful limp, bad asthma, open wounds that will not heal, massive amount of scar tissue, etc. Anything the player can think is allowable, though it must always be approved by the Storyteller. Players can look to Physical Flaws in the Appendix for inspiration.

Glamour: 6 **Willpower:** 3 **Banality:** 4

Parosemes

sprites, sylph, silfar

Our journeys are as our lives; endless and exciting!

Given time, old wounds heal, as the other phyla proved since the Resurgence. But in the paroseme community, the rift between Krofted and Gladelings has not closed. Though tensions run high, the courts know better than to war among themselves in a world being polluted by humanity, and with paths to nightmares of old remaining wide open. In honest attempts to bring calmness to their kind, the six eldest members of both courts meet annually at the home of the legendary, and well-respected, Mach, in the Empire of Skies. Everyone respects the efforts of the involved, but by and large, the decrees go unfollowed and ignored by the majority.

Historically, they lived truly carefree lives, delivering messages, acting as scouts, and playing tricks on mortals alongside the pooka. Although they dream of the carefree days, the parosemes know that their Empire faces annihilation if corrupted and tainted mortals and fae, especially in the Autumn world, keep tainting natural resources.

Anchors: Parosemes live where wind blows. Gladelings anchor to naturally-occurring winds, while Krofted seek out objects that produce wind, like air conditioners, or brass and woodwork instruments.

Husks: The façade worn by parosemes is always slim, light, and extremely graceful. Their hair appears fluffy and beautiful, following the wind freely in any situation.

Lifestyle: In many ways, parosemes share the eshu need for movement. They travel across the world on personal quests to ensure that the Empire of the Sky stands victorious over humanity's destructive influence on the air. Existing in a single place, for even just a year, makes them restless and depressed, which in turn makes it exceedingly hard for them to maintain relationships outside their phyla.

Unleashing: Paroseme magic creates movement in the wind, with varying strength depending on state of mind. All present levitate, including the caster, for just a brief moment, providing them the sensation of freedom that flight brings.

Sliver Affinity: Stratus

Birthright

- **Vaporous Husks** — By spending a point of Glamour, Husks dissolve into vapor, providing automatic access through cracks and narrow spaces. Non-magical physical attacks cannot harm them in this state. Every turn following the first costs an additional point of Glamour.
- **Flight** — Parosemes fly even when Husk-riding. This costs one point of Glamour per scene (or hour), and allows the inanimae to move five times faster than her running speed (p. 252). However, performing chimerical actions in front of the unenchanted (p. 55) invokes the same risks as for anyone else.

Frailty

- **Chatterbox** — Parosemes are full of desire for communication, and have a hard time resisting their urge to do so through various means. They continue to talk endlessly about both mundane matters, even while in combat. Even if someone prevents them from using their mouths, their urge causes them to create other sounds, such as by tapping their feet. Add two to the difficulty of all Stealth rolls.

Glamour: 5 **Willpower:** 3 **Banality:** 2

Solimonds

salamanders

When our bodies entwined in fiery passion, my love for you was unmatched. I regret that the flames consumed you.

There are no more passionate, vibrant, impulsive, and exuberant inanimae than the solimonds. Their hearts burn with the intensity of the primal flames, constantly seeking new sources to feed their fire. Other phyla know the historical tales of romance between this phylum and mortals, and the price the Empire paid by igniting the Making War after teaching humans to control fire. Countless inanimae consider them traitors, yet all acknowledge that solimonds were the noblest among them. A solimond's word is sacred, and they honor it at any cost.

The Empires currently allow travel into the Empire of Flames, but the realm remains under occupation and foreign rule. The Shadow Court, and other sinister organizations, recruit solimonds living on the fringes of inanimae society, promising to restore lost glory in return for services rendered.

Anchors: Solimonds make their home in heat and light. Gladelings are rare, but live in fire pits, lava-rich areas, and in rare cases, inside freehold balefires as their guardians. Krofted Anchors include gas stoves, flamethrowers, and spotlights.

Husks: Solimond Husks tend to have a very athletic shape, such as Olympic swimmers and gymnasts, with wavy hair that either flows or is shaped into spikes. Although their physical beauty is alluring on its own, they always have an aura indicating good health and vibrancy.

Lifestyle: Solimonds live as if there is no tomorrow. They know too well how easily it may be to have their flame snuffed out, through war or heartbreak. Relationships are brief and overwhelmingly intense, and they engage in combat as furiously as wildfires. Today they lead solitary lives, without a home, in pursuit of personal quests. Many have joined Kithain courts as knights, bodyguards, messengers, and sidhe consorts.

Unleashing: No matter what type of magic a solimond wields, his body radiates an alluring aura, like drawing moths to a flame. His body burns like ember, radiating extreme heat, while smoke emerges from his nostrils and mouth, as his hair flames like living fire.

Sliver Affinity: Pyros

Birthright

- **Fiery Souls** — With the expenditure of a point of Glamour, a solimond can let loose a gout of flame. Though it is chimerical, solimonds can manifest this fire in the Autumn world by calling upon the Wyrd (p. 259). To attack, roll Perception + Firearms.

  Solimonds (and Husks) are immune to mundane fires.
- **Strong of Will and Body** — As the troll Birthright (p. 113), but without immunity to botches.

Frailty

- **Honesty at Heart** — This has similar effects to Bond of Duty, the troll Frailty (p. 113). Instead of losing strength and health, solimonds lose access to their Strong of Will and Body Birthright, and their fire only inflicts half damage.

  Solimonds cannot lie unless the player makes a Willpower roll (difficulty 8).

Glamour: 6 **Willpower:** 3 **Banality:** 4

Mannikins

toys, dolls

Sneer at us if you will. At least we are comfortable in our bodies.

Mannikins outnumber all the other phyla. They exist inside human communities, acting as infiltrators that, in some cases, even work alongside mortals. Despite general animosity, many mannikins supply glomes with information on human history, and gain a foothold in one of the other Empires (if only a minor one).

With such vast numbers of these inanimae spread over the world, rumors circulate both among the Kithain and the Slow

Empires about a conspiracy to use their human connection and eventually take control of Glamour and assume leadership in both worlds. However, if a conspiracy really exists, it has yet to emerge. No one truly knows what goals and motives mannikins have, but they have their Empire of Dolls to fall back on.

Anchors: Many mannikins Anchor themselves in old toys and objects with human-like appearances. However, their nature is always just alien enough that humans notice the Anchors on a subconscious level. Gladelings exists in a handful, and they remain anchored to locations whose geological process made them appear as human faces or bodies.

Husks: Mannikins usually blend in quite well among humans. Typical models are taller than the average human. Most have angular features with an elegant blankness to it. It also needs to be said that the majority of the mannikins assume Husks that appear as store mannequins. Subconsciously, humans notice the Husks, but this does not inflict Banality on them; instead, mortals just might find the new school teacher or fashion boutique owner quirky or eccentric.

Lifestyle: Mannikins do not fear the Autumn world like other inanimae. They want to experience every aspect of it, and live lives reflecting those of the Glamour-creating mortals. They explore the world with constant curiosity, learning as they progress through life. The Evanescence instilled a sense of fear in the mannikins, and it makes them work hard to thwart the dark fae.

Unleashing: In a world of objects and machines, their Unleashing is really noticeable, as it brings life to the inanimate for just an instance. In their vicinity, cars open their hoods as if they're mouths, walking sticks move on their own, and telephones dial numbers of their own accord.

Sliver Affinity: None

Birthright

- **Living on the Edge** — Due to their special status as creatures living in the shadows between inanimae and Kithain, mannikins can wield Kithain Arts, though they must purchase Realms to do so. However, their duality prevents them from ever taking the fifth dot of any Sliver or Art.
- **Mimicry** — Mannikins receive two extra dice on Husk rolls to avoid mortal discovery since they have lived among humans longer than any other phylum.

Frailty

- **Alien Soul** — Living in the Autumn world means exposure to Banality, despite the fact that their souls belong to the Dreaming. This works as the Arcadian sidhe Frailty, Curse of Banality (p. 107).

Glamour: 6 **Willpower:** 4 **Banality:** 6

Character Creation

When creating inanimae characters, follow the normal creation process as detailed on p. 140, but account for the following differences.

Freebie Point Costs
5 points for a dot of a Sliver4 points for a dot in an Attribute
3 points for a dot of Glamour
2 points for a dot in Abilities or Willpower
1 point for a dot of a Background

Merits & Flaws

Inanimae characters may choose any Merits or Flaws (see Chapter Three) available to the Kithain, with the following exceptions.

Merits Physical: Huge Size (glomes count as troll) **Mental:** Knows Too Much (no phyla) **Social:** Escapee, **Supernatural:** Animalistic Favor (only Krofted), Faerie Eternity (no phyla)

Flaws Physical: Asthma (no ondines) **Social:** Sell-Out (no phyla), Fallen Noble (no phyla) **Supernatural:** Slipped Seeming (no phyla), Winged (only Krofted)

Seasonal Magic (5-pt. Merit – no Krofted or mannikins)

Your soul is so deeply entwined with one of the four seasons (of the western hemisphere in the Autumn Realm) that your Anchor's chimerical quality always reflect this period. However, this affinity for your season grants insight into the Kithain Arts attuned to that particular time of the year. This Merit allows the character to purchase dots in *one* seasonal Art (Spring, Summer, Autumn, or Winter), in addition to making it possible to gain Realms. Prices for acquiring dots in Art and Realm is the same as for changelings, and the inanimae use standard cantrip rules. This Merit is extremely rare and is bound to attract attention to both the Anchor and the character. It is not possible to take this Merit multiple times.

Polluted/Defaced (1-3 pt. Flaw)

Your Anchors has been permanently damaged, either indirectly by pollution (acid rain, industrial dumping, smog, etc.) or directly by human action (cuts in the bark, cracks made in rock with chisel). This affects you by making you sickly and weak. For each point of the flaw you have above, remove a soak die and add +1 difficulty on Social rolls involving members of your own phylum.

Backgrounds

Players need to consider which Backgrounds to pick for inanimae characters even more carefully than during Kithain creation. Many Backgrounds take time and effort to cultivate, and unless the character interacts with changelings and mortals on a regular basis, avoid the following: Contacts, Dreamers, Influence, Resources, and Title.

All inanimae gain one dot in Holdings to reflect how much Glamour they regain while inside the Anchor. While it's possible to increase the rating, it only affects the number of points recovered and nothing more.

New Background: Husk

This background indicates how skilled an inanimae has become in forging her Husks. Without this Background, the character appears similar to her Dreamform, and is easily subjected to the forces of Banality through disbelief when confronted by humans.

- ๑ Very minor changes (skin tone, human shape)
- ๑๑ Minor changes (hair is more humanlike, facial features becomes less broad)
- ๑๑๑ Human appearance (passes as human during casual observation)
- ๑๑๑๑ Near perfect (seems human to almost everybody except under detailed examination)
- ๑๑๑๑๑ Undetectable (requires advanced diagnostic techniques to see that she's not human)

Experience Points

Inanimae pay the same cost for development as changeling characters do (consider Slivers to be Arts).

Characters can acquire *one* secondary Sliver Affinity as long as it does not oppose the nature of their primary magic. The second affinity cost 14 experience points.

Sliver	Opposed
Aquis	Pyros
Petros	Stratus
Pyros	Aquis
Stratus	Petros
Verdage	Stratus

Slivers

Inanimae wield *Slivers* rather than Arts. Unlike Kithain Arts, which can be somewhat orderly and structured through cantrips, it is only possible to Unleash Slivers. All characters begin with 4 dots that they can divide freely among the Slivers, plus 1 free dot in their Affinity Sliver (mannikins, therefore, only begin with four dots, since they have no Affinity).

Learning a specific Sliver means that the character gains insight into what it means to belong to that Empire and is able to reap a reward from it. Along with the first dot of a Sliver, characters gain an advantage related to it.

Slivers are rated 1 to 5, much like Arts. Each new level indicates better control and less chaos caused by invoking one's will through Glamour.

While in the Autumn Realm, effects are chimerical, and only count as Wyrd if the caster invokes the Wyrd.

Mannikin Magic

Among the phyla, only mannikins possess the mind needed to conform magic into order, which grants them access to using Arts. However, this requires the acquisition of Realms. Both Arts and Realms have the same freebie point and experience point cost as they do for changeling characters. Also, once a player purchases a dot in an Art, her character is able to Unleash it just like changelings do.

Sliver Advantages

- **Aquis** — Anyone who learns this Sliver also gain the ability to breathe underwater.
- **Petros** — Anyone learning this Sliver can climb any rocky surface with even the hint of a hand- or foothold. Reduce the difficulty of climbing such surfaces by 4.
- **Pyros** — Learning Pyros makes it possible for the character to create small campfires with the snap of her fingers.
- **Stratus** — Anyone who learns this Sliver gains the ability to predict weather with a Perception + Kenning roll, difficulty 5. They also gain –1 difficulty to all Athletics rolls.
- **Verdage** — Anyone who learns this Sliver immediately gains the ability to identify any plant species and gain a little knowledge about the surrounding area by succeeding on a Perception + Verdage roll (difficulty 6). Naturally, more successes indicate further insight.

Aquis

Water is life. It's required to sustain mortals, animals, and plants. It divides and unifies, and its shape is never consistent, always changing to suit what (and if) something contains it. Through Aquis, inanimae can instill hope as doubt washes away, or evoke the grief pertaining to losing someone to the sea. They can heal with tears created by this spell, and wound by drowning their victims. It allows them to shatter illusions and mirages, laying the truth bare for all to see. Through the reflections in water, they see the past and distant events occurring as they watch. Aquis control the waters, raising, dividing, freezing, smelting, and even evaporating them. It rises in defense to push enemies back and press them to the ground, and hides movement through mists. It heals aggravated wounds when in the Deep Dreaming, and soothes emotions intensified by Pyros.

Opposed Sliver: Pyros

Petros

Petros bring the stamina, steadfastness, durability, and strength that exists in rocks and the earth itself. Through the use of hands alone, the caster is able to sculpt rocks into life-size statues in a few hours, change the very essence of what type of soil or rock something is, and even transmute minerals (but never into iron). In combat, the Sliver enhances strength and increases health levels (one Bruised level per success on the Unleashing roll; use this as measurement for all things adding

Anchor & Slivers

If a spell is cast in the vicinity of her Anchor, the character gains additional temporary Sliver dots to prevent chaos during the Unleashing. However, this requires the roll to not be a failure of botch.

Range	Number of Successes
Within 100 ft. (30m)	1
Within 50 ft. (15m)	2
In contact with or inside	3

Portal Passage

The inanimae can Unleash their Slivers to create a portal into the Near Dreaming as if they used Wayfare ๑๑๑ (Portal Passage) as long as they have access to something pertaining to the nature of the magic used (Example: small puddle of water for Aquis, or a large tree for Verdage). Naturally, they can also Unleash their element to create the focus for the portal, or rip open the pathway between the Autumn world and the Dreaming, risking Wild Portals and chaos in their wake. Use the rules for commanding Wayfare as described on p. 196 to determine failure and botches.

to Traits). It creates armor out of minerals, and changes the mass and shape of earth, causing it to rise from the ground as walls. Petros connects its user to ancient times, making it possible to access long-lost lore and information to aid in current predicaments. Glomes often use the Sliver to enforce oaths and contracts, binding them with the durability of stone itself, and causing them to be enforced by the Dreaming. Though it cannot create other emotions, Petros is able to instill devotion in others, making it an excellent magic for leaders of all sorts.

Opposed Sliver: Stratus

Pyros

Fire burns. This is its nature, and when it does so uncontrollably, it provides extreme intensity, light, and heat. Pyros reveals lies for the misdirection and subterfuge they are, shining light on the shadows in life. It creates fire, controlling and redirecting it, but never suffocating flames, because fire must burn. It engulfs fists, casing bare knuckles to inflict lethal damage, and enhances the Glamour within Treasures, changing their damage to aggravated. Flames rise to defend their wielder and blind opponents, making it hard for them to hit their targets, or making it easier to escape after being detected. Fire's intensity burns in the heart of all living (and even some undead Prodigals), and Pyros enhances hatred and love to such heights that it eventually consumes the target, instilling paranoia or fear of rejection. It never deals with emotional gray zones, and always take the effects to the extreme, or causes complete numbness as if the flame inside the soul flickered and died.

Opposed Sliver: Aquis

Stratus

Stratus is the essence of air. Tranquil breezes or raging storms, dark clouds or clear skies, soft rain or thunderstorms, all fall into this magic's domain. At the same time, wind also carries messages for delivery, or to overhear. Whispers meant for an individual gain strength as if transmitted over speakers, and screams are swiftly muffled when the air refuses to transmit their sonic waves.

Moving can be a slow, or extremely swift, experience depending on how the phylum Unleashing this Sliver applies its effect while her allies attack their enemies. It also creates temporary illusions, coaxing shadows to cloak movement and misdirection to successfully remain hidden, when required. Although it may create Wild Portals if things go wrong, Stratus also allows teleportation over brief distances (such as within a city or skyscraper).

Opposing Sliver: Petros

Verdage

Verdage involves control of the living nature, ranging from plants to animals, and even objects made out of natural materials (without chemical treatments, etc.). Through this Sliver, users create and cure natural poisons, locate tracks of their target's movement, clear overgrown terrain, and soothsay by looking at the threads of fate as the roots of life itself. Verdage summons wildlife and chimera born in the image of such, and makes it possible to communicate with them, instilling a sense of familiarity between user and target. Furthermore, it creates plants, makes soil fertile or infertile, moves budding growth, and causes it to bloom. Nonetheless, despite its ability to animate plants, it cannot create intelligence. The Sliver also makes it possible for casters to create objects out of nature's resources through envisioning them in their mind, as well as transmute organic substances from one to another.

Opposed Sliver: Stratus

Other Kiths

The 13 kiths presented in Chapter Two are by no means the only ones that exist. They are simply the most common kiths in Concordia. What follows are some of the other fae beings that exist in the World of Darkness. Except where noted, they follow the same mechanics for character creation and other game systems that the Kithain do.

Ghille Dhu

The seasons change, and with them change the ghille dhu. Spirits of the green and nature, the ghille dhu were once thriving creatures that shifted their natures based on the season.

Born in spring, they would pass from strength in summer to aged, learned creatures in autumn, and taught their wisdom in winter, only to die and be reborn from their bowers again. This was the cycle of the ghille dhu.

The Sundering changed all that. The ghille dhu's cycle of life was disrupted, letting them age prematurely or be born as full-grown adults. Insanity gripped many ghille dhu, who put themselves to death rather than suffer this tortured existence. A desperate few followed the commoners after the Shattering and took on the Changeling Way to try and reconnect with nature and the Dreaming. This desperate act saved only a few, and at a high cost. When ghille dhu encounter Banality, it sends them spiraling from one seeming to another, from Spring to Summer and Autumn, until finally their short lives end in Winter and death.

These tragic fae have embraced their short lives as a chance to help reconnect the Dreaming to the natural world. Their bodies change as they age, from green, fresh skin to wizened old bark by the ends of their lives.

Affinity: Nature

Revelry: Ghille dhu can regain Glamour from wandering alone in the forest, or by tending to other trees and plants.



Unleashing: A ghille dhu's magic calls up moss, flowers, and grass that grow even in concrete or plastic. These plants fade and die as soon as the Unleashing ends, but the scent of pollen or decaying plant matter (depending on what the Unleashing accomplished) lingers.

Birthrights

Nature's Bounty — Like the Nunnehi, ghille dhu may harvest Glamour from nature (see p. 418). Ghille dhu of all seemings possess this Birthright.

Spin The Wheel — Once per story, the player may reroll a single roll without spending anything to do so. Only Spring-seeming ghille dhu possess this Birthright.

Rose and Oak — Summer ghille dhu gain a dot each of Appearance and Strength to represent their beauty and power, even if this takes them over five. Only Summer-seeming ghille dhu possess this Birthright.

Wisdom of the Ages — Once per lunar cycle, an old ghille dhu may tap into her connection to the Dreaming and its natural cycles to meditate over a question regarding the fae. She must seek out a natural spot and ask her question; this requires a Willpower roll. Simple yes/no questions are difficulty 7, with anything more complex at a higher difficulty, set by the Storyteller. Should the roll botch, no more answers can be given on the subject. The difficulty increases by one for each additional time the ghille dhu asks a question, and woe to the ghille dhu that tries to push her luck. Only Autumn-seeming ghille dhu possess this Birthright.

Frailty

The Kiss of Death — Ghille dhu rapidly age from seeming to seeming due to the crush of Banality. Should a ghille dhu suffer chimerical death, she automatically ages to her next seeming. Every time the ghille dhu gains a dot of Banality, her player must succeed at a Glamour roll (difficulty equal to the ghille dhu's current Banality rating), or the character passes into her next seeming. Once she passes beyond Autumn, the ghille dhu's body dies.

"I'm newly born and will soon die. I can feel this world dying all around me, but you can't see!"

Korred

The korred are keepers of lore and masters of tradition among the Kithain. They hold the secrets that can never be told but must never be forgotten. They are master sophists, choosing their words carefully to ensure their closely-guarded mysteries remain obscure. They are also rite masters, making certain the ancient rituals that fortify the Dreaming are continually observed.

Most Kithain think of the korred as being secluded in a tower, surrounded by nothing but stacks of dusty tomes. Nothing could be further from the truth. The korred believe that knowledge is essential for survival. They know the loss of their history and culture due to the Shatter-



ing damaged the Kithain more than they realize. Because they believe the key to preventing the Endless Winter lies somewhere in the past, they fearlessly seek out any scraps of information that might help preserve the Dreaming.

Korred are short and stocky with long, hairy ears. They tend to dress in earth tones and decorate their thick hair and beards with braids and beads. In mortal society, they take on roles such as lawyers, judges, and historians.

Affinity: Fae

Revelry: Nothing is as Glamourous to the korred as secrets and rituals. They may partake in Revelry through any endeavor that touches on either, such as recovering long-forgotten knowledge or helping someone master the etiquette of a formal dinner party.

Unleashing: Korred Unleashings hit with the weight of ages. They carry with them the promise of untold secrets and limitless knowledge. Anyone who witnesses a korred Unleashing feels as though they are on the verge of a great epiphany that is just out of reach.

Birthrights

Testament — At the moment of his Chrysalis, the Dreaming entrusts one of its greatest secrets to the korred. It might be the hiding place of an ancient, powerful treasure. It might be the key to entering a freehold that was once the seat of power for the High Kings of antiquity. It might even be how to reopen Silver's Gate. Whatever the secret is, revealing it widely would rock Kithain society. Additionally, once per scene involving places or creatures of the Dreaming, the korred may make an Intelligence + Gremayre roll (difficulty 8) to see if he knows any secrets relevant to the current situation.

Balance — A korred's quest for knowledge makes him intimately aware of the dangers of the Dreaming to an extent unparalleled by other Kithain. Because of this, he can recognize when he begins to favor Glamour at the expense of his mundane half. Once per story, a Korred's player may spend a point of Willpower to negate an Imbalance.

Frailty

Truth — As the chosen guardian of the Dreaming's secrets and traditions, a korred is forbidden from altering any of it. He may never knowingly tell a lie. He may elect to not volunteer information, or word a statement in a misleading fashion, but the letter of everything he says must be true.

"Ah, but that was merely your assumption! If you'd paid attention, you'd know that wasn't what I actually said."

Merfolk

The oceans of the world harbor a kith so disconnected from their landwalking brethren that many fae do not believe they exist at all. Merfolk live in the deepest part of the oceans, separated from other fae and the touch of the mortal world by the darkness of the sea. A truly alien kith, the merfolk see themselves as the true children of the Tuatha de Danaan, untouched by the mortal world. Merfolk don't reproduce with mortals and shun all connection to the mortal world. This separation is due to the nearly lethal touch of Coldness (Banality) to a mer, as Coldness strips a mer of their Glamour until they can no longer breathe underwater.

Merfolk life is radically different from the fae world on land. Young mer (Nereids) are taken to grottos at a young age to meet with a fish spirit called an Apsara, sent to them by the creator spirit Vatea. The young mer bond with the Apsara, gaining aspects from the new piece of themselves. The Apsara also influences the mer's personality and what position they will have in society, either in House Lorelei (the protectors), House Melusine (the scholars), or House Syrinx (the nobility).

All merfolk share an alien, mysterious beauty. When they walk on land with their fish tails split to make two humanlike, scaled legs, they are tall, muscular, and nearly completely hairless. Though they're as diverse as the fish they bond with, all merfolk share a devotion to enjoyment, sensuality, and protecting their ocean home.

Affinity: Nature

Revelry: Merfolk regain Glamour from frolicking under the waves with their own kind, but also from taunting and tempting human sailors to dive into the water.

Unleashing: The seas themselves respond when a mer Unleashes. Fish and other sea creatures shimmer and provide colorful accompaniment, while clouds gather and the waves roil.

Birthrights

Apsara of Vatea — Mer bond at a young age with a sea creature, a fish spirit they call their Apsara. The mer then gains the powers of the creature in question, gaining one extra dot in an appropriate Attribute correlating to the abilities granted by the Apsara. For example, a tuna might grant a point of Dexterity or Strength, while a lionfish mer might gain a dot in Appearance.



This dot may take an Attribute over 5. Additionally, the mer gains the capabilities of the Apsara in question. The Storyteller decides what Attribute gains the additional dot based on the Apsara, and what abilities the mer gains from their fish-spirit.

Gills — All merfolk can breathe underwater, either through gills or by means of blow-holes and nostrils that close off. The means by which they breathe underwater is based on the mer's Apsara. Those with blowholes can average six hours underwater before they must surface for air.

Ocean's Beauty — All merfolk are seductive and beautiful. A mer cannot botch an Appearance-related roll. Each mer gets an extra dot in Appearance, which can carry them beyond 5.

Frailties

The Coldness — Banality is literally the death of merfolk. As a mer accumulates Banality and loses Glamour, she finds it harder to breathe underwater. Once she runs out of Glamour, the mer can only breathe air and will drown underwater. Mer who do survive are left in the middle of the ocean, naked, with nowhere to go.

Out of Touch — Since merfolk separated themselves from mortal society, they cannot purchase Streetwise, Drive, Firearms, or Computer during character creation without the expenditure of freebie points (and some serious explanation).

"You've fouled the land, polluted the sea. Now you come here into our realm. Come, I'll show you what lies below."

Morganed

Once, sailors plied the waves on small, wooden boats, knowing there was a good chance they would never see home again. The sea called to them — its beauty and mystery irresistible. The morganed were born from the dreams of everyone who looked at the sea with longing, desperate to know what lies beyond the horizon or what awaits in its shadowy depths.

Humans forgot their reverence for the ocean and fouled what they once treasured. Plastic chokes or starves sea creatures, while ocean acidification leaves vast dead zones. With their habitat in peril, the morganed seek to return respect for the ocean to the inhabitants of land. Seelie morganed try to reawaken a sense of wonder about the ocean, while the Unseelie remind people that if the oceans die, the land won't be far behind.

Also known as sirens, the morganed are lithe, graceful creatures that exude sensuality and desire. Their skin glistens from blue to emerald green, and their eyes are large, dark orbs split by a vertical pupil. They often work as professional divers, oceanographers, marine biologists, or anything else that lets them be a bridge between people and the ocean.

Affinity: Actor

Revelry: Morganed find Glamour in awe-inspiring activities that unite humans and the ocean. It may be anything from snorkeling through a magnificent, multi-hued coral reef to passionately making love on a beach as the waves crash around them.

Unleashing: Morganed Unleashings are permeated with the smell of salt water, the sound of gulls, and the texture of sand. Depending on a morganed's intention, her Unleashing might envelop its targets like an ocean fog rolling in or crash down upon them like a tsunami.

Birthrights

Born of the Sea — A morganed is at home in the ocean. While immersed in water, her legs merge, becoming a caudal fin similar to that of merfolk, and any rolls involving Dexterity are made at a –2 difficulty. The pressure of the ocean's depth doesn't bother her, and she is able to hold her breath for five minutes per dot of Stamina. A morganed can breathe the waters of the Dreaming as easily as she can breathe air.

Song of the Sea — The siren song of a morganed is a captivating and haunting melody. It is as inescapable as the tides rhythmically beating against the shore, and as soothing as the wind humming through the planks of a pier. Any mortal within 165 feet (50 meters) per dot of the morganed's Manipulation who can hear her song must make a Willpower roll (difficulty 7). Failure renders the mortal docile and compelled to seek out the source of the song. This effect lasts until the morganed ends her song or the mortal is threatened or harmed.

Frailty

Bound to the Sea — A morganed begins to dry out and wither if she spends too long away from the ocean. She loses



one point of Glamour per day she doesn't spend at least one hour immersed in salt water.

"Can you hear the ocean singing? If you follow its melody, it'll open your eyes to vistas you never dreamed possible."

Oba

The eshu ancestral homelands hold a secret not many fae outside of the kith know. The eshu have a ruling body, considered different enough from their eshu counterparts to be their own kith. Called the oba, these powerful rulers are the shining center of eshu life, connected to the very ancestral ground by their power. The oba are the powerful heart of the tribe, the pure bloodline descended from the orishas themselves, who are entrusted with the sacred duty to protect the lands of the eshu and their tribal unity. So few of these leaders venture out of their homeland that most Concordian fae know little about the oba, perhaps hearing only stories about their existence. Yet to the eshu, they are a vital part of their living history.

The oba are nearly identical to eshu except for their eyes, which are speckled with gold or bright silver. They have a regal bearing as powerful as any sidhe, and though more are born now into less royal circumstances, their nobility bears out no matter their mortal home. From their homeland, the oba pass down edicts to the whole of the eshu, hidden in the words of stories passed far and wide.

Affinity: Scene

Revelry: Oba, like eshu, can find Revelry in storytelling and travel. Their status as nobility also means that when tending to their lordly duties, they can regain Glamour.

Unleashing: Cantrips cast by oba bring with them the chiming of bells and the echo of chanting or singing, as well as the faintest hint of spice in the air. Gleaming threads of golden light may briefly connect the oba to the target of the cantrip, reflecting the oba's place in the great tapestry of history.

Birthrights

Mantle of the Orishas — Imparted during a secret ceremony of coronation, this Birthright bonds the oba with their lands and people and marks them as leaders. This gives the oba a power identical to the Arcadian sidhe Birthright Unearthly Beauty (p. 107). The oba cannot bond with lands outside of Africa, India, or the Middle East.

Oba can never botch a Leadership or Empathy Roll.

Tale Craft — Same as the eshu Birthright, except that their tales hold great weight among eshu. These lessons are easily recognized by eshu, though they strive to keep them secret, along with the existence of their leaders.

Frailties

Native Soil — Oba are directly linked to the lands they rule. Once he takes on the Mantle of the Orishas, the oba leader cannot leave his land or the Near Dreaming nearby without becoming sick and wasting away. Oba do not leave their land easily, not even to enter the Dreaming. An oba may leave his land for one full moon cycle, after which he begins to lose one health level per day he is gone. That damage can only be healed when the oba returns home. Oba suffer a +1 difficulty to all rolls when outside their territory, due to the distraction.

"The orishas have spoken to us for generations. Through story we lead our people, a direct link from the wind and sky and land to their ears. We are one cycle now."

River Hags

Legends and folklore from around the world speak about waterways where children, animals, and even grown adults will step or fall into a river and disappear, drowned in the blink of an eye. At the heart of those legends lies the river hag, a hideous fae long thought to be related to redcaps. These water-logged fae live in fast-moving bodies of water and drag in unsuspecting prey to drown. Fiercely territorial, river hags brook no intruders into their territory and gleefully murder the stupid or spiteful people who fall into their grasp.

River hags are truly horrible to behold, waterlogged and either bloated or wasted away into soggy, spindly creatures. Though these creatures may sound terrible, the simplest way to avoid tangling with a river hag is to leave it alone. Their appearance is enough to drive off most people, though the river hags have developed illusions to wear so that they may interact with the mortal world. Dressed in the appearance of a

beautiful person, they can stay away from their homes for only a period of a week before they must return back to the depths.

For the most part, river hags want nothing more than to be left to their rivers. Old stories say that the river hags are spirits of the riverways, now hemmed in and transformed by human interests. But no matter the mortal idea of what the waterway should be, a local river hag is a reminder of the darker parts of nature given form.

Affinity: Nature

Revelry: River hags, much like their redcap relatives, can regain Glamour by shocking human beings and indulging their terrible hungers. They can also find Revelry in swimming by night, diving deep beneath blackened waters.

Unleashing: When a river hag Unleashes her magic, victims taste brackish water, feel fish nipping at their flesh, or see the world distorted as though from the bottom of a pond.

Birthrights

Dark Appetite — As the redcap Birthright (p. 101)

Into The Depths — A river hag may submerge underwater and breathe indefinitely.

Frailties

Tied To the River — A river hag may leave her river and use cantrips to hide her appearance to walk among other fae and mortals. However, she may not be away from her river for more than a week. After one week, the hag must return and immerse immediately in the water, or else wither up at a rate of one aggravated damage per day (that cannot be healed outside of the hag's river).

"You came to my river to ask me for something, with no tribute, no present. Come closer, petal, and I'll give you my answer."

Wichtel

Miners and other laborers are the bedrock of a community. They do the tasks that must be completed no matter how unpleasant, venture into darkness and danger in search of the resources society depends upon, and perform perilous, back-breaking work without expectation of fame or fortune. The job gets done simply because it must. The wichtel embody this ethos.

Wichtel personalities tend to be as jagged as the stones they handle. They're solid and dependable to their friends, but they're quick to anger and won't hesitate to cut anyone who gets on their bad side. They have extremely little patience for the idle intrigues and niceties of court. Wichtel prefer to spend their free time in rowdy bars where they can blow off steam with other people who speak plainly and understand the value of hard work.



Wichtel tend to be short, wiry individuals built out of solid muscle. They're famous as skilled miners, a profession as in demand now as it ever has been thanks to modern technology's need for lithium and other rare earth elements. Wichtel are also known to work in construction or as union activists. Due to their strong kinship with the working class, they often strive to address safety issues and achieve better working conditions for miners and other blue-collar workers.

Affinity: Scene

Revelry: Wichtel find Glamour in solid, tangible work. They perform Revelry when they complete a physical task that covers their hands in dirt or mud — such as building a well, achieving a quota in a mine, or landscaping a yard.

Unleashing: Wichtel Unleashings have the power of the Earth itself behind them. Their Unleashings are as unyielding as a mountain, with the smell of soil and sweat and a coarse, rough-hewn texture. When their magic runs wild, rockslides, earthquakes, or even lava flows accompany them.

Birthrights

Dowsing — Wichtel are born miners. One can innately sense where the Earth hides her secrets. With a Perception + Kenning roll (difficulty 6), he can determine exactly where to dig to uncover any naturally-occurring treasure, be it precious stones, valuable metals, oil, coal, natural gas, water, or anything else he might desire.

Industrious — Hard labor is the lifeblood of a wichtel, and no task is too exhausting for him to accomplish. He gains 1 additional dot of Stamina, even if it brings his total above 5. Additionally, he cannot botch any rolls involving manual labor.

Frailty

Vengeful — A wichtel can't let even the smallest slight go. If he feels wronged, cheated, or treated unfairly, the offense consumes his thoughts, making it difficult to focus on anything other than the object of his ire. Until the offending party is paid back in kind or somehow makes amends, the wichtel gains +2 difficulty on all rolls, except those involving vengeance on his target.

"Those rich bastards poisoned our water, and now they want to sell us something drinkable? To hell with that! If we dig a well here, we won't need them."

Wolpertinger

The wolpertinger aren't new to the Dreaming, but they are new to Kithain society. Until the Resurgence, they were a race of chimera birthed by dreams of mysterious, unknown creatures hidden away in the inaccessible wilderness. While they originated in Germany, their myth spread the world over, taking on many different names, such as jackalopes in the United States or skvader in Sweden. They were hunted as pests by the Kithain for their tendency to nest in freeholds and extinguish them.

The Glamour of the Resurgence fortified their dream so strongly they became a kith in their own right. Some wolpertinger believe that a great sacrifice was also involved, but try as they might, they can't remember any details. Now, they're trying to find their new place in the world — a task made more complicated because they try not to stay in one place long for fear of damaging the local freeholds.

Wolpertinger are hybrid creatures. They usually have the hind legs of a rabbit, wings of a hawk, and antlers of an elk, but other combinations of animals are known. They prefer professions that keep them close to nature such as biologists, ecologists, or park rangers.

Affinity: Nature

Revelry: Nature holds a certain forbidden allure for humans. Once they are safely away from the glare of civilization's lights, people might indulge in behavior that would be too embarrassing in front of the rest of society, such as singing songs around a campfire or walking naked under the light of a full moon. These



sorts of acts contain Glamour, which a wolpertinger can gather if she can convince a human to participate.

Unleashing: A wolpertinger's Unleashing always contains the essence of the natural world. It may be tinged with the scent of fresh blossoms or the stench of a skunk's spray. Her Unleashing might take the form of thousands of vines strangling her target or the relentless torrent of water from a creek flooding its banks.

Birthrights

Voracious Grazing — As chimera, competition for Glamour was fierce. They developed a method of quickly consuming as much Glamour as possible. When a wolpertinger gains Glamour from a freehold, she gains one additional point of Glamour.

Prey Alertness — Before they were Kithain, wolpertinger were prey animals hunted for their Glamour. To survive, they developed a keen situational awareness. Any attempts to sneak up on or surprise a wolpertinger by mundane means automatically fail. Additionally, she gains a –2 difficulty to see through magical means of deception.

Frailty

Unquenchable Appetite — What was once a survival mechanism is now a liability. A wolpertinger takes Glamour from freeholds faster than the balefire can replenish itself. For every week she spends in a freehold, its rating is reduced by one. If the wolpertinger leaves the freehold before it's reduced to zero, the freehold regains its rating by one dot per week.

"What was life like before? In a lot of ways, it was easier. I didn't have to worry about the consequences of settling down, for one."

Appendix II: The Enchanted

"There is no time for cut-and-dried monotony. There is time for work. And time for love. That leaves no other time."
— Coco Chanel

Changelings crave experience and wonder. They pursue experiences for the thrill, the sensation, personal betterment, and knowledge of achievements gained. Yet many changelings only experience so much before giving in, and settling into banality. A chronicle never needs to be this way. The preceding chapters provide a vast depth of options for games of **Changeling**. This Appendix provides even more.

The Kinain and Enchanted present new opportunities for players and Storytellers. As changeling blood relatives, the Kinain occupy a position of frailty and importance to changelings, fated with continuing their bloodlines and experiencing all the glory and danger associated with the Dreaming. Humans fortunate enough to take a step into the Dreaming become Enchanted, sometimes only briefly, at other points for the remainder of their lives. Such characters walk a tightrope of danger, unprotected from malevolent fae forces, acting as an underclass to the fae-blooded. The Appendix presents Kinain and Enchanted as player and Storyteller options, with systems provided for both.

The Kinain and the Enchanted

Changelings are not the only creatures in the World of Darkness that walk the line between dream and reality, between Glamour and Banality, between what could be and what is. Mortals blessed with a touch of the Dreaming have always existed alongside their more explicitly fae cousins. Sometimes these beings act as the Kithain's stewards through unforgiving times when dreams are crushed and imagination is a luxury. Sometimes the court whipping boy is an Enchanted mortal, mocked for being merely a human with a few tricks. Some changelings view the Kinain as equals. No matter their position in changeling society, the Kinain have always been there.

Stories of fae magic being passed down through the blood, given as a gift, or offered as part of a pact or deal are nearly as old as the stories that gave birth to the Dreaming and its denizens. The beings that represent truth behind the story come in two varieties:

children of true changelings, and mortals enchanted to have some fae power of their own.

The children of changelings lucky enough to inherit a bit of their parents' magic are the *Kinain*. With magic suffusing her very soul, a Kinain need never fear the Mists taking away her scrap of Glamour or the memories of friends and family in the Dreaming. It's all the easier to lose oneself in the Dreaming when the world of the mundane is home. The upside of this is slight proficiency in a particular Art, and minor traits of a changeling parent's kith making themselves known. The daughter of a sidhe might not be have her father's supernatural beauty, but may carry herself with a sense of regal grandeur. A satyr's son, meanwhile, might be as hairy as you'd expect, but prefer to spend his nights playing video games alone over partying and excess. Like most aspects of the Dreaming, the nature of fae blood is capricious and unpredictable.

The *enchanted* are exactly that: mortals blessed with a touch of fae magic. The nature of the enchantment, beyond being able to see the Dreaming and interact with it, comes with a magical blessing (bearing some resemblance to a changeling's Birthrights), but also carries a risk. Even if it wasn't his intention to become involved in the world of the fae, once he is so marked by Glamour, an enchanted mortal finds it difficult to look away. Grounded in reality, no Enchanted mortal need fear Bedlam taking him, no matter the cause. Much like the Fae-Blooded's immunity to being Undone, this comes at a dire cost: Being so rooted in what he may well perceive as the "real world" makes the enchanted an easy source of Banality. While the Glamour racing through his being makes him less of a danger than the average mortal, a changeling close to losing herself to the Mists would do well to stay away from Kinain that have not yet learned the dangers of Banality.

When, as it so often does, the changeling population organizes into a class-based society, the Kinain and the enchanted are left as the underclass; fae society doesn't view them quite the same way (Kinain are family, after all), but they don't hold the same status as Kithain. Some changelings view them as tourists to the Dreaming, pretenders to a power they can't hope to understand or control. Others recognize that Kinain and enchanted are part of the Dreaming, just as the Kithain are, and have important roles to play in keeping Glamour alive as the Long Winter descends. All too often, though, the former attitude wins out, especially among the nobility.

Kinain Lore

Despite their other common name, "Fae-Blooded," genetics play no part in passing on a changeling's magic to her children. Not even the most brilliant biologist with a complete understanding of the supernatural could examine "changeling DNA" and find any trait that makes one receptive to Glamour, or ensures a child will have any connection to the Dreaming at all.

As much a relief as it would be to changelings that are in the family way, ensuring one's child is a changeling — or even Kinain, for that matter, is impossible. Changelings tell tales of Guinevere ap Eiluned, Queen of the Kingdom of Flowers, embarking on a great quest to discover a way to grant her soon-to-be-born daughter at least a small trace of the Dreaming's magic without resorting to enchantment. The story has faded into legend, as all great faerie tales do. Thus, sadly, nobody knows if she actually completed her quest and found a surefire method to give birth to a changeling, or even a Kinain.

Kinain children can often be identified long before they manifest any connection to the Dreaming, whether from physical appearance or demeanor. If they carry their parents' Glamour, showing some trait from the parent's kith is unavoidable. For one Kinain, this means she has the stereotypical appearance of her mother's kith, albeit less intense, something that at least pays lip service to human biology. Another might develop personality traits suited to his father's kith, and a third could just have an air of authority, intimidation, or disrespect. No matter how these traits manifest, a Kinain's appearance in the Dreaming is identical to the one she has in the mundane world; she has no mien. This can create a strange situation in which a child bears no mundane resemblance to a fae parent, yet if seen through chimerical eyes, the resemblance is uncanny.

The magic of the Dreaming runs deep in these individuals, so much so that they cannot be Undone. The Mists never come for their memories of the Kinain. Banality poses no threat to one weaved from the mundane and the Dreaming alike. Like so many dreams, this blessing can turn into a curse. Story after story tells of a Kinain watching her parent become

Undone, diminished and lost to the world that her daughter still walks in. While a Kinain cannot actually lose her connection to the Dreaming, if all of the changelings she knows fade away into the Mists, she might find herself cut off from the magic in her family just the same.

Kinain, Past and Present

Fairy tales and folklore frequently tell of human beings swept away for a night of passion with a mysterious, supernatural stranger. These early stories suggest the Kinain were a happy accident. The first travelers to Earth from the Deep Dreaming had no idea that their trysts with mortals could bear anything but other mortals. Unsure of what to do with their fae-blooded offspring at first, a great many Kinain perished simply by their parents' attempts to bring them home to Arcadia with them. Eventually, the ancestors puzzled out the "rules" of Kinain existence, and saw the use that would define their place in faerie society: the intermediary, the go-between for things too banal to bear and the fae, dreams brought to life and every bit as fragile as changelings today are.

Primitive man had a habit of pointing at anything supernatural and calling it a god, and who's to say they were wrong? Before the Shattering, the fae *were* as gods to the mundane world, and the children that shared their power inspiration for demigods, cultural heroes, and possibly a few devils and angels. In short, it was a good time to be Kinain.

After Banality took hold of the world and refused to let go, Kinain, with their immunity to the long-term effects of Banality, became trusted vassals of the Kithain. Since freeholds had to separate themselves to a greater degree from mortal society for their own protection, Kinain played the necessary roles of go-betweens for the fae and humanity.

This is how it was for centuries, until the Resurgence opened the doors of Arcadia, letting the sidhe back and forever changing the landscape of Kithain society. The sidhe expected Kinain to continue in their servile roles, with the proper deference to their "betters," but the Kinain, like the commoner kiths who remained on Earth, had seen the rise of egalitarian societies and struggles for equal rights. They were not interested in pledging service to recently returned nobles (especially since most Kinain at the time weren't related to any sidhe, except for the odd child of a Scathach refugee). The Accordance War remained a conflict among changelings, but Kinain occasionally served as scouts, couriers, and even warriors in desperate situations. Once the war ended, the Dreaming attempted to right itself and nobles claimed their titles and their territories… but the Kinain have no particular place in changeling society.

In many ways, it's much better than they've had it in a long time. Some freeholds might take after their abusive forebears, while some might stick to the traditional method of trusted buffers between the more banal aspects of life and those who are at risk of being Undone. Some simply judge individual fae-blooded on their own merits, letting what they can accomplish for their family, motley, and court decide what sort of treatment they might receive at the hands of the capricious and all-too-often callous lords of Faerie.

Conception to Early Childhood

Like their changeling parents, Kinain appear to have completely normal human biology. The secret to magic, as ever, is in the soul. Shortly after birth, the child drew some of the Kithain parent or parents' magic into itself, planting a seed of supernatural potential waiting to blossom or wilt.

All of that assumes only one parent is Kithain. No matter what combination of mother and father (as long as at least one of them is some measure of fae), the chances of the resulting child's chances of being Kinain can't be predicted. Further confusing matters, the potential to store Glamour can skip a generation, or even multiple generations. There really is no explanation for why some children are Kinain and some aren't, beyond the whims of the Dreaming itself.

Once the magic takes hold, Kinain can be identified immediately by the wellspring of Glamour released as the newborn's magical heritage asserts itself. With this comes a full view of the world, mundane and chimerical, the problems of which are self-evident as soon as the baby starts crying at nightmare creatures or chasing chimera. If a changeling parent is still in the picture and enchantment is either problematic or impossible, the next five or six years of her life will be a campaign of deception leveled against her partner that their child simply has a very active imagination, and convincing him that she is in no need of psychiatric help.

The mundane world's taboo on seeking mental health treatment, for once, works in somebody's favor. A nonsensical prejudice that ruins countless mundane lives can give the parent of a Kinain an excuse to avoid therapy and medication until the child is old enough to understand what she can and can't tell people she sees and hears, and why it's so important. Whether such an explanation sticks or not is entirely in the hands of the child, unfortunately.

Dauntain-Blooded?

Unfortunately, being Dauntain does not preclude one from possibly having a Kinain child. While the cursed mark doesn't transfer from parent to child, misery loves company and particularly twisted Dauntain will spare no expense driving a child with even a spark of the fae down their dark paths.

The Kithain look at this with as much disgust and terror as any mundane individual would, perhaps even more. Some freeholds go so far as to kidnap the child and try to undo the damage as best they can. Others with connections to the mundane world strong enough may simply contact the local authorities. Abuse is abuse, after all, and with the right cantrips, it would be simple enough to place the child with a foster family of Kinain, or even changelings. That does raise the question of what to do when the Kinain's Dauntain parent comes calling, of course.

Couples consisting of two changelings or a Kithain and an enchanted human have a much easier time of parenting, both able to perceive the Dreaming, and able to work as a team to ensure mundane people don't think anything odd of their offspring.

Childhood

By the time a Kinain is ready to enter school, she's probably had the unfortunate need for secrecy pounded into her head hard enough that she won't start interacting with something that can't be seen or heard by her mundane teachers and classmates. Many Kinain children, like their parents when they were younger, withdraw into the Dreaming and avoid mundane reality in favor of the wonders that go unseen to the mortal eye.

In spite what some conservative Freeholds may wish, changelings fresh from their Chrysalis are often drawn to Kinain of their own age. Finding someone with one foot in their new world and one foot in the old one is a boon few would turn down, and lifelong friendships can develop from such bonds. This is also, likely, the child's first introduction into the world of the fae without her parents by her side. Whether that is good or bad depends on a great many things, but in most cases these friendships are thought well of by both the newly-reincarnated Kithain's peers and the Kinain's parents.

Childhood is also when Kinain begin to experiment with their very limited supply of cantrips. Giving their restrictions on fae magic (p. 460) and a meager supply of Glamour that refreshes slowly, these experiments don't tend to go very far, and one who doesn't practice often finds herself outclassed by her peers rapidly. Much of their teaching is done by their fae parent, of course, though it is not unknown to seek out other tutors to augment studies into Glamour-weaving.

Teenage to Young Adult

As a Kinain child enters her teenage years, the limitations of her innate humanity become more obvious. While time spent in the Dreaming may limit her aging, the dangers and chaos therein limit how much she can take advantage of this, while the Kithain can take full advantage of the Dreaming's age-halting effects. A Kinain girl that made friends with a pooka boy in elementary school could find herself entering adolescence while he has only aged half the years of his half-mortal friend. Kinain often find themselves "babysitting" such friends until time spent outside the Dreaming catches them up. A generation gap where there once was none, no matter how small, can put a strain on their friendship, at which point, to protect the childling, older Kithain tend to reward her loyalty to the Fae. Payment in favors or services that would otherwise be off-limits to mortals, Kinain or otherwise, is common when things become strained. For the staunchest friendships, or for friends of wealthy, powerful, or even noble Kithain, rewards may be glamourspun outfits and trinkets, the most prized of which are overlaid onto stylish mundane clothes and popular accessories or electronic devices of the time, and therefore useful in both aspects of her life. Such boons are rare, but so is the 16-year-old that remains friends with someone who's still 13, despite sharing a birthday with them.

Friendships with changelings that have aged normally (more or less) are generally more stable. While a fae-blooded's Kithain friends may become aware of their mortal pal's magical shortcomings, such frustrations rarely come to anything. In addition, her immunity to the Mists makes up for any limitations in the cantrip department. Someone that can handle the exceptionally mundane on the group's behalf is almost as valuable to a motley of teenagers as an adult willing to buy beer.

It's easy to generalize a Kinain's relationship with her parents as strained, like all teenagers, but the awkwardness of dealing with one's parents is exponentially multiplied by the addition of the Dreaming. A fae parent in Bedlam is ill fit to provide for her daughter, and on the other end of the spectrum, being Undone is a serious risk, as a newly-mortal parent may suddenly find herself painfully distanced from her daughter. Dealing with one mortal parent is bad enough, but even in their most heated conflicts, the bond between a changeling and her Kinain child is unbreakable. Losing that connection would be agonizing on a level that can't be put into words, and that's exactly what happens when Banality takes the parent. The problem of having two changelings for parents is apparent here. A Kinain could be left with one to grieve with, or be forced to watch as she loses both her parents. Such situations create runaways that spend as much time with their Kithain friends as possible. Most denizens of the Dreaming are more than receptive in such tragic situations, gladly putting the poor "orphan" up until she can accept what's happened.

Even if a Kinain teenager manages to dodge the bullet of watching a parent go through being Undone or falling to Bedlam, she's faced with all the troubles of becoming a young adult, on top of the often times convoluted world of the Dreaming. Often, she may forsake one entirely for the other for a time, but such escapism isn't healthy, and her friends and family will do their best to keep her focused on both worlds, for all the good that does.

Adulthood and Old Age

As Kinain age, their relationships with their fae parents shift. Changelings require more contact with the Dreaming as they age, as Banality seeps ever deeper into their souls. Kinain, of course, are immune to this slow decay, but too much contact with the Dreaming puts them at great risk.

If a Kinain has stayed with one freehold for most of her life, she can take on responsibilities too Banal to risk losing one of their own to. She might tend to the mundane responsibilities of keeping up a piece of property — while some changelings can handle the numbing bureaucracy of property taxes and homeowners' associations, most would prefer to leave that to a Kinain son or daughter. The nobility are in charge, of course, but even they don't mind ceding certain responsibilities to those better suited to handle them. No king, changeling or mortal, does his own taxes.

Balancing the mundane world and the fae world is harder when the mundane world means a job, a home, friends, and



family. As a child, the only thing holding her back was school. Work tied her down further as she became a teenager. All grown up, she has a career, a social life, family to care for, all the trappings of a mundane life. And yet, that spark of Glamour she inherited from her mother doesn't go out. It never will, even if it cools to an ember. The balancing act is more difficult for fully-grown Kinain than for any other in the world of the fae. In a way, it's something she's prepared herself for her entire life. Belonging wholly to both worlds — the exact opposite of her changeling family.

Kinain as Characters

The Kinain tend to act as a bridge between human and changeling society. A decent-sized freehold has two or three Kinain "on call" for situations too Banal for changelings to handle. They are, as a rule, expected to put their changeling "betters" above all else, and come to the aid of the freehold at the drop of a hat. Unless she's lucky enough to have a noble for a parent, the Kinain doesn't get a say in things. In emergencies, concessions can be made, and commoners are likely to understand if they can't get assistance right away, but woe be unto the fae-blooded that can't come when her Queen calls because she has a double shift at work that night. (Of course, in the modern era, even nobles understand enough about mundane life that they sympathize with a Kinain's situation. Some sidhe feel that even *acknowledging* non-fae concerns like employment and school is acquiescence to Banality, and refuse to do it lest they undermine their own authority. Kinain — and even Kithain — stuck in such a freehold have some difficult choices to make.)

Traditionalist Kithain often see Kinain as inherently lesser. Such thoughts lead to terrible things happening. A noble with strong views on the use of cantrips might forbid the education of Kinain in even the small amount of magic she can use, for reasons ranging from the political (a strong sense of who is and isn't fae) to arbitrary (personal distaste for the Kinain). Once again, the children of nobility are often exempt from these laws.

Even the most hardline traditionalist in the nobility is forced to admit that having a Kinain in her freehold is a wise choice. Dealing with the Autumn world means dealing with Banality, and it's much safer to have someone for whom that isn't an issue rather than risk the lives of one's dearest allies.

Perks aside, most fae-blooded adventure with changelings for the same reason anyone involved in the Dreaming does so: for fun, excitement, and to keep imagination alive in a world that wants to crush it. When one's options are sitting at home and watching TV, or slaying a dragon with a troll for the elf queen, it's not a difficult choice. Beyond any singularly selfish reasons, a motley offers friendship, companions, and family.

As for dealing with their families, the Kinain have it lucky. Sharing the world she lives in with her birth family is something so few changelings get to experience, while their children might never have to worry about such a thing. This may be one of the only logical reasons for Kithain prejudice towards the fae-blooded: mere jealousy. A solid majority of Kithain across every kith, every house, and both courts needs

to keep the most amazing parts of their lives a complete secret from those they hold closest and dearest (short of enchantment, which carries its own problems). Kinain and their parents do not have to worry about this. A Kinain doesn't necessarily have to lie when his parents ask what he did after school, or what his friends are like. A changeling with a Kinain child doesn't have to avoid awkward questions and come up with Banality-inducing excuses for where she goes all the time.

The advantage of being raised in an environment where faeries and the Dreaming are considered completely normal obviously doesn't apply if the Kinain in question isn't raised by at least one changeling parent. Adoption, marriage, or simply Banality doing its twisted work can all create such a situation.

Such orphaned Kinain are treated much like changelings that emerge from their Chrysalis at a very young age. Without the innate understanding of what it is they see or experience, orphaned Kinain are harder to bring into the fold than a changeling, who awakens from her metaphysical slumber with some idea of what she is and what is happening.

The usual strategy for introducing an orphaned Kinain is slowly introducing her to the supernatural, creating small encounters with the supernatural that start to build up and allowing her to come to her own conclusions. Even better if someone from the local freehold can make friends with her, acting as something of a guide and mentor. This is usually tied to her heritage for maximum effect. The child of a troll might be directed toward chimerical beasts of increasing impossibility to slay. A sidhe's son might be asked for advice and leadership by a younger motley, who slowly let on to their true nature. A pooka's daughter has harmless, yet obviously magical pranks played on her until she turns the tricks back on her new friends. This can backfire if her personality diverges greatly from her heritage, but is usually at least partway effective.

Should things be direr, subtlety may be thrown out the window entirely. A rival freehold might be courting her as well, or the forces of Winter may conspire to snuff out her ember of the Dreaming before the Kithain can spark a fire. In such cases, expediency is preferred over what is healthy for the orphaned one, who is rushed into the world of the fae whether they like it or not. The disadvantage to this approach is obvious, though the problems it creates can usually be smoothed over later, or ignored by changelings callous enough.

Kinain as Antagonists

The rejection of the Dreaming is not limited to pure changelings or pure mortals. Kinain are every bit as capable of rejecting their heritage or being exceptionally Banal as their parents, with similar results. Kinain, then, exist among the ranks of both the Dauntain and the Autumn People, and are equally dangerous no matter which side of the line they stand on.

Dauntain cannot twist the Kinain's souls into the wretched things they possess, but their minds are another thing entirely. The Dauntain such a Fae-Blooded serves is usually one of her parents or close relatives, but some particularly malicious Dauntain have been known to assemble cults that can carry out their plans for the Dreaming.

The Autumn Kinain are just what they sound like — Autumn People that happen to be fae-blooded. The Dreaming infusing itself into someone from birth in no way prevents that person from being exceptionally boring to be around. A terribly serious or mundane person is always a problem, but the sad truth is that most times he isn't malicious — it's just a fact to him that wonder and imagination are wastes of time, that weight should be put in what's "real." To an Autumn Kinain, he's acting completely normal. He might even buy into the Bellerophon Group's propaganda and try to get himself treated for PFD, or worse, surprise his changeling family with an "intervention" staged by the Autumn Kinain's new friends at Bellerophon. Even if he's not proactive with his endorsement of Banality, he radiates it just as much as he does Glamour, making him dangerous to even be around, as painful as that must be for his loved ones. Such Kinain are best not brought anywhere near a freehold or introduced to their family's fae friends. Even if his immediate family is willing to risk Banality for the sake of family, other changelings may disagree, especially in the nobility.

The Winter Kinain are more dangerous to be around, and even a greater threat than the Kithain they emulate. They're the ultimate worst-case scenario for a Kinain, one who looks at the Dreaming, the Kithain, and themselves, and recoils in horror and revulsion. Winter Kinain are living founts of the Autumn World's most banal qualities, and with their self-replenishing Glamour stores, they never burn themselves out and wind up Undone. Naturally, this represents one of the greatest individual threats to the Dreaming, and once a Kinain is identified as having fallen to Winter, it's not uncommon for even the greatest of rivals to call a truce to put down the greater threat.

Kinain Mechanics

The following are rules for playing and creating Kinain characters.

Glamour Regeneration

Kinain are, body and soul, a fusion of faerie and human. This grants them no harvesting capabilities, but instead the remarkable power to regenerate a small supply of Glamour from their own emotions. All Kinain can store up to 2 points of Glamour, and regenerate 1 point per chapter up to that maximum. Changelings can Ravage Kinain as they would any other mortal.

Heritage

Rather than kith, Kinain have a *heritage*. This is the kith of her faerie parent, from which she draws her fae power. In the case of both parents being changelings, which heritage she displays varies, but one always comes to the fore. Any signs of the other parent's magic are limited to cosmetic attributes. Sometimes the dominant heritage is quickly made obvious through the Kinain's physical traits, subdued as they may be: A half-nocker looks different from a half-troll, and so on. It might instead be that the child doesn't show any obvious traits from her heritage, and it manifests in personality, instead. A completely average-looking boy or girl winds up fascinated with taking things apart or breaking them, or ordering her peers (and elders) around, and then her heritage is clear.

Birthrights

When creating a Kinain, her player either selects one Birthright from the two that are granted by her heritage's kith counterpart or, with the Storyteller's approval, creates a new one. Kinain are not normally able to make use of the more overt Magic Birthrights (see p. 116); a pooka's child is much more likely to evince the Confidante Birthright than the Shapechanging one. With that said, the ultimate decision as to how magical a Kinain should be rests with the Storyteller, and has a degree of latitude. The daughter of a selkie who can change into a seal while wearing her mother's sealskin might make for an interesting character, despite this Birthright being much more overtly magical than the other one selkies get.

Legacy

Kinain have Legacies, but don't sort them into Seelie or Unseelie, as their participation in the courts is a token membership at best. She might only fit one Legacy her entire life, the second slipping through under intense pressure, or the two might flip back and forth. Someone normally bouncy and enthusiastic could switch to paranoid dread, and have that simply be a matter of which Legacy is dominant. Both Quests are active no matter what, but only the Ban for the Legacy she is expressing at the time applies. Kinain can also choose to have two Seelie or two Unseelie Legacies, as the distinction for them is negligible.

Arts and Realms

A child of the Fae can freely use the Arts and Realms of any Kithain willing to teach her, though her potential in such fields is limited by how much Faerie runs through her. The number of Arts she can learn is limited by how strongly she is tied to the Dreaming (see Faerie Blood Background, p. 461). Further limiting her use of Fae magic is her substantially-limited Glamour pool. At character creation, Kinain get 1 dot to be spent on an Art. Learning Realms has no restriction other than those that changelings face. At character creation, Kinain characters receive one dot of their parent's affinity Realm, and one dot in a Realm of the player's choice (the player can choose to take a second dot of the affinity Realm).

Banality

A Kinain cannot be affected by Banality. She still has a Banality trait, but it only represents how she interact with changelings, and has no effect on the Kinain herself. A Kinain with high or low Banality is treated exactly the same as a mortal with high or low Banality. Kinain begin with a Banality of 3, which is raised or lowered like any other character's throughout play.

Background

Kinain characters may not take the Dreamers, Holdings, Remembrance, Retinue, or Title Backgrounds. The other Backgrounds described in Chapter Three are available to them (though few changelings would entrust a powerful Treasure or chimera to a Kinain). Kinain characters may also choose one Background specific to them: Faerie Blood.

Enchanted Iore

It is a lonely world that kith and kin live in, hiding the truth of their existence from their mortal friends and loved ones. Kinain are uncommon at best, and all too often a changeling has nobody but other Kithain with which to share the magical adventures she embarks upon, the true power of dreaming, belief, and Glamour. This might be enough, but for many Kithain, it isn't. They miss their families and friends and want to share the wonder of the Dreaming with them.

That is where the enchantment comes in. Changelings have a long and storied history of bringing mortals into their world, for reasons varying from love, to necessity, or plain boredom. To facilitate this act, Kithain know two methods of opening a mortal's eyes to the Dreaming.

The first is temporary Enchantment. It is simple enough — infuse a mortal with enough Glamour to overcome the Banality weighing down his soul, and he is free to see the world as Kithain do. The newly-enchanted person keeps this power until his Glamour runs out, and he loses a point of it per day. When that period ends, the enchanted one returns to the mundane world, thinking the adventures and revelations he experienced little more than a dream, (perhaps a bad acid trip, depending on what happened). If a changeling has the Glamour to spend, re-enchantment is possible, but quickly becomes costly. Fortunately, another option exists — the Ritual of Parted Mists.

The Parted Mists requires the Glamour of multiple changelings to be infused into a mortal, granting him the permanent ability to see and interact with the world of the Fae as if he was a changeling himself. Unlike temporary enchantment, such an enchantment persists as long as some Glamour remains in the enchanted mortal's body, and he doesn't lose Glamour unless he spends it (or someone steals it).

The ritual is difficult, though. To open mundane eyes to the magic of the Dreaming, a great deal of Glamour must be expended. Often, motleys band together to provide the Glamour needed to transform a mortal into one of the enchanted. Enchanted mortals are not a part of the Fae world, of course; they are merely visitors. They have no standing in freeholds, are generally restricted in their actions, and are usually only offered respect by the changeling that spearheaded the effort to enchant the mortal.

Either way, the mortal's eyes have been opened. Until the Mists take him, he is blessed with a raw, innate understanding that the things he sees and experiences are real, and not some fantasy or mental illness. He's seeing the Dreaming, and he knows it for what it is, because he's been there in his imagination all his life.

That's not to say the relationship is one-sided. Enchanted mortals have *Bestowments*, stemming from their benefactors. The Enchanted can hold more Glamour than any other Fae entity, but at a dire cost — if he expends all his Glamour, the Mists take him, in a crack of Banality that resounds with the changelings whose Glamour fed his transformation.

Faerie Blood

All Kinain have this Background, if only at 0 dots. This determines how strongly the character is connected to the fae, and how much fae magic she is capable of using. In other words, this determines how many Arts a Kinain can learn. This does not grant her additional Arts; she must learn them with experience points (p. 176). Note that this Background does not restrict the rating a Kinain can achieve in an art; a Kinain character with no dots in Faerie Blood can only learn one Art, but she can learn all 5 dots of it.

— Able to use only one Art.
ֆ Able to learn two Arts.
ֆֆ Able to learn three Arts.
ֆֆֆ Able to learn four Arts.
ֆֆֆֆ Able to learn five Arts.
ֆֆֆֆֆ Able to learn six Arts.

Playing Enchanted Characters

With no political standing in any fae court, games focused on political intrigue may not be a great fit for the Enchanted. Games about adventuring, going on journeys, and protecting Freeholds from threats Banal and chimerical all have room for these characters, though.

The most important addition to a troupe that an Enchanted mortal character can provide is a human viewpoint. Even Kinain aren't fully human, and having a mortal point of view that's not soaked in Banality can be the key for many a problem that might seem unsolvable to the more alien mindsets of changelings and their families.

Enchanted as Storyteller Characters

Enchanted antagonists have great potential. Enemy changelings with grudges and Glamour to burn may create enchanted cannon fodder to cause trouble in the motley's life, or simply attack changelings in mundane reality to undo the Kithain once and for all. It is for this reason that there are exceptionally few Dauntain Benefactors. It's also possible for an enchanted mortal to hunt changelings for their dross or Treasures, trying to prolong the enchantment but still use her magic.

Kithain characters might think to enchant an Autumn Person as a way to open their eyes to the Dreaming. It is technically possible to enchant someone rooted so deep in Banality that they radiate the death of dreams without even meaning to. Such a task is the stuff of legends, and dangerous to boot. A successful enchantment of an Autumn Person, though requiring staggering amounts of Glamour, could be a powerful blow to the oncoming Winter — someone wholly representative of the death of imagination, eyes wide open to infinite possibilities, imagination rekindled. A former Autumn Person, brought over to the side of the fae, could be instrumental in staving off the end. At the very least, it would make for a great story.

Enchanted Mechanics

These are the rules for playing the Enchanted and using their strange permutation of Faerie magic.

Temporary Enchantments

Sometimes, all that's needed from a mortal is a few days in Faerie. Enchanting a family member so she'll understand that slaying a dragon is more important than her baby shower, giving a potential ally a trial run before undergoing permanent enchantment, or maybe just taking a friend on an adventure for the weekend — not all interactions between mortal and faerie must be for life. All one has to do to temporarily enchant a mortal is spend an amount of Glamour greater than the subject's Banality rating. Any Glamour in excess of the Banality rating remains within them, but depletes at 1 point per day at sunrise. This means that if a changeling wishes to enchant her aunt (Banality 4), she must spend at least 4 points of Glamour, at which point the aunt is enchanted until the next sunrise. If the changeling spends 5 points of Glamour, her aunt enjoys an additional 24 hours of enchantment (unless she spends that last point of Glamour for whatever reason, in which case the enchantment fades at the end of the scene). Mortals can undergo temporary enchantment as many times as someone wants to spend the Glamour to make it happen.

Under temporary enchantment, however, mortals do not gain Bestowments. They can spend their precious Glamour to activate Treasures, should a generous changeling loan one out.

Other than how they approach Glamour and Bestowments, temporarily enchanted characters follow the same rules as those enchanted via the Ritual of Parted Mists.

Lasting Enchantment

The Ritual of Parted Mists is not something to be taken lightly. It is an extreme expenditure of Glamour and a physically draining experience to bring a mortal into the Dreaming. To enchant a mortal, he must be first brought to a balefire. Then, the changelings performing the ritual must invest 20 points of Glamour into the mortal through whichever means they deem appropriate (a gift, bleeding, conferring a title, and so on). Due to the massive expenditure, this is often done with an entire motley's support. However many changelings are involved, one changeling, the *benefactor*, must invest at least 1 point of Glamour more than all other parties, as well as 1 dot of Willpower. At this point, the benefactor's player rolls Stamina + Gremayre against a difficulty of (3 + the mortal's Banality rating). As long as she rolls at least one success, the enchantment takes hold. The mortal gains his Bestowments and is able to see and interact with things of the Dreaming. If the roll fails, the spent Glamour is lost, and everyone involved, the mortal included, gains a dot of Banality.

Glamour

The Parted Mists Ritual confers 6 points of Glamour, but no dots. As it is spent through Bestowments, it is permanently spent. Once the enchanted mortal reaches 0 Glamour, he is unenchanted — he cannot be re-enchanted by any means, not even temporarily.

Legacy

Enchanted mortals have Legacies. As he has no connection to the Courts, an Enchanted mortal can choose from any two Legacies, whether they both be Seelie, Unseelie, or the usual spread of one Seelie Legacy and one Unseelie Legacy.

Banality

Mere visitors to the Dreaming, the enchanted can be pulled back into the mundane far too easily. For every point of Banality gained by a mortal after being Enchanted, he loses a point of Glamour. Gaining a dot of Banality takes away 2 points of Glamour.

Unenchanted

When a mortal enchanted by the Parted Mists Ritual loses his last point of Glamour, the transition back to the mundane is violent and painful. The sudden loss of magic leaves a metaphysical scar on the formerly enchanted person's soul, resulting in a dot of Banality. Worse still, the benefactor's player must roll Stamina + Gremayre (difficulty of her own Banality) to resist gaining a dot of Banality.

Once a mortal becomes unenchanted, she is lost to the Dreaming forever. She cannot be enchanted again, even temporarily. She doesn't necessarily harbor any ill will towards her benefactor or the Dreaming, she just doesn't remember it — the Mists descend, she rationalizes away her experiences among the Kithain, and for the rest of her life she has vague dreams of something she has lost, but cannot name.

Bestowments

The Parted Mists Ritual endows the enchanted mortal with faerie magic that doesn't necessarily fit into the Art + Realm paradigm of changeling magic. These tricks are called Bestowments, and they reflect the personality of the fae benefactor, as well as that of the enchanted. Bestowments can be used in one of two ways: for a passive effect such as enhanced strength or unearthly beauty, or as an active effect that costs 1 Glamour, but bestows a greater version of the Bestowment, such as an undeniably superhuman feat of strength or a perfectly, supernaturally-alluring mien.

Mortals under temporary enchantment gain no Bestowments; the magic they carry is too fragile and short lived.

The following is a list of Bestowments that may manifest in Enchanted Mortals:

- **Cry For Aid:** This Bestowment allows an enchanted mortal to call out to his Benefactor for aid, wherever she may be at the time. By saying his Benefactor's faerie name out loud, she immediately becomes aware of where and by whom she is needed. If the enchanted spends a point of Glamour, the Benefactor can step through the Dreaming and appear at his side.
- **Just In Time:** The enchanted mortal never oversleeps and misses work, never schedules an appointment wrong, and shows up at stores just when a shipment of whatever he intended to buy arrives. By spending a point of Glamour, this perfect timing becomes not just fortunate, but impossible by mortal standards. A seat on a booked flight opens up at a reduced rate at the last minute. When trapped in a huge traffic jam, he still somehow makes it on time.
- **Tinker:** This Bestowment grants the enchanted preternatural acumen with machines and crafting. The mortal lowers the difficulty of all Crafts rolls by two. With a point of Glamour, the next time the mortal succeeds at a Crafts-based action, treat the result as if she had rolled five additional successes.
- **Heart of Fear:** With this Bestowment, an enchanted mortal can emit pure terror. The character receives a -2 difficulty on all Intimidation rolls, but this Bestowment goes beyond mere glowering. By activating this Bestowment on a specified individual, the poor victim is dumbstruck with fear, as if he saw his worst nightmare come to life. The victim must succeed on a Willpower roll (difficulty 7) or remain frozen in fear for one turn.
- **Animal Speech:** This Bestowment allows an enchanted mortal to converse with animals. Regardless of an animal's intelligence, it relays information within its ability (dogs aren't going to describe people by subtle facial differences, but are superlative at noticing smells). By spending a point of Glamour, the enchanted mortal can command animals with a Manipulation + Animal Ken roll (difficulty 6). The animal attempts to fulfill the order to the best of its ability, but will not undertake actions that will cause it harm. The effect only lasts a scene, whereupon the animals normal nature reasserts itself.
- **Incredible Might:** Calling upon his Benefactor's magic, the enchanted mortal becomes exceptionally strong. The mortal's Strength is increased by 1 (even if this would push it past 5). Charging this Bestowment with Glamour allows the mortal to perform a feat of Herculean or Amazonian might. The next time she succeeds at a Strength-based action, treat the result quality as if she had rolled five additional successes (this includes damage in a fistfight).
- **Courtly Grace:** The traditional fae enchantment, this Bestowment grants an enchanted mortal beauty, appeal, and a charming aura that few can resist. Choose one Social Attribute upon acquiring this Bestowment: That Attribute is increased by 2 (even if this would push it past 5). By spending a point of Glamour, the mortal can assume a beauty and grace thought to be impossible for any but the sidhe. The next time he succeeds at a Social action, treat the result as if the player had rolled five additional successes.



- **This Is True:** An enchanted mortal can use this Bestowment to state a fact, anything from "two plus two is four," to "someone has been poisoning my father!" As long as the enchanted mortal believes what she says to be true to the best of her knowledge, this Bestowment convinces anyone of its veracity (or, at least, convinces anyone that the character believes it to be true, which can be just as useful; this Bestowment does not force a character to believe obviously false statements). By spending Glamour, this Bestowment allows a mortal to speak a truth she didn't know; the Storyteller fills in the truth that the mortal spouts.
- **Soothing Aura:** A mortal with this Bestowment can appeal to reason to deflate a heated conversation, argument, or even fight. For a brief moment, everyone involved pauses, calmed, and considers the situation. Individuals may resist this effect with a Willpower roll (difficulty 7). After that moment, those affected may return to the fight, but with a better understanding of what is happening. By spending Glamour, the enchanted mortal may heal wounds (mundane or chimerical). This requires the player to roll Stamina + Gremayre (difficulty of her own Banality) and heals wounds at a rate of 1B per success.

The Army of the Night

Adam N. Marin
AKA Games
Alex Torres
Alfredo Tarancón
Anastasia Sidhe Serafino
Andrew McGrath
Anhkaa
Ash Walter
Ayjona
BattleBards
Bethany Anne Stoutfoot Merryweather Moony Miggins Fion Stoinov
Bill Bridges
Borna "anothga" Pekaric
Bree Pooka Serafino
Bretton Putter
Bryan Allen Hickok
Burak Türköz (on behalf of Anadolu Hikaye Anlatıcıları)
Calico Jack
Carolyn Neumann
Christopher Campione
Collin Redcap Serafino
Connor Skates
Corissa "Nina SantaAna Weir" Hinkley
Darren Buckley
Dheyrdre Machado
Eboni Wigginton
Eddie "Reddie" Castle, redcap
Erica Stevenson
Fia Kareman
G.R.Elf
Gareth Hodges
Garry Harper
Heimi
Hobbie Regan
Issa
J.D. Wayne
Jackie Cassada
Jared Du'Locke
Jarvis Mishler
Jere Manninen
JJL
Joe Brightmagic
Joel "Lostkith" Cotton
John "King" Roberts
Joseph & Fiona
JP Sugarbroad
Julia Diaz Benítez
Justin "Parallax" MacCormack
Kelly Faber
Kenan "Zachak'tum, Tyrant of The Northern Cyprus Infernal Court" Timin
Khaled Naib
Leannán MacTíre
Marcello "Cold Iron Abs" Caraballo
Mark Huba
Markus Lange
Martin Brandt
Matt M McElroy
Mattias Renmark
Michael "dmmikerpg" Mitchell
Moreno Bianconcini
Nathan Swager
Nicholas Berkeley
Nisa Durdu
Nkinji Mossmould
Noora Ayyad
Pablo Lawes
Pán Kevély
Pantera "Pooka" Laranja
Qon of the Burning Steppes
Rabbit Stoddard
Rae + Tippy = 4eva
Redfuji6
Rin Revell
Robert Karlgren
Rose Bailey
RPGRelicHunter
Ryan Elliott
Samiya
Sean Tait Bircher
Serventa
Ship Naked
Steven Carroll
Tamsyn "Destroyer of Worlds" Kennedy
The Midnight Garden
The Rt. Rev. Martin A. Milne
Ultra Bithalver
Vincent Arebalo
Wynand CJ Hart
Yingzi Itthipak
Yo Leiten
Zach Hauptman

Antonio Vincentelli
Brandy Love Reid Dixon
Caiside Seagrave
Hannah Foulke

Arcadian Scholar

Baron Sedric Miller ap Fiona
Chauncy Copperpot, Satyr Grump
Sharon Cheng
DJ Doctor Q
In Memory of Jade Edward Anthony Aleric Tinnerman
kotodama
Michael
Michael "Basil Fish" Brewer
Stephen Rider
Steven Morrison

Fledge

A Kermode Bear
A. Ingold
Aaron Scott
Adam "Magus" Loyd
Adam J Solis
Aine Rinceor
Alessandro Vario
Alexandrias Library
Almarion Sainclair
Amanda & John d'Adesky
Amanda "Hyena" Johnson
Amy Brennan
Amy Houser!
Amy Waller
Andrew Whitwham
Anna Bradley
Asa J Hall
Asher Nehring
Azaaera Aleanundlin
Becky Glenn
Ben "Talking Oak" Perkins
Bob Sawyer
Bobby Chavez
Bobby Chow
Brandon Baker
Brian "Chainsaw" Campbell
Brian "Fuzzy Mushroom" Speicher

Brian Gates
Brian Taulbee
Bruno Zilli
Bryan Lee Davidson-Tirca
burningcrow
C.R. Saldaña
Carlton W. Anderson
Caspian Hansel Moriarty Paendrag ap Dougal
Charles Lines
Chimi
Chris Allen
Chris Green
Chris Hartfor
Chris Michael Jahn
Chris Parsons
Chris St.Louis
Christian Blake
Christina Rowe
Christopher Duesler
Christopher Hill
Christopher Teague
Chuck "Dizzy da Axe" Wright
Clare Wilson
Conrad Julian White
coraxbio
Corey Haga
Craig S
Cris Hundley
Crystal Mazur
Cuchulainn Kronin
Culsu, guardian of the Outer doors
Dan Anctil
Dan Schermond
Dan Turetsky
Daniel "Arista"
Daniel Cherry
Daniel Hahne
Daniel Sanford
Daniel Skrivanek
Danilo Giordano
Darkshifter
Darryl Park
Darth Beckett
Dave Scheidecker
David Huh
Dean McKenzie
Declan "Dytari" O'Neill
Doug Hagler
Douglas Jacobson
Dr. David Brian Feig
Duane Cole
Egon Casteel
Elizabeth Williams
Elsa S. Henry
Emmaline Sterling
Eric "Lameth" Folco
Eric Castle III
Eric Faulwell
Eric Parks
Erin Ratelle
Ethan Bremner
ETNimitz
Evan D Myers
EviL JoN
Ey'Luad
Ezekiel M van den Bosch
Florent "Poulpy" Cadio
Franz Janson
Gabriel heraldstorm
George Williams
Green Tom
Greg Peterson
Gregory Eburn
Gregory Voss
H. Rasmussen
Hannah Brosch
Hsieh, Wei-Hua 謝衛華
Ian Sargeant
Igor "Bone"
Ike2k
J. Brad Hicks
Jack
Jacob Gann
Jadon Zachary Coyle
Jakob Maretti Bengtsen Kiilerich
James Finton
James Holden
James Ristig
jamie
Jared Levin
Jason Hockley
Jason Ramboz
Jeb Woodard
Jeff Donohue
Jenn Lane
Jenny and Nate Newlon
Jessica Powell
Jim Brashears
Jim Burdo
Jim Schofield
João Mariano
Joe O'Toole
John Baston
John DiPietro
Jonathan D. Harter
Jonathan Lang
Jonathan McMonigle
Jonny Kent
Jordan Springer
Joseph Brian Coyle
Joseph I. Shumate
Joshua Sexton
Julio Bojorquez
Justin Searles
Jynx
K.L. Stevens
KaizerGibby
Keane Chan
Keith "That's what Sidhe said" Scholz
Keith lim
Kirill "Fearan" Shoskin
Kristine Roper
KT Faulkner-Kelly
Kubarro
Kyle Ricks
Lance Hosaka
Lanthinel Devir
Larry David Napier II
Lauren Anne Perpetua Marino
Lena Hicks
Leon & Theo Harper
Lindhrive
Liselle Awwal
Lladas Castro
Łukasz Korzeń
Łukasz Rączkowski
M. Alan Thomas II
Marc-Andre "Laughing Goblin" Levesque
Marco Generoso
Marcus Brissman
Mark Kay
MarsSenex
Martin Leyer
Martin Terrier
Martin Trudeau
Mat Segal
Matt C. + Stefanie P. (Patchouli)
Matt Dempsey
Matt McKee
Matt Petruzzelli
Matthew Earlywine
Matthew Finco
Matthew W
Maxime Berar
Megan "M5" Matta
Meidrym Hebda
Melody Smeth
Michael Gebhard
Michael Melkonian
Michael Murr
Michael Parker
Michael Tully
Michele Zapf
Mike Spector
Misha Handman
Nancy Feldman
Nicholas Kirkpatrick
Nicholas Peterson

Nicholas Pilon & Sasha Dillman
Nick Edwardsen
Nick Keyu
Ninjar
Ninjas from the left
Nirnel
Oliver Specht
Oomizuao
Ouroboros
Ozur
Paolo Vonpaulus Castelli
Papa Richard Aquitaine
"Patch" Winifred Hart
Patrick Fagan
Patrick O'Bannon
Patrick Sandoval
Paul "Mav" Davis
Paul Gibbon
Paweł Paradowski
Peter Evans
Peter Gates
Peter Kisner
Peter Rolf
Pharlain Ross
Phil Hattie
Philip Jaques
Puck
Quasi
Quintin H. Barnes
Rachelle Magil
Raiden Drake
RaruAru
Rémi Létourneau
"Reseru" Sansone
Rhys Trahaern
Rich Piraro
Richard Morris
Richard Addy
Richard Libera
Rivina "The Laughing Inferno" Heartwood
Robert Vance
Rohel Terrazas
Rolfe Bergström
Ron Oakes
Ron Searcy
Rory (TrippyHippy) Hughes
Ryan McWilliams
Sam Young
Sarah
Scott Andrews
Scott Gray
Scott Reichelt
Scott Rick
Lady Seraphina Huntington (House Eiluned, Sidhe) & Dame Taylor Cotton (Dalmation Pooka)
Seth Alfar, the Jackdaw Prince
Shafi Ziauddin
Sheri Graner Ray
Sievar Tyrneaathem
Simon Ward
Simone "Samira Hammadi" Lohmeier
Sir Bandersnatch
Sorcerer Count Valarius Adrian Castile Senna ap Fiona
Stephen Childs
Steve Shearer
Steven Shorter
Susan Darling née Pevensie
Sylvain "Sly" Pronovost
Ted Ludemann
Teddy GERAN
Tegan Hendrickson
Tememn
Teresa Oswald
Terpsichore "Trips" Kyriakis
The Ashen Knight
The Fat Man of Concordia
The Medina Brothers
The Plaid Mentat
The Wildfire Clan
The Wrecking Crew
Thornaya
Timothy Coil
Tishariel
Tom Breeze
Travis Seifman
Trevor Hannon
Trots "Knight Me!" Ostegar
Uirá "The Mad Count" Resende
Valeria ni Scathach
Vladislav Lazarov
Wayne Seeger
Whistler
Willard Nations
Wolfgang "Zargyl" Neckel
Xylch
Zachary Kline
너불레기(NeoBulRheGhi)

Ashley Duke
AYUKATA Taka'aki
Celso Heleno
Dan Hertz
Daniel Knight
Dustin Headen
Dylan Lloyd
Edmond Hyland
Gavolt
George Chatzipetros
Grant Scott
In memory of Bruce Hoover
Jonathan Linthicum
Karen J. Grant
Kazuyuki Okuda
Lisa Padol
M. Rayburn
Micah Ceithaml
Mictlan
Midnight Young
Mike Ruch
Otaria Murasa
Quenton Forcebinder
Rosutsu
Sean C.
Svend Andersen
Timnir the Chat Allfather
X. Rödhamr

kithain scholar

Alexander Blewett
Andrija Popovic
Astraea Greyhawk/Julian Shepard
C. B. Ash
Chris "AkatsukiLeader13" Gawne
Craig V. Lee
Dave "Wintergreen" Harrison
Edwin Creak
Ehran Kavanagh
Eric C. Magnuson
Etrigan Dai Mane
George Cantrell Jones II
Inuminas
Jake Chung
Jan Bernd ten Berg
Jane Hanmer
Jasmine Mullin
JD Simmons
Jeffrey Meyer
John Michael Payne
Karl de Vries
Kevin Mueller
Kimberely Altomere
M Burton Hopkins Jr
Matthew Junge
Matthew Madden
Nathaniel D`Obscurite
Patrick D.
Peter Steponaitis
Princess Miranda "Frick" Harrell
R.A. Mc Reynolds
Robert Collins
Roxane Tourigny

Sandra “Dreamweaver” Aretz
Sashael Raim
Si Appleby
Soreth
Steve Lord
Tracy Pinkelton
Washington Steel
Weltwandler
Wes Frazier
Yhorim ‘Scourge of the Shining City’

AlyCat
amy e
Anton Micheals
Arcane the Sage
Aseariel
Blake McCormack
Bob Hafer
Brendan Dalton
Brendan Sherlock
Casey McGirt
Cecilia Banbridge
Chris “Q“ Schmaling
Clancy Wendt
Club
Cody Thoroman
Dame Alessia Renata ni Fiona
Deke Reisig
Derek Semsick
Eleanor Stevens
Elizabeth Fredericks
Enknot Muja
Fred Filler
Gabriel Bélanger
Geoff Peterson
Hank Driskill
Irene “Running Gag” Posey, Nuwisha supporter of dreams
Jason Corley
Jens Mueller
Jens Schönheim
Jim Hague
Jody Harkavy
John “Fable“ Kennedy
John Beard
Joshua Dixon
Kat Kline
Kristen Wood
Kyle Piano
Lady Khorae
Lorne Pearce
Meghan “Alastor” Fitzgerald
Michael Bukraba
Michael D Stein
Michael J. Pucci
Mike Jeffers
Naesin du Cygne ap Ailil
Paul Prescott
Rob Andre
Rob Carroll
Robert Jazo
Robert LeMoyne
Robert Mills
Sir Ironborn ap Balor; Knight of House Balor and Lover of Snake Fuath, Merfolk & Axe-Wielding Nuns
Steven C
Tamara Crespo — Prinzessin T’jiamaar aus dem Hause Fiona
Tanner Bivens
The Chimerical Goat
Tomas Brännmark
Wren Wicks

scholar

Angus H H Young
Dorcus & Morgan
Matias Valenzuela
Simon Barrett
Tom Ladegard

changeling

Isaac “A Rock of Radnor” Linkletter and 42!
A. Leslie
Aalisha Sekhmet of house Scathach.
Aaron & Heidi Chiles
Aaron & Lauren Feingold
Aaron Farr
Aaron J. Schrader
Aaron R Corff
Aaron Sutherland
Aaron Woodside
Abner Rodrigues
Adam Dodd
Adam Doochin
Adam Matherly
Adam Zielinski
Ade Smith
Adie
Adrià “yggdrasil” Seguer
Adrian Benningfield
Adrienne C.
Agho’Linn Rellen’thas
Aileen E. Miles
Aka Meriweather
Akiliana Silvermoon (Fox Pooka Wilder)
Alasdair Watson
Albert Schroter
Aleana Ozlin
Alex C.
Alex Cullum
Alex Fenner
Alex Myers
Alex Richters
Alex Swanson
Alexander Brown
Alexandra Markusson
Alexis S.
Alice Peng & Brandon Powers
Alicia Cameron
Aljoscha Reichert
Allan Schnoor
Allan Stephen Chua
Almad
Almoni
Álvaro de Campos
Alyssa A.
Amber Rose
Amber Vietzke
Ambrosia
Ammariel Melwasul
Ancient Dan
Andara Shadowfang
Anders Holmström
Anders Mejstrick and Jason Leonard
András Babós
Andre Gunnarson
André W.
Andrea Kussy
Andrea Paulinski
Andrew Howell
Andrew Nicholls
Andrew “whitenoise” Rogers
Andrew Wilson
Andy Zeiner
Angela Lee
Angelo M. Autor — beloved scion of Autor Waterparks LTD
Angus Bartett
Anja Kraus
Annabelle Krause

Anthony Damiani
Anthony Howell
Anthony J. Pirri
Antonio Borrani
Apu the Eshu
Arachnaas
ArcaneGomi
Arethinn aTinderel
Arkon63
Arne Kugler
Artur "Ev1n" Plociennik
Ashra Black
Aurély Sabourin Messina
Austin Haught
Austin Smith
Autumn Running Doe
B. Burgess
Bael the Cruel
Bandele and Danae
Barak Blackburn
Baron Mist of Las Vegas
Baroness Ainhoa de Alcázar
Baroness Angelica Rumpletail
Beachfox
Becca Schlichtig
Beestmeester
Ben "Damocles Thread" Walker
Ben Hollas
Ben Mandall
Benegot Kirberg
Benjamin Aldred
Benjamin Lafleur
Benjamin R. Terry
Benoit Devost
Bert Isla
Beth Denton ap Liam
Birch and Willow
Björn Fehr
Bob Jones
bookwyrm
Borja García de los Ríos
Bowie Sessions
Brad D. Kane
Brandes Stoddard
Brandon Thompson
Brennan M. O'Keefe
Brian Gilkison
Brian Grant Kearns
Brian "Hot Soup" Walden: Eshu of the Vegetable Circus
Brian Hykes
Brian Johnson
Brian Koonce
Brian M. Gang
Brian Misamore
Brian Poe
Brightfires
Bruno Pereira
Bryan C. Smith
C.W.Richeson
Caille Elizabeth Jensen
Caitlin Eckert
Cam Lewis
Cameron Harrell
Cameron Kellett
Camille
Cantoredombre
cantrip
Carlos Fernández Piñeiro
Carlos Ovalle
Carlos Restrepo
Carlos Vergara
Casey Geyer/Victoria Reichert
Cassandra and Trevor Bryce
Cathi Gertz
Cee Moriarty
Chad Hazel-Kepler
Chaifi
Charles Siegel
Charles Walters
Charlie Ferguson
Chasym
Chris "Parch" Hermann
Chris Cowger
Chris Czerniak
Chris Greene
Chris LaDew
Chris Reay
Chris Sauter
Chris Snyder
Chris Villegas
Chris W Mercer
Christer Malmberg
Christoph of summer
Christophe Loyce
Christophe T. McWillman
Christopher "Mosser" Morrell
Christopher "eChryxius" Wai
Christopher Gunning
Christopher Hauschild
Christopher Pelletier
Christopher R. Wain
Chrysilla Fisher
Ciaran Barrigan
Claude Martel-Olivier
Claus Larsen
Cleric Riff
Clockwork EJD
Colin Anderson
Colin Jessup
Colin Urbina
Colin Wixted
Colognian
Coop ap Scathach
Cora Stelleri
Corvwyn
Creagan MacCairngorm
CSN
Cynesra James
D L HECTOR
D. Lacheny
Dacar Arunsone
Damian May
Dan Goldberg
Dan Moody
Dana Rogers
Daniel Balderas
Daniel Spangenberger
Danielle Oremus
Dante Laughing-Coyote
Darius Stormfront
Darker Days Radio
Dave Mooney
Dave "Moridin" Bruno
Davey Stevenson
David "Quindrael" van Nederveen Meerkerk
David "Raven's Storm" Bryan
David Berkwits
David Bigg
David Doucey
David Huston
David Kusy
David Levkowitz
David Paul
David Rybacki
David Stegbauer
David Tapanes
David W Kaufman II
David Zurek
Dax Van Moore
Dean Stuart McNabb
Dean "WeaselPooka" Midgley
Debra the Zebbra
Derek "Pineapple Steak" Swoyer
Derek Guder
Derrick Sigmon
DexGeek
Diarmuid the Mallrat
The Rt. Hon. Lord Dimitri ap Fiona, Baron of Battlefield, protector of East Atlanta
dmjalund
Dominic Parent
Donald Burch
Doug Blakeslee
Douglass Kern
Dr. Jimmy
Dr. Lewis Atholl Johnston
Dren Lithear

Drew “Industrial Scribe” Scarr
Dreyus Nox
Dryanna
Duncan Wong
Dustin Dickerson
Edgar Mackenzie
Edoardo Franco
Edward Carpenter
Edward MacGregor
Edward Schuck
Eidan Rodriguez
Eidolon Oracle
el Mīko
Elenora Mendez
Eliana Belenky
Ella Austin
Emerin Whitefoot
Enofuht
Enrique Gutiérrez Carroquino
Eric Sikora
Eric Steiger
Erik Kemnitz
Erika Schultze
Erin Short
Erve’ Aimaro
Esben Mølgaard
Ethan Zimmerman
Fabio vitanza
faux
Federico Rossi Edrighi
Felipe de Amorim
Felipe Recka de Almeida
Fiacha
Fifi
Filip Van Huffel
Flaming Sofa Productions
Flare Sabermane, Sky Pirate & Professional Hero
flowerysong
Forrest Spilker
Francine.
Franco Frare
François Labaye
Frank McCormick
Frank Precissi
Frank Toich
Frank Wieden
Fraser Imrie
Fynikz
Gabriel Miller
Gabriele “Gavhri’el” Radaelli
Gailedon
Garenne & Dame Palanie
Gareth Hoare
Gareth Willcock
Gary “Pezz” Hicks
Gary M
Gary R Smith II
Gatharion, Boggan Storyteller
Gavin Downing
Geoff “Christos” Vogel
Geoffrey Ward
George Pitre
Ghoul
Giuliano “Kiusugi” Gianfriglia
Glafira
Glen Barrett
Goonius Maximus
Görkem Ekiz
Grace Fletcher
Greg and Lauren Roy
Greg Valleau
Gregory Bloom
Gregory Eisley, Eiluned
Gregory Faber
Guy Reece
Gwen Lindsay
Gwendolyn Gifford
Gwladys “Bunny” Legouarec
Håkan Ståby
Harlan E Rosen
Harry Richardson
Heath J Banyai
Helder Lavigne
Helen Orosco-Eiluned
Hellpop
Henrik Augustsson
Henry J. Rimmer
Hexion Czirnick
Hidetoshi Hayakawa
High Queen Portia Blackwood
Hiroki Shimizu
Hiryo, Kitsune Legend
Holden Shearer
Hope & Pat Varnedoe
Ian “Merry Goblin” Ward
Ian A. A. Watson
Ian Eklund
Ian Hamilton
Ian M. Skinnari
Ian Smith
Iarlais
Idaho Johnson
Ignacio Granados Jiménez
Ignatius Montenegro
Imran Inayat
Indi Latrani
Indigo Loves Gosamyr
Inti Lozano
ipsi
Irian
Isaac Carr
Ivo Goudzwaard
J Baz
J. H. Frank
J. R. Smith
J.J. & Lana Mason
Jack Barone
Jack D. Johnson
Jacob “The People’s Cowboy” Hand
Jacob Ian Hiatt
Jaelen Rachlin
Jaime M Garmendia III
James & Emily Spahn
James “Boo” Johnson
James and Sara Califf
James Barrett
Jamie Snetsinger
Jared Fattmann
Jared Koon
Jarlath Ciardha ap Eiluned
Jaron Kaplan-Parr
Jarrod and Amanda Breeding
Jason C Marshall
jason e. bean
Jason Freston
Jason Kenney
Jason Locher
Jason MacGillivray
Jason Marks
Jaxtille Scotts
Jayna Pavlin
Jean-Sebastien Boisvert Dansereau
Jeff Dieterle
Jeff Lauder
Jeffrey Palmer
Jeffrey Taylor
JEG
Jen Kuiper
Jeph and Angie Lewis
Jeremey D Walker
Jeremiah Liend
Jeremy Cunningham
Jeremy Kostiew
Jeremy Purdom
Jeremy Putman
Jeremy Zimmerman
Jerimiah DuBois
Jesika Wolff
Jesper Aagaard Petersen
Jessa “Demon Cat” Denmark
Jesse J. Burnette
Jessica
Jezebel Ribripper Redcap knight ap Balor
Jim Allard
Jim and Darla Nault-Tait
Jim Jones, Elf Lord
Joachim Treimmer
Joan Anonical Sartori

Jodie Awesomecore
Joe Harn
Joe Parrino
Joey Zuercher
John and Emily Crum
John Armstrong
John Bogart
John Davis
John Doyle
John F. Zmrotchek
John Henry
John Martin
John Noble
John P Weatherman
John Yngve Fredrik Lundgren
Jonathan "definitely not a pooka" Grimm
Jon-Eric L. Swigart
Jordan Millward
Joseph Edge
Joseph Maiville
Josh Grauberger
Joshua Ahlbrecht
Joshua Pevner
Joshua Pluta
Joshua Riley-Graham
JP York
Jules "The Clarion Laugh" Rozkov"
Julia Kramer
Justin Melton
Kai & Jason Wodicka
Kaisa Vitikainen
Kalda Mendry
Kalsandria "who, me?" Wakefield
Kat Flottemesch
Katherine Dungan
Katrina Thyme
Katy Crumb
Katy Richard
Kay Hoddy
Kay Stavis
Kebhab
Kegoma Omari Zafeki Jamal Govan, Knight of House Fiona as pronounced by Queen Mab
Keith A. Hill
Kellen Harkins
Kent Gabriel (Nathan Berg)
Kevin "The Lighthouse Keeper" Warmerdam
Kevin Berry
Kevin Hislop
Kevin Michael Kaufman
Kevin Scully
Kevin Vastavel/Kelly Rosselle
Khan
Khorgan Boneslag and Smiley
Kieran Carder
Kieren Martin
Killing Popcorn
Kim Horne
Kipper
Kirke Rafael
Kjell Kenneth Moens
Klaas
Kristopher Deters
Krzysztof "Eol" Zawieja
Krzysztof Zajkowski
Kyle Henderson
Kyle McCarty
La veglia non esiste.
Lachlan Smith
Lady Forest Bell
Lady Laura of Eiluned
Laisren Fionntan ap Fiona of New Bremen
Lambert Behnke
Lance Arnold aka Draivin
Landra Caine
Lark Cunningham
Laszlo "Grath" Benyi
Lauren Harrison Rossato
Lauren Russell
Lawrence Stranges
Layne Delp
Leaf
Led Rangelda, Unseelie Firebringer
Lee Sims
Leonard Goulds
Leonard Helding
Leslie Weatherstone
Lester Ward
Lex Head
Lian
Lilly Rose, her mother and the gnome under the pepper spray
Lily Carters
Lina "Daisy/Nightsy" Weingård
Lindagrace M.
Lisa Fortuner
Lisette Walsh
lobachevsky
Longpig
Lord Seamus O' Moughian, slayer of trolls
lordofgibberish
Loren Walsh Ap Balor
Lorna Scott-Ashland, ~Nocker extraordinaire
Lorrraine
Lou & Klara
Lou Silvers
Louis-Etienne Desgagnes
Lucas van Toren
Lucian Danvers
Luke Parsons
Luna and Ken Carnes
Lyra Avery
Lyttleton "Collwyn Hyren" Callender
Maciej "Vonen" Korpik
Magus
Mairi White
Majdi "Nock, Nock, Nockers at Heavn's Door" Badri
Malcolm Brown
Mama Cass O-O
Marc Collins
Marc de Diego
Marc17
Marc-André Laurence
Marc-André Perreault
Marcin Segit
Marcin W. "rehael" Dąbrowski
Marinos "Storyteller" Louros
Marisa Preciado
Mark "Flannelcat" Hunter
Mark Garbrick
Mark Mason
Mark VandenBoogerd
Martin Brown
Martin Ross
Martin Warner
Matias Frosterus
Matt & Miranda Gnepper
Matt "Catapult" Wang
Matt Carman
Matt H
Matthew Barker
Matthew Boda
Matthew C Snyder
Matthew Cary
Matthew D Oakes
Matthew M Middleton
Matthew M. Bennett
Matthew Roberts
Matthew Skillings
Matthew York
Mehmet Can "Hospitaller-Triel" Atalay
Menelluin
Menno Rieff
MFeeney
Michael "Finn the Celt" Barr
Michael "Wolf Papa" Holland
Michael and Brian Goubeaux
Michael Bergh Hansen
Michael Buchheim
Michael Ehrhardt
Michael Kostruba
Michael Maggs
Michael "Muffin" Adam
Michael Robins
Michael Theodore VanStrander
Michael Trevayne
Michele "Marvanis" Terenzi

Michele Zanni
Micky Baker
Mike MacArthur
Mike Torrey
Miles "the Pooka" Ward
Mimi & Lina
Mirror Play
Mnemast
Monsieur Mal
MOOOOOOO!
Morris McClelland
Mr Silvertongue
Mr. & Mrs. Thunderawesome
N. Ohnesorge
Nadia Truewater
Nalynmiranya of House Eiluned
Natali Gerany
NaTaN
Natasha Pazhari Morozova
Nate & Kate
Nate C.
Nathan Adams
Nathan Mitchell
Nathaniel Dean
Nathaniel Heironimus
Nathanielstarr
Nejlah Al-Rahab, Country Gangrel
Newt Steamson
Nic Matuzic
Nicholas Chevallier
Nicholas Hendley
Nick "That Weird Gecko Guy" Esposito
Nick Ball
Nick Clements
Nick Wingedferret Brown
Nicole Porter
Nienor Nic Scathach
Nightmare's Call oathcircle
Nikodemus Siivola
Nituki Leshyahen
Nny Casil
Nyk Huntington
Old RedEye, the source of nightmares.
Olivier Jobin
Olivier Lefebvre
Ols Jonas Petter Olsson
Omer Ahmed
Omri "Ouch" Oliver — Tchktchk of the Explorer's Guild
Orpheus Darktyde
Oubliette
P. L. Manning
Patrick "Scarabus" Hanna
Patrick Chapman, strange and charm
Patrick de Bruijn
Patrick Leonard
Patrick Sung
Pat's Scion group
Paul "Beatle" Ring
Paul K
Paul Rutledge
Paul Singleton
Paul W Harris
Peter
Peter D. Clark III
Peter Hayes
Peter S. Svensson
Peter Svensson
Phil Edwards
Phillip Bailey
Pi Fröjd
Pieter Spealman
Piotr Piegat
Porter Wiseman
Pouncy, Veteran of the Year of Fire, Loyal Servant to the Dark Lord of Cute.
Preston Lee Bobo
Princess Rhoswen Skyward ap Fiona
Proffel the least Awful
Prosnit
Pynki Maus
Queen Calamity the Winter's Rose, Daughter of House Balor, Master of Ravaging
Quippish
Raad ap Ailil
Rachel Pitt
Rain & Aidenn
Ramuel84
Rand Brittain
Randall Lee
Rangos
Raphael Bourdot
Raul Urbina
Raven Hawkins
Rees Engelhardt
Reuben Israel Beattie
Rhea Shelley
Rich Warren
Richard Chilton
Richard Frost
Richard Pruiett
Rick Cotten
Rick Dalby II
Rill ap Fiona
Rip
Robbie
Robdog
Robert T. Sagris
Robin LaChance
Robin MacAllister
Rodrigo Moreira Fagundes
Rogan "Totoro" Hamby
ron beck
Roo, "Templeton Rat"
Rory mcintosh
Rosa Flores
Rowan Matea
Roy Berman
Ruarai "Rory" MacCumhail
Rubiee Tallyn Hayes
Runa Moth
Rune Printzlau
Ryan Reynolds
Ryan Wilson ap Eiluned
S L Koch
Saleem Halabi
Sam Garamy
Sam Gregory
Sam Myatt
Samantha Townshend
Sami Rigel Genstein
Samuel Gordon Mitson
Samuel H. Gonzalez
Saoirse Cobain
Sarah
SaxMan
Sceadu
Scott Banks
Scott Cullinane
Scott Havens
Scott Kendrick
Scutters
Sean "Ariamaki" Riedinger
Sean Moulson
Sean O'Neill
Sean Riley
Sean. K.I.W. Steele/Arcane
Segev
Sergio Delgado Díez
Sethreich Ardestahdt
Seumas Macdonald
Shadowhop, Lasombra Bishop of Tucson
Shana "Myrdydd" Crump
Shane Allen
Shannon Keniry
Sharon and Jake
Shelby Mehl
Shimon Klein
Shmoo Jacobs
Simon (Bravehound) Teagardin
Simon Dugard
Sir Brock Harde: the Satyr Seducer
Sir Candence de Bree (Moca)
Sir Dylan ap Fiona
Sir Raina Fox
Skafte
Skjalg Kreutzer
Skye "skyknyt" Knighton
Slick+Grindalono

Sphera Arkham
Stalks-the-Reef
Steeve Gagne
Stefan "LoomChild" Axelsson
Stefano Miorelli
Stelio Passaris
Stephen Lea Sheppard
Stephen Pruett
Steve "Bearly Normal" Discont
Steven "Pholtus" Jones
Steven Danielson
Steven J. Pope
Stevie Marie Grayson—Red-Faced Warbler Pooka
Stewart Skeel and Jeff Sinclair
Stuart "Goblinspider" Adam
Stuart Armstrong
Sul and Nie
Superhorse
Syal
Talomyr
Tami, collector of knowledge
Taylor Dale Wright
TechnocratJT
Ted Ursus
Tephira Nixillume
Tetsuo
Thad Green
The Beekmans
The Callaway Family
The Chronicles By Night Gaming Group
The Lady Arachne
The Mordak
The never ending knock....er
The Tim
Theaedos
Thiago Lyra Galvão
Thibaut Gaillard
Thierry De Gagné
Thomas BIDAUX
Thomas Devine
Thomas Off
Thomas Schindler
Tiago Barão
Tiemi Hashizume
Tiffany Korta
Tim Boser
Tim Croker
Tim Czarnecki
Tim Mushel
Tim Oliver
Timothy & Mitzi Gousie
Tobbar Bashalde
Tod Sharpears
Tommy G "Morpheus Wept"
Tommy Svensson
Tomsdad
Tony Wileman
Topher Marohl
Torradin341
Travis N. Thomsen
Trevor Stamper
Trey Morgan, Gruagagh of Kinrowan Spire
Tristan Smith
Tristan Valentine
Tyler Dent Hayes
Tyler Lominack & Patrick Knowles
Tyler Wirth
Tzalik "Fist of God"
Uriel "Yaoshua"
vadersson and damcewen
Vairelome
Valery Belayev and Tanya Itkin
Vancier Magibleu (Joseph Figlar)
Vegard Kivle
Vena ni Scathach
Veronica Howard
Vistani Radanavic
Vitamancer
Vyse Arcadia
W. "Shaman" Obenshain
waelcyrge
Wagner Volanin
Walter B. Schirmacher
Wendy and Craig Cheairs
Wes C.
Weston Harper
Will Inskip
Will Toothaker
William "Nuki" Cook
William Dovan
William Rodrigue
William Walker
William Watkins
Willow Raindancer
Wolfgar Malcolm Lyles
Wong Kai Chung, James
Wraithly
Wren
Yann Krehl
Yves Sprinke
Zach "Singing-Surf" Soohy
Zachary Davis
Zakathious
Zao
Zeke Coughlin
Ziggy Ramone
Ziv Ragowsky

(O°.°)O Konta O(°.°O)
(un)reason
NIKOLAI STEEN
"Alnilam & Oisin"
Aaron Wright
Abigail and Mark Stone
Abria Nyvar ap Scathach
Adam Beyonce Lowe
Adam Mock
Adrian "The Lurker" Sparkman
Adrien "Tydesson" Lochon
Adrienne "Lando Winters" Dawley
Aerich Einluned Iaguaretê
Aidith the Éidigh (Fabián Á. López; Mecatol Rex, Madrid)
Aine &Thomas
Al Marshall
Alain M.
Alan McNevin
Alan Orr
Alaric, Knocker Apothecary
Alberto Martínez
Aldei Montclair
Aldo "Kuako" Montoya Reynaga
Aldrema
Alec "Michel" Wills
Alec Humphrey
Alec McClain
Alekki and Orpheus. Vix and Scaramouche.
Alessandro"Prime" Balderi
Alex Ory
Alexander Sandrén
Alexander Wolf
Alexandre "Magnamagister" Joly
Alexis & Jeremy
Alice Lanteigne
Alkaru
Alkirer
Alvaro "Sixaola" Madrigal
Alvhar aep Gwydion The Hope Killer, Grand Duke of Nightmare Realms
Amber Allen
André Fomferek
Andrea Carolina Alonso Vengoechea
Andrea Migone
Andreas "Zanity" Bengtsson
Andreas Reck
Andrei Antonio Gonzalez Reyes
Andrés Montañez
Andres Villaseca
Andrew "Lorelorn" Curtin
Andrew "Skyrider" Novak
Andrew Anfora
Andrew Brownell
Andrew Laliberte
Andrew Ring
Andrew Russell Vagelatos
Andrew Waterfall
Andros Baphomet

Andy Blanchard
Angel Spiliopoulos
Angela Charapich Fields
Angelborn
Angi, Alden and Douglas
Anna Eleonora Colombo
Annabelle ni Scathach
Anne & Zak Becker
Annie Lawson
Anthony "Selketh" Dennetiere
Anthony Jennings
Araceli Parker
Arkon Nielsen
Arpintxo
Arthur "Torakhan" Dreese
Aryula
Athena Foster
August Ashton Haag
Aurore, Fille de sa Mère
Austin 'Alnauthir' Diaz
Avast Snek
Azrael Von Braun
Backer with no name.
Bahiya Ahlam ni Scathach
Baker St. (Betsy, Amy, Kate)
Baptiste Moulinier
Baron Mikael Kelleher ap Leanhaun
Baroness Valaethe and Squire Cavall (Theresa and Cavan Rider).
Barruum Rex
Barthélemy "Skender" Alezandaru
Bascanos, Servant of the Crone
Beccatoria
Becquerel
Ben Bogaerts
Ben Dinsmore
Ben Lyons
Ben Treeby
Benjamin "BlackLotos" Welke
Benjamin "eSca" Reed
Benjamin L. Maden
Bentley W. Chism
Benton Little
Bertil Lindy Jensen
BetterDayz
Bill and Clara
Bill Johnson
Billy Barnes
BJ McManus
Bob Harrison
Bob Power
Bob Stauffer
BoB!
Boggle
"Bookmark" Ana
Boutigny Guillaume
Brando the Boggan
Brandon J. Rollins
Brannen
Breaden, Esq.
Brenda Schappert
Brett Easterbrook
Brian Ward
Brianne M. Sifert
Brooke Haba the Gorgeous Fae
Bruno Durivage
Bryan Fowler
bydo
C. Martin Coulter
Caleb Knight
Calle Hedrén
Cameron Manski
Cang Ling Yee
Captain Perriwinkle
Carie! Varner-Faricelli
Carl "zal0k" Gagnon
Carl Paquin
Carlos Arricibita
Carlos Eduardo Pellicer de Oliveira
Carol "Xandra" Darnell
Carolina "Eire" Medina
Caroline Dean
Casidhe Nebulosa
Cassandra Dowe
Cato Septimus Tag
Celestia Silverrain
Charles Boswell
Charles Dark
Charles Dunne
Charles Sherwood Morrill
Charly Florent
Chazz Kellner
Chelsy "aka" Alessa & Meep.
Chevalier Caitlin ap Avongarde, Pooka Knight of the Court of Azure and Shadow Rose.
Chris "Echo" Granniss
Chris "Swordsman" Bern
Chris DiAngelo
Chris Eggers
Chris Handy-Honeycutt, Dreamer of Dreams
Chris K. Cook
Chris Landmark
Chris McLean
Christian A. Nord
Christian Topp
Christina Hanks
Christina Shirley
Christoph Dannenberg
Christoph Schulz
Christophe "Diablerist" Hitchcock
Christophe Larralde
Christopher
Christopher "Nezumi" Moreno
Christopher A. Bell
Christopher Bertell
Christopher Greymere
Christopher Pinder
Christopher Sturges
Civ Light
Claus Jørgensen
Colly Lustre
Count Vladimir Ditya Buri ap Varich, of the County of Bright Shores
Countess Eve ferch James Senna, selkie ambassador
Coyotekin
Craig Murphy
Crimson Victoria
Croatoan
Crüjen A. Geis
Cynthia Jerkins
Cyril Lunt
D Sonderling
DaemonChrno
Dale "Clayton" Millward
Dale Graham
Damien
Damien Starlurker
Dan
Dan Chase
Dani "Genevieve Ashley Rutherford Silvia Francesca Blackwell V" Barnsley
Dani Toste
Daniel "DM" Martins
Daniel "Erdrix" Yeaman
Daniel "Maeve Darksight: Nocker Supreme!" Weber
Daniel "Sir Whiteout" Guariento
Daniel C. Barton
Daniel Gougian
Daniel Ley
Daniel Lundsby
Daniel Niekerk
Daniel Peterson
Daniel Rodriguez
Daniel Taylor
Daniel Wright
Daniele "Chojin" Cappelletti
Danielle Meyers
Danni Feveile Börm
Danny Ketzer
Darío Muñoz Ruíz
Darran MacMaghnusa
Darryl "Viktor Kamenov" Johnson
Dashekita N. Brooks
David "JustDave" Talboy
David B. Capricorne
David Bjorne
David Bresson

David Carroll
David 'Circle of Fate' Coleman
David Friedenberg
David Futterrer
David M. Higgins
David M. Hubbard
David Majesie
David MONDON
David N Dow
David Palau
David Paul
David Rego
David Rose Fraser
David Tveraas
David Weidendorf
Davin Wärter
Dawid "Salubrus" Wojcieszynski
Dawn Jones-Low
De vos Lemmens
Demian Vitae
Derek Victor
Devilbear
Diana "BellAtropos" Watt
Dice
Digno de Confiança =D
Dina Steyn
Dineen Thornton
Dirk vanleeuw
Docteur Half
Dolan Ross Scherfel
Dominic Robertson
Dominik Jaworski
Donnie "Lord Aludian" Roos, Jr.
Doug Atkinson
Dr.Bang
Dragos "Howls the Legend Song" Faolan, Knight of Fiona
Drew Skoviak
Duke Stephan Marcuson ap Eiluned
Eben Lowe
Ed Moretti
Ed Shannon
Edgardo A. Montes Rosa
Edouard Contesse
Eduardo Alberto de Losada y Cabruja
Elenaria "ni Aesin" Gydemo Östbom
Elf
Elijah Kautzman
Emilio J. "Krusmir" Sánchez-Sierra
Emperor Norton
Enedino Fernandez
Eöl Liaram Ap Ailil
Eric C. Campbell
Eric M
Eric Nathaniel M Henson
Eric Pensman
Erica "Vulpinfox" Schmitt
Erica Renton
Erik Daguerre
Erik van Brug
Erin Ruston
Erol Mazhar "Croc" Aksoy (On behalf of Anadolu Hikaye Anlatıcıları)
Esselia
Esteban "Fuku" Aquino
Ethan Wilke
Ethion
Evan "JabberWokky" and Sarah Edwards
Evandil Silverwalker
Fae Hutter
Faith Marcom
Felipe Shimabukuro Kai
Ferdinand von Schenk
Fernando Autran
Fiona sullivan
Fireside
Florent 'killerklown' Didier
Florian Weiss
Frank Reinart
Franz Georg Rösel
Fred Pilarczyk
Fredrik "Frippe" Nilsson
From the Outside
Furst Calle Staffansson av Hus Heilborn
Gabriel "Polka" Bronfman
Gabriel Chrysalis Carlson
Gabriel Night
Gabriel Sorrel
Garon Niehaus
Garron Lewis
Gary McPhillimey
Gastergyr Agamas
Gawain Ni Scathach
Gears Garvin
Geoffrey Rabe
George H Webster III
George Smith
Gerald Robinson
Germán Andrés Naranjo Facci
Gestalt Valance
Giggle
Giovanni Mike Michelotti
Glenn Clifford
Gloria Sun Wing Mei
Gobbos
Gophner
Gordon Gordon Gordon (Eldagusto)
Graeme "Thee Forsaken One" Foote
Grand Duchess Lelie van de Verbrijzelde Eed ap Fiona
Greg Meyer
Greg Phillips
Greg Walters
Gregory "GM" McIntire
Gregory Allan Fudge
Griffin Horn
Guido Gerr
Guillaume "Gilyu" Mercier
Guillaume "Lenny" Asset
Gustavo "Brujah" Mattioni
Gwyndolyn du Beaumont ni Ailil
GypsyRae
HAMBONE!!!
Harald Hellerud
Harma Lever
Heath Horne
Hedge Haus
Heidi "Starlina" Elmore
Helio Maciel de Paiva Neto
Henry F. Bruckman Vargas
Henry Wong
Herla
HikoTikiTavi
Hob Moppletail
Howard Wong
Ian Cunningham
Ian James Gray
Ian MacRae
Ian Sundwall-Byers
Iauwv Tigerpaw
Ibon Presno
Icarus Waning
Ingo Beyer
Isaac Grey
Ishcar
Iván Sánchez Roig
Ivo de Mooij
J. Childs
J. Gawthorpe
J. Sterling "Sluagh" Smith
J. W. Bennett
J.C. Carvalho
Jacek "Arez" Polosak
Jacob Guldbrandsen
Jacob Villa
Jacques Murphy (Maicon Luiz de Souza)
Jairbrin Rahl
James "Living the Dream" Nettum
James Doherty
James Elder
James Monty-Carbonari
Jan "Helm" Richter
Jan Mertens
Jared Van Meter
Jason Berteotti
Jason Brennan
Jason DeForge
Jason Dickerson
Jason Geis

Jason Roepke
Jason Ross Inczauskis
Jason Seitz
Jason Wintergaard
Javier "Gamers of Comedy" Palenzuela
Jay Warner
Jayem Griffin
JAYSON "the14thguest" TURNER
Jean Davison
Jeff Rickert
Jeff Zitomer
Jeffrey Pittman
Jeffrey Taylor
Jennifer Fuß
Jennifer Isaacs
Jennifer Mintz 1977-2010
Jennifer Weinstein
Jenny Langley
Jens Waldner
Jeremiah L Schwennen
Jeremy "JDazzle" Marshall
Jeremy "Queso" Tindel
Jeremy A. Mowery
Jeremy Ap Ailil (Formerly Jeremy Scott Miller)
Jeremy Brown
Jerry Ozbun
Jessica Lilith Darke
Jill & Matthew Koelling
Jillian & John Christensen
Jim Flood
Jim Groves
Jinny "Gear" Reaver
Jody Bowman
Johan Staaf
Johan Utstrand
John "Wolfe" Kelley
John Doe
John Horler
John Lambert
John Morel
John Snee
John Windwhisper
Johnny "Dov" Draiman
Jon Robertson
Jonathan A. Cohen
Jonathan Sands
Jonathon Green
Jonci Aguillard
Joonas Teurokoski
Jorden Varjassy
Jörg Fick
Josaphat Niebler
Jose Angel "Oda de Eras" Cavalier. Original bard and First Dreamweaver in the Kingdom of Colonia, South America. (C:TD fanpage first admin in Fb)
Jose Hernansaez
Jose Luis Perez Zapata
Joseph Andrew Hill
Joseph Homer
Joseph Schutte
Josh Sroka
Joshua "Technic" Mears
Joshua Ramsey
Jota
J-p kopf
Julia Teall
Julián Navarro
Kai Schiefer
Kai Wiechmann
Kaladorne
Kalan Adair
Karri Kejonen
Kat McIvor
Katerax
Katie Harwood
Katie Marigold Lindgren "Sweet, Buttery Mustang," Wilder Satyr Sorceress of the Middle Ground Mew.
Katja Mallok
Keegan Clements-Housser
Keith E. Hartman
Kelly Cashion
Kemeron Siemens
Ken Finlayson
Kenny Beale
Kerry Birmingham
Kevin Miller
Kevstina Brewside
Kiith
Kim Dong-Ryul
Kim Stalbovs
Kimberly Morris
King Nail
Kirk Foote
Klandaghi Silentclaws
Kleverson Carvalho
Kody Stinson
Kokiteno
Krister M. Michl
Krystal Sewell
Kurt Heinrich
Kyle E. Kemege
Lady Aeria ni Fiona the Starborn
Lady Sasha and Duke Mathias ap Gwydion
Lady Sphynx
Lady Vert Goblin of House Leanhaun
Lars Holgaard
Lars Lauridsen
Laura Finley
Lauren Faberlle
Lauri Mattila
LeAnn "Ellyham" LaFollette
Leanna Morningstar
Leath Sheales
Lem Pilgrim
Lesley Phillips (Dark Lord of Cute)
Lethrack
LeviathanVII — Greg D —
Liberty Andraste
Liera McCuin
Lifestealer
Linda and Benjamin
Lindsey Douglas IV
liu hong
Livia von Sucro
Liz Rogers
Liza Lemberger Falk
Lochland Hightower
Locke Stitch
Loge of House Ailil, Lord of Golling
Lokie
Lord Liam Trueblade, Lord Protector of the Pooka Princess of the Kingdom of the Coton Candy Throne
Lori Krell
Loumen
Luana Filgueiras
Luca Sacchini
Lucas Wright
Luciana e Rafael Devera
Lucy "wyrdness" Fletcher
Luis Antonio Avalos
Luke Brewer
Luna Lydia Bennett
Luna Wolff
Lyinggod
Maarten Geirnaert
Madame Van Doren, pooka
Malabron de Malafas
Mandavar the Seeker
Manuel Cadiz
Marc
Marc Kuczborski
Marcelo Faria
Marco Klomfas
Maren Hanson
Maria Saltykova
Mario Meo
Marisa "Lady Phoenix" Turner
Marius Ap Liam
Mark Austin Fleming
Mark Bussey
Mark Cockerham
Mark Hope
Mark Lazure
Mark Moore
Mark P. Redford
Mark Pryce
Mark Somogyi
Markus Wagner

Martin A. McDowell
Martin Bourque
Martin Zachariasen
Master Craftsman Herr Doktor Innis Dupoir Nachteltaffen ap Gwydion
Mathew (GuDeLJ)
Mathieu Guittard
Mats Sjögren
Matt Timm
Mattboggan
Matthew A. Gorsky
Matthew Dawkins
Matthew Horoszowski
Matthew Lynn
Matthew McDonnell
Matthew Pascal
Matthew Ross
Matthew Sanderson
Matthew T. Margres
Matthew Wasiak
Matthias Pettersson
MaTThias Svensson o Sara Törnström
Mattia "Ebrithil" Pellin
Maud Hamelin
Medulli
Meg Bullock
Megan & Joshua Jones
Megan "Nezumi" Greathouse
Mehmet Ortaç
Melhanie ap Fiona marquise of Manhattan
Meredith Trueheart/Deborah Castellano
Micah Sauvageau
Michael & Cortney Percival
Michael "Astarte" Brosens
Michael Bach Kristensen
Michael Calabrese
Michael Dalton-Martin
Michael E. Suttkus, II
Michael F. Homola Jr.
Michael Gellett
Michael Hehn (Lord Sholto ap Eiluned, Autumn Baron of Seasons Blessings Barony)
Michael Herrinton
Michael Jacobson
Michael Laengauer
Michael Laitinen
Michael Lenzo
Michael Patrick Foight
Michael W Kilduff
Michele "MKI" Beltramini
Michelle Fairbanks
Micro
Mike Maxson
Mike Montgomery
Mike Nash
Mike of Many
Mike Shema
Mikko Parviainen
Mi'lord Pagemaster Oberon, Sir
Minnigan
Mirko "Gargantua" Mitta
Morgan Weeks
Morgane & Emmanuel Daney de Marcillac
Morsvates
Mortain
Mr.Poke
Mranth Kumpf
Mu Sung Park
Murilo "Musgo" Sarno
Nafian Fletcher
Nathan Wetzel
Nathaniel Fionn
Naviere Shadowfeng
Necroline
Neil Silverman
Neko Scrumm, Bully-Boy, Knee-capper, Blackguard
Ness CARTIER-MILLON
Niall MacBeinn
Nicholas A. Tan
Nicholas Cler
Nick and Ember Cescon
Nicola Went
Nicolas Chrétien
Nicolas Heitz
Nicolas Villatte
Nikika Giovanni
Nin
Noble Thayer Graves, Clan Tremere, Changeling Doom
Nuala Tiefling
O.M.M.Ebbers
Og, the Right Hand of Leonaut. Wielder of Sunder's Grasp. Warrior of the Crusade of Thorns. Husband to Spring's Queen. Champion of Summer.
Ole Kadasch
Oliver Steckmeier
Oliver Thiago
Olivier Matra
Oren Douek
Oren Geshuri
Osir Tulane
Pablo Saldaña
Pacho Becerra
Pandora Lillian Lealos
Pandorin
Panu Laukkanen ap Eiluned
Patrick "Pangloss" Wedding
Patrick Ley
Patrick O'Donnell
Paul Garrett
Paul Lukianchuk
Paul Stefko
penwing
Peppersnatch, Raccoon Raver Extraordinaire
Per "BloodHowl" Nyrud Kaas
Peter & Natalie Smyk
Peter Merkel
peter peretti
Philip Rogers
Philipp ArcherPK Simon Kausch
Phillip Gleason
Pip Padden
Pirilla
Pooka Garcianes
PsyberOwl
Pyrha Silver
Pyro Pooka
Qarylla
Queen Marsalie ni Fiona
R. Jason Boss
Rachel Traynham
Randall Crawford
Ray "Irwin Schlopstedder" Gonzalez
RC Nelson
Rebecca Lamhut Jones
Re-Miel
Remy de Lioncourt
René Reinhold Schallegger
René van den Berg
Rev. Phillip Malerich
Ricardo Foureaux
Riccardo Zampieri
Richard Berrigan Popham
Richard Henry
Richard "Vidiian" Greene
Rick Lapointe
Rob "Bug" McKavanagh
Rob Buck
Rob Gatlin
Robbie Eberhardt
Robert "Ayslyn" Van Natter
Robert "Jefepato" Dall
Robert Christian Ruiz
Robert Jordan
Robert Lundgren III
Robert Sandell
Roberto Salles
Robin Burns
Robin Ljung
Rod "Cat Lord" Mendes
Rodolfo Avendaño Aguirre
Rodolphe Duhil
ROS — Dave Jurns
Ross Aitken
Rui AVELINO
Russ Trippett
Rylin Carver "Devourer of Blackberry Jack" Ap Eiluned

Sandra Anderson
Sarah Schwarting
Sarah Terman
Saul Andross
Scarybunnie <3's Raykens
Scott "Widemaw" Kelly
Scott A. Peters
Scott Drebus
Scott E. Vigil
Scott Forward
Scott Hiers
Scott McNabb Corpany
Scott Mullock
Sean Burke
Sean DiGiovanna
Sean K.I.W. Steele/Arcane
Sean M Sullivan
Sean W
Sebastian N. Behrndtz
Sebastian Pusch
Sessho Nightfae ap Fiona
Sgt. Shitari Cerantis, Knight of Avalon
Shad Scarboro
Shan "Shanathan" Morris
Shane Rose
Shaun Bartoo
Shaun D. Burton
Shauna Forrister
Shawn
Shawn "Sutekh" Glass
Shawn "Tezbak" Warren
Shawn Campbell
Shawn Kehoe
Shawn P
Shawn Verzilli
Shenzoar
Shiro, the Buddha Cat
Shoshana Kessock
Shyldd and Aisling
Simon Andrews
Sinellil
Siobhan
Sir Boralin Hammerfist
Sir Eidolon, Sluagh of House Eiluned, Master of Shadows, Lord of Spiders
Sir Francis ap Fiona
Sir Ian Lysander
Sir Nevyn Again, King of Pooka Island
Sir Petey ni Fiona, Redcap Knight
"Sir Thomas" Plassa & Miss Travisty
Sir William Constantine Ap Eiluned, Nocker Tattooist and body modifier.
Somalucard
Sondre Øverås
Ste & Coz Winwood
Stefan Lundsby-Thomsen
Stéphane "Je ne suis pas goth" Zuckerman
Stephane DrFox Renard
Stephen Cheney
Stephen McElvaney
Stephen Reuille
Steve "Korbeau" Bouchard
Steve Huntsberry
Steve Jones
Steve Musal
Steve Sharpe
Steve Strahm
Steven K. Watkins
Steven Lau
Steven Milkowski
Steven P Alfer
Steven Sauer
Stuart Maggs
Sublime
Susana Torres
Sutnik Romanov, King of Gypsies
Sven Grünig
Sven Ragnsteinn & Vincent Ravenheart
Swizzlesticks
Sylvain "OgGy" Tanguy
Tabitha "Black Rose" Rosetti
Talita "Setheus" Amaral
Tanda Al'Ali
Tanner Trask
Tegan Winter
Thaddeus L Ryker
The 299 East St. Freehold.
The Bard
The Barony of the Crystal Key
The Black Chimaera, Lord Raythe ap Fiona
The Wordsmith
Theodore McCormick
Thirteen
Thomas "Sir Flop" Young
Thomas Biskup
Thomas Faßnacht
Thomas Maund
Thomas Powell
Tiago Marinho
Tifereth
Tim Flannigan
Timothy J. Collins
Tobias Schulte-Krumpen
Toby A Pugh
Tobyn Jonathan Andrews
Todd Glasspoole
Toguro
Toine
Toivo Voll
Tom "Sagacious Paunch" Webster
Tom Knight
Tommaso De Benetti
Topher Ruggles
Totenrand
Travis Carpenter
Treehugger
Trevor Byington
Trista and Daniel Robichaud, #ForeverChildling
Tristan Vann
TroyW
Trysha Wright
Tykorandia
Ulrich Wanderer
"Lord Urtoroth Lobopálido, Duke Connblood's personal bodyguard. Prætor of the Orkney Islands
Vanina Rocchi-Coscia
Veriya Sleyth
Vesper Abaddon
Vic Smith
Vincent Alexander
Vincent Jung
Vincent Lavigne
Violet d'Oerd
Virginia Gimre
Vladimir "Tatijana Effanovich — Mistress of Locks" Dzundza
W. Will Dubbeld
Wade Pine
Walter Soto
Warren P Nelson
Wee Weirdling
Wilhelm G Tinnin-Timm
William & Britain Riley
William Lee
William Lewis Overstreet
William Lyon Mackenzie King
William McBane
William Rullenraad
Willy kaceres
Wolf Princess Sandy Boyer
Xarra
Yamikala
Yiset C. Bellina
Yoshi, Rocky and Tobie
Zachary David Rotella
Zachary Thomas Tyler, Midseason Camp Yunwi Amai'yine'hi Elder
Zawayix Falconer
Zero Ninja

Christopher "Walks-A-Beat" Greer
Clever By Half Productions
Curtis Jensen
David Stephenson
Edwin Ab Enion
Elynina Griffith
Graf
Jeremy Seeley
Joe McNamara
Joel "Pika" Keeney

Kyrie
Michael Mullin
Pumchu
Scott Forlo
Stephanie Pak
Susan and AJ Richardson
Thomas H Elsom
Veronica von Gearbox

J and Kasi
(Drevni and Miki)
Aleksander Veiltender
Alex S
Anja Philipp Urs
Anonymous
Baron Esper
Bradley Yesko
Brian & Anna Waite
Chew, "The Golden Pooka"
Chris "Vanamar" McCoy
Chris Angelini
Christopher "Ihsan" Williams
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Name: | Court: | Seeming:
Player: | Legacies: | Kith:
Chronicle: | House: | Motley:

Attributes

Physical
Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social
Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental
Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

Abilities

Talents
Alertness ○○○○○
Athletics ○○○○○
Brawl ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Kenning ○○○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○
_____ ○○○○○

Skills
Animal Ken ○○○○○
Crafts ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Larceny ○○○○○
Melee ○○○○○
Performance ○○○○○
Stealth ○○○○○
Survival ○○○○○
_____ ○○○○○

Knowledges
Academics ○○○○○
Computer ○○○○○
Enigmas ○○○○○
Gremayre ○○○○○
Investigation ○○○○○
Law ○○○○○
Medicine ○○○○○
Politics ○○○○○
Science ○○○○○
Technology ○○○○○
_____ ○○○○○

Advantages

Backgrounds
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Arts
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Realms
Actor ○○○○○
Fae ○○○○○
Nature ○○○○○
Prop ○○○○○
Scene ○○○○○
Time ○○○○○

Birthright/Frailty
_____
_____
_____
_____
_____
_____
_____

Glamour
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Willpower
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Antithesis
_____

Nightmare
□ □ □ □ □ □ □ □ □ □

Experience
[ ]

Banality
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Health

		Real	Chimerical
Bruised		□	□
Hurt	-1	□	□
Injured	-1	□	□
Wounded	-2	□	□
Mauled	-2	□	□
Crippled	-5	□	□
Incapacitated		□	□

Ravaging/Musing Threshold

TWENTIETH ANNIVERSARY EDITION

CHANGELING

THE DREAMING

character history sheet

Mortal Name:_____
Faerie Name:_____
Mortal Age:_____
Mortal Profession(if any):_____

Chimera/Companions/Treasures:

description

Mortal:_____

Changeling:_____

personality

Quirks:_____

Motivations & Goals:_____

identity

Mortal:_____

Changeling:_____

equipment

oathcircle

other notes

EMPIRE of the TURTLE

KINGDOM of the Northern ICE

Caer Frost

RULED BY:
QUEEN LAUREL
of
House FIONA

Caer Loon

KINGDOM of APPLES

RULED BY:
QUEEN MAB
of
House FIONA

KINGDOM
of
PACIFICA

the KINGDOM of GRASS

Caer Palatine

RULED BY
QUEEN MARY-ELIZABETH
of
House DOUGAL

Caer Palisades

OCEAN
of
ATLANTIS

Caer of Virginia

Caer Redwood

OCEAN
of
Pacifica

Duchy of
Goldengate

Caer Angeles

KINGDOM
of the
BURNING SUN

Caer Blacksalt

RULED BY
Chief Greyhawk
of
House
Gwydion

Caer Graceland

KINGDOM
of
WILLOWS

Here there be Pirates!

KINGDOM
of the
White
Sands

Caer Flamingo

The fiefs of
Bright
Paradise

KINGDOM
of the
Northern Ice

KINGDOM
of the
Feathered
Snake

CONCORDIA

The OLD KINGDOMS of the fallen Empire

as mapped out by Diterlizzi - c.1995

CONCORDIA