Book of Storyteller Secrets

For Changeling: The Dreaming

BOOK OF STORYTELLER SECRETS™

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Chapter One: Crossover Rules

This chapter contains some suggested default rules to use in Storyteller games which have two or more types of supernatural creatures. You should keep in mind that these are general rules. The details of any particular Discipline, Gift, Sphere or Arcanos should override any statement made below. Feel free to use your best judgment in such matters; in all cases the Storyteller is the final arbitrator and may make the final decision. Use discretion, and let the story be your guide.

Power Levels

When one character uses a power against another, and the issue of whether the character is powerful enough to pull it off comes up, use this scale: compare a vampire's Discipline rating, a Garou's Rank, a mage's Sphere rating, a wraith's Arcanos rating, or a changeling's Art rating. The supernatural with the highest score wins. In the case of ties, make a resisted roll. You should only use these charts when you and your players reach an impasse as to how two powers coincide. If you can reach an agreement, then common sense should prevail over these tables.

Note: The scores compared are the being's own ability, not necessarily the level or rating of the power used. In other words, a vampire with Dominate 4 will use the level one Dominate ability Command the Wearied Mind more effectively than a vampire with Dominate 1. Elements like duration, damage and range do not change, but the effect's potency over other supernaturals does.

Discipline	Garou Rank	Sphere †	Arcanos	Art
1	1 (Cliath)	1	1	1
2	2 (Fostern)	2	2	2
3	3 (Adren)	3	3	3
4	4 (Athro)	4	4	4
5	5 (Elder)	5	5	5
6+	6+ (Elder)	6	6	6

† In the case of conjunctional effects, use the highest Sphere rating of the effect that mage is attempting.

Example

A Nosferatu vampire has Obfuscate 3 and is using Obfuscate 2: Unseen Presence. A Rank Four Garou nearby is attempting to use the (level one) Gift: Sense Wyrm to find any corruption in the area. The Storyteller knows the Nosferatu bears the scent of the Wyrm (the Nosferatu has a low Humanity). If the vampire is using Obfuscate, can the Garou sense him? The Garou is Rank Four, and the Kindred's Discipline rating is only 3, so the Garou has a chance of detecting him.

"Has a chance" is the operative phrase here. This system does not override the existing systems: the ability is not automatic. In other words, the Garou must still roll Perception + Occult (just like any other Garou using Sense Wyrm); if he has no successes, then he doesn't detect the corruption. With one success, he will detect the Nosferatu.

Now, what if the Garou were Rank Three? He would have power equal to the Nosferatu's Obfuscate 3. The result would depend on a resisted roll. The Garou would roll Perception + Occult, while the Nosferatu would roll Wits + Stealth (just like any other Kindred using Unseen Presence). Whoever has the most successes wins. If the Nosferatu won, he would remain unseen and undetected. If the Garou won, he would sense the Nosferatu. Ties go to the defender; in this case, the Nosferatu would remain hidden. Since the Garou is the only one actively searching, the Nosferatu gains the benefit of the tie.

What if the Garou were only Rank Two? His Gift would not be powerful enough to penetrate the Obfuscate. However, the Storyteller should let the player roll anyway and simply tell her that her character senses nothing.

Difficulties

Sometimes, one game will call for a character to defend with a Trait she does not have. For instance, some Garou Gifts have the Rage of the target as the difficulty for the activation roll. Changelings don't have Rage. What does the character use instead?

When all else fails, the default difficulty is 6. If the target is actively resisting, the Storyteller can choose to use the character's Willpower rating instead. Willpower is another handy default in the system: it is a Trait shared in all Storyteller system games. Use common sense; your games should be evocative stories, not math tests.

Vampires

Changelings tend to avoid vampires whenever possible, mostly because of the aura of Banality that seems to engulf them. However, there are times when the two may cross paths, either deliberately or by chance. The following crossover rules are presented for those who possess **Vampire: The Masquerade** and/or its supplements.

Feeding

A vampire drinking a changeling's blood is in for an interesting surprise. The results of this are often unpredictable, though most often the effect is that the vampire is able to perceive chimera and the chimeric aspects of things. While this may at first seem to be potentially useful, a vampire's mind is not well equipped to deal with such a radical alteration of his reality.

Any vampire who drinks changeling blood must immediately make a Courage roll (difficulty 3 + the number of Blood Points ingested). Failure indicates that the character enters the second threshold of Bedlam (see **Changeling: The Dreaming**, pg. 224). A botch indicates that the character enters the third threshold of Bedlam, and gains a Derangement to boot.

Both of these effects generally last one hour for each Blood Point consumed. Once this effect has worn off, the vampire will be subject to the effects of the Mists, just a mortal would be.

Malkavians

Malkavians maintain a special link with changelings, for they have not completely forgotten their fae connections. Additionally, Malkavian pranks can be a very powerful source of Glamour. Because of this, some changelings (especially childlings) will Muse a Malkavian as she would a mortal Dreamer, inspiring the vampire to greater and greater pranks. Any roll during the Reverie (see **Changeling: The Dreaming**, pg. 187) which involves a Malkavian has its difficulty reduced by 1.

Because of their connection with changelings, Malkavians are immune to the adverse effects of changeling blood described above, though they will be able to perceive chimera and all things chimeric upon drinking the blood. Additionally, Malkavians are not affected by the Mists.

Disciplines

Auspex

Auspex 2 (Aura Perception) will allow a vampire who is knowledgeable about changelings to recognize one by her aura. The aura of a changeling will usually appear as bright flickering colors, which makes it extremely difficult to read.

Chimerstry

This Discipline causes a changeling chimeric damage rather than real damage. Additionally, sluagh may use their Birthright (Sharpened Senses) to attempt to see through any illusions created by this Discipline. In order to see through the illusion, the player must succeed in rolling Perception + Alertness against a difficulty of 7.

Mytherceria

Mytherceria 1 (Fey Sight) allows the user to perceive a changeling's faerie aspect and to recognize it as such. They may also see the chimerical nature of a freehold and may notice other chimera as well, though this is a much harder task (difficulty 9).

Obfuscate

Sluagh may discern Kindred using any level of this Discipline on a successful roll of Perception + Alertness (difficulty 7).

Werewolves

Werewolves probably have more contact with changelings than any other of the supernaturals which inhabit the World of Darkness. Many Garou, particularly those of the Fianna tribe, still consider their ancient bonds with the fae to be sacred and several of their Gifts deal specifically with the fae. The following guidelines are for those who play **Werewolf: The Apocalypse**.

Enchantment

Because of their close kinship with the fae, the Garou are much more susceptible to enchantment than most other beings. In order to enchant a werewolf, a changeling need only spend a point of Glamour to affect any Garou within sight. In addition, this enchantment lasts for twice the normal duration.

Gifts

Spirit Ward (Level Four Homid Gift)

Normally, Garou need not worry about chimera. However, this Gift is effective against chimera as well as spirits.

Sense the Unnatural (Level Two Lupus Gift)

This Gift can be used to detect changelings, though the difficulty is increased to 9 unless the changeling is actively employing an Art.

Name the Spirit (Level Three Lupus Gift)

This Gift can be used to identify chimera, but only if the Garou is enchanted.

Gremlins (Level Three Ragabash Gift)

Any device created by a Nocker increases the difficulty of using this Gift by 2.

Pulse of the Invisible (Level Three Theurge Gift)

This Gift can be used to see chimera as well as spirits.

Spirit Drain (Level Four Theurge Gift)

This Gift can be used on chimera as well as spirits.

The Malleable Spirit (Level Five Theurge Gift)

This Gift can be used on chimera as well as spirits.

Spirit Friend (Level Three Children of Gaia Gift)

This Gift allows the Garou to see and interact with chimera. The chimera will tend to be of a friendly disposition towards the Garou, with the exception of Nervosa and Nocnitsa. Spirit Friend has no effect on these chimera.

Faerie Kin (Level Three Fianna Gift)

This spell will compel any changelings in the vicinity to respond to the Garou's summons. Any changeling thus summoned may make an opposed Willpower roll (difficulty 9) to resist the summons. Once on the scene, the changeling may act however she chooses; she may even simply leave if she so desires.

A botch will usually summon one or more Unseelie changelings of the worst sort.

Wraiths

Of all the denizens of the World of Darkness, changelings probably have the least contact with wraiths, though it is whispered that certain among the Unseelie have dealings with the restless dead.

Lifesight

Wraiths will perceive the aura of a changeling as flickering colors, much brighter than that of a human (though this dwindles as the changeling gains Banality). Those who know what they are looking for will certainly be able to identify a changeling and may even get a glimpse of the changeling's chimeric form, or kith (roll Perception + Awareness, difficulty 7).

The Shroud

The Shroud rating of a freehold is generally considered to be six, though some may be considerably lower. It is said that freeholds exist where the Shroud is barely perceptible at all, and wraiths may materialize freely, though these would certainly be few and far between.

Mages

Though the fae and mages used to have quite close relations, they have since drifted apart, and indeed rarely have contact with one another. The following rules are for those who wish to integrate rules from **Mage: The Ascension** in their **Changeling** chronicle.

Banality

Because each Tradition of mages exists within its own paradigm, the average Banality of different mages may vary widely. Most will have a Banality rating close to that of the average human, if perhaps a bit lower. Those of the Technocracy tend to be the most Banal (with ratings between nine and 10). The lowest (between four and five) are the Dreamspeakers, Verbena and Order of Hermes, all of whom accept the fae as part of their paradigm.

Enchantment

Mages can attempt to resist the effects of enchantment by rolling Willpower (difficulty 7). The mage must gain one success for each point of Glamour the changeling has invested in the enchantment.

Countermagick

Mages can use their Arete to resist the effects of any changeling cantrip. They may do this by rolling their Arete with a difficulty equal to level of the Art involved in the cantrip + 3. This formula is used whether the mage is using countermagick, unweaving or anti-magick.

Changelings may also call upon their Glamour in an attempt to resist any spell created by a mage. This is done by rolling the character's Glamour against a difficulty equal to the highest Sphere involved + 4. However, any changeling who does this receives a temporary point of Banality as a side effect for removing a bit of magic from the world.

Magickally Draining a Freehold

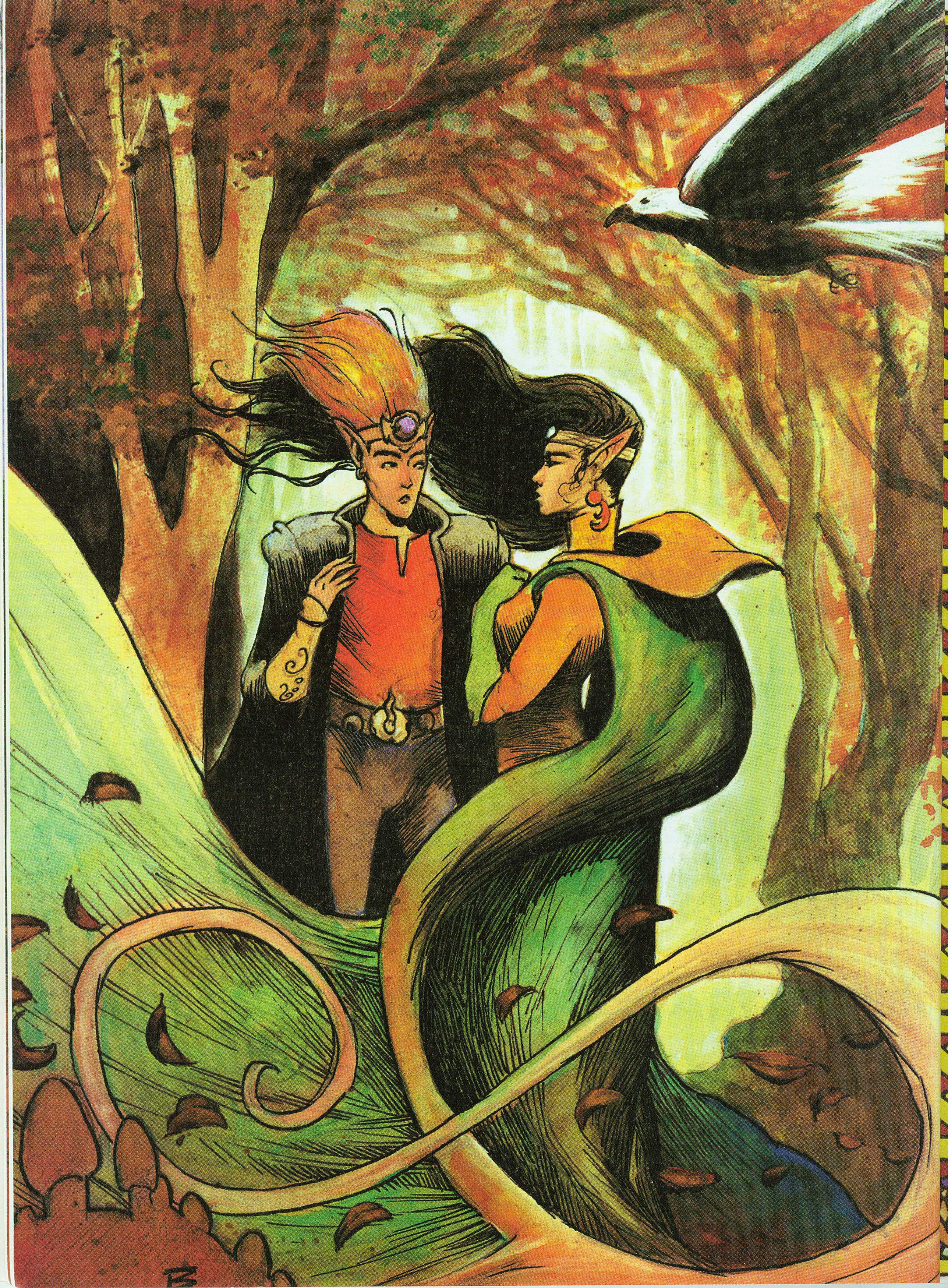
Mages can gain Quintessence from a freehold just as they can from a Node or a caern. The primary defense of a freehold is the very nature of Glamour which causes it to remain hidden from sight, even magickal sight. In order to even locate a freehold, a mage must focus with both Spirit 1 and Prime 1 on the suspected location. He must then succeed in an Arete roll (difficulty 9), otherwise the freehold goes unnoticed.

Quintessence up to the level of the freehold may be gleaned by a mage with Prime 3 or higher. Draining in this manner has been known to have an adverse effect on some freeholds, though the effect is almost never the same.

Spirit

A mage with the Spirit Sphere may attempt to determine if an individual is a changeling by rolling Arete (difficulty 7). The chance of noticing a changeling by simply scanning an area with Spirit is significantly less (difficulty 9).

A mage who is enchanted may attempt to use the Spirit Sphere to affect chimera (though he may not immediately realize the difference) as if they were normal spirits. The only change is that the difficulty for doing so is increased by one.



Chapter Two: Quixote Syndrome

By Deirdre Brooks

"You will now pay for your crimes, Naise; you will undergo the ritual and suffer exile from Arcadia to that dry, tired realm called Earth." The king smiled maliciously. "Perhaps in time you will learn to appreciate the value of knowledge — and when not to seek it." With that, Naise's former ruler signaled sharply to the fae who stood witness. Most solemnly departed, leaving but a few to attend to the unpleasant duty of dealing with Naise's exile.

The fae lady, the overseer, somberly gazed into his eyes. She looked away suddenly and led him down his last walk through the land of Dreams. The two troll guides caught the look in his eyes and stepped back, contenting themselves to merely watch and follow.

The trees were beautiful, as they always had been. Ironically, the autumn-crisped leaves lent their own beauty to the forest, showing the truth many of the fae choose to ignore.

The lady finally turned to Naise again. Her dark eyes searched his for some sign of meaning to his last moments in the Dreaming. "Here, here is where it is done." She appeared to be genuinely regretful, but what is truth to the fae?

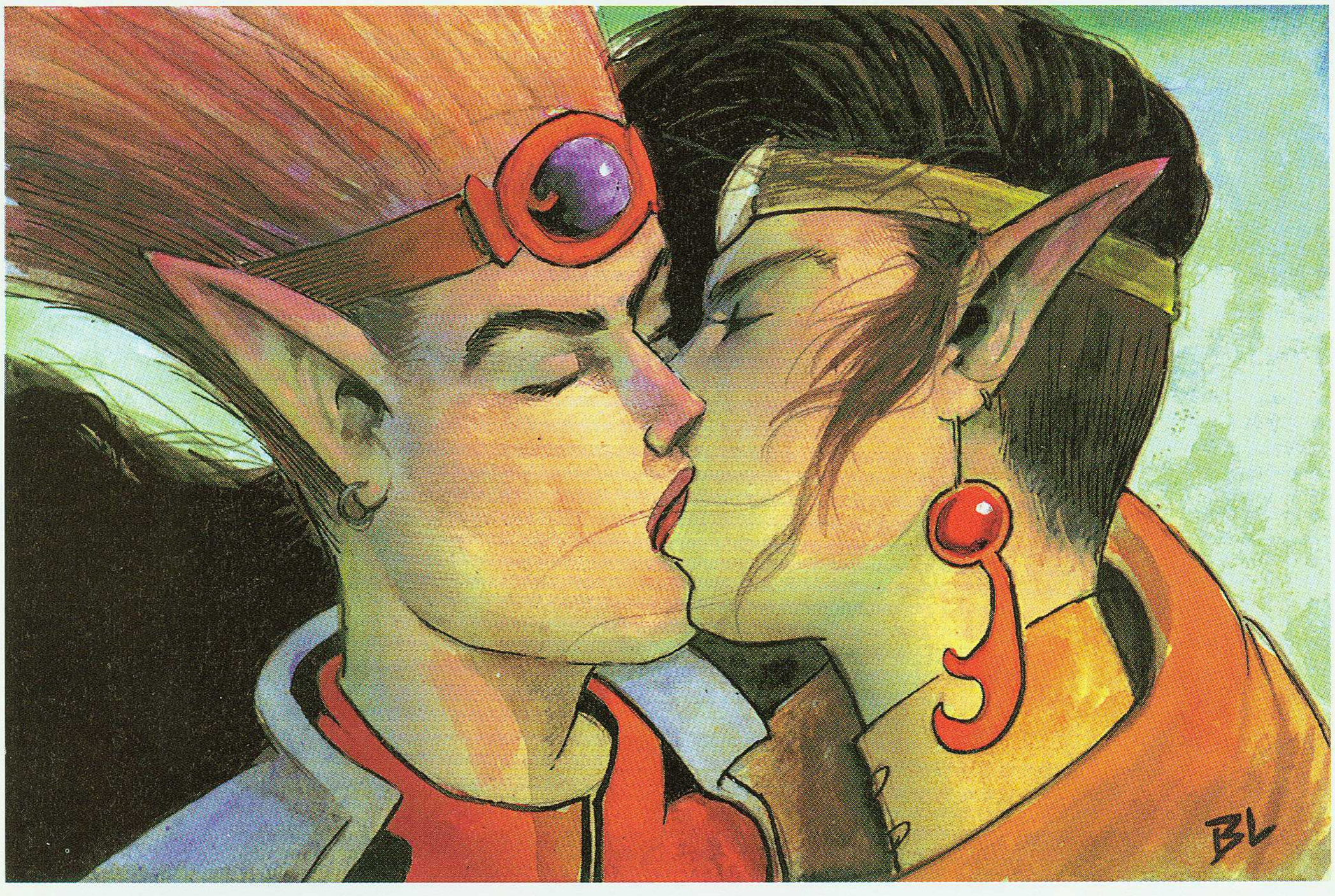
Naise sighed. "Then do it, Keridwen. Finish this business so you may dance under the stars tonight and forget my disturbing words." He closed his eyes and waited.

Before he was taken away, before the Dreaming was lost to him forever, Keridwen pressed a small token into his hand. "For fortune." Then she kissed him and they were parted forever.

To some, reality and sanity are fragile things, subject to change without notice. These people are often seen as disturbed, even insane. How much worse can it be to a changeling who has recently undergone the Chrysalis? What is it like to suddenly see new vistas of Glamour with no explanation of what they mean, fantastic hallucinations with no visible cause? This can be a horrifying experience for one with no guide — a lonely path to Bedlam.

Usually, there is someone who can guide the new Kithain's journey into her now-changed life, a mentor who can show her the way to wonder and magic. Not all fledges are this fortunate, however. Some unlucky Kithain find a teacher who will teach them to view reality through the lens of Banality rather than the wonder of Glamour. Which is worse — insanity or the death offered by Banality?

This story is about Terry Wood, a ten-year old sidhe childling, who has apparently just entered the Chrysalis. Unfortunately, he is spirited away by a helpful professional to be treated for his delusions before any Kithain can assist him. His parents are quite concerned about his well-being and have followed the advice of their family doctor by arranging for him to see Dr. Joseph Chapman. Dr. Chapman



is an experienced hand when it comes to dealing with strong delusional fantasies. Due to the overwhelming nature of Terry's illness, and his inability to interact with reality, Dr. Chapman has placed Terry in the Denholm Institute, a small mental retreat which exists to treat this very ailment.

Terry has been aware of his changeling nature longer than anyone suspects. His Chrysalis was relatively quiet, as far as such things go. His Gremayre helped him to find some meaning in what he had become. In so doing, he saw Naise's visions of Winter.

The vision struck at him. On Earth, Banality is stronger. The image, while itself not of Banality, was a harbinger of that same dread force. He instinctively retreated into his mortal seeming to avoid facing the truth of his scrying. Again, all is not as it seems. Terry's fae nature is not entirely suppressed. Naise's essence is driving Terry to search for his lost love, and he cannot return until he finds it again.

Terry was shocked into catatonic withdrawal by the retreat, and has been in this state ever since. Dr. Chapman has been able to touch Terry's fae nature, as distant and deeply buried as it is, but his ministrations have only harmed it. Terry has unconsciously constructed chimera to defend himself against these torments — not that they do much good against Dr. Chapman.

Unknown to anyone, the good Dr. Chapman is one of the Dauntain, a changeling so twisted by Banality that he not only cannot accept the existence of his kind, but he also tries to "cure" all the changelings he can find of their "delusions." He still has some talent at Kenning, but considers this to be no more than a honed talent to identify the insane.

The Duchess Aoibhell (Eh-vell) knows of Terry's Chrysalis and wishes to bring him under her wing as her ward. Something about him reverberated within her; she felt some undeniable connection with him. Unfortunately, she is not aware of his incarceration by Dr. Chapman. She sends her Reeve to find Kithain who can bring Terry back to her, empowering him to take an Oathbond from the group to ensure their honesty. Aoibhell herself cannot personally attend to this task, as matters of court keep her occupied.

The story is intended for 3-6 characters, preferably in the same motley or household.

Theme

The Quixote Syndrome is about the price of Banality, and within Banality, truth. Terry has seen too much of the truth — this is why he was exiled to Earth, and why he couldn't handle looking at it a second time after his Chrysalis. His visions showed him the chilling cold of the coming Winter. Terry's apparent loss to Banality is tragic, though inevitable — a loss which awaits all the Kithain, given time.

Mood

The mood of this adventure is that of hope and the tragedy of loss. A changeling is found and just as quickly condemned to Banality before he truly understands — or can experience — the wonder which is laid before his eyes. At first, the players should feel that finding Terry will be simple. When they learn that Terry has been taken away, the feel of the story should be darker and less optimistic. Finally, they should feel sorrow when they finally locate Terry, and discover that he has seemingly been lost to Banality. Should the characters discover the truth of his condition, there will be a touch of the enigmatic as they try figure out how to help him — but that is stuff of another story.

Jump-Start Characters

This adventure includes six characters for the purposes of jump-start play, allowing for minimal preparation on the part of the players and the Storyteller. After this story is over, the players can continue to play these characters, or create new ones. It isn't necessary to use these characters in this story; they are simply aids for new players and Storytellers.

Plot

Erech, Reeve to the Duchess Aoibhell, arrives bearing a request for the characters. It seems that a new childling has just experienced his Chrysalis. The Duchess would appreciate the characters' assistance in retrieving him so she may take him on as her ward. According to the message, they will be handsomely rewarded should they succeed in this quest.

Before Erech can give any more information to the characters, they must agree to take an oath which specifically requires that they deliver Terry to Aoibhell's household. He will then give them Terry's home and school address so they can track him down.

When they arrive at either his school or his home, they find that Terry is gone — taken to a mental health institution where he can be treated for his difficulty with reality. If they approach his parents or the school properly, the characters can find out where to go and with whom they should speak when they arrive.

Unfortunately for the well-intentioned characters, Terry's house and school are being watched by several Dauntain in Dr. Chapman's service. They are employed by Dr. Chapman to capture stray changelings so that he may cure them. They hope to catch any Kithain who come snooping around and take them to the institute. By working together, the characters should be able to escape or subdue these hunters. (If caught, they will have to effect Terry's rescue from the inside — after they free themselves....)

Now that the characters know where Terry is being held, all they need to do is go to the institute and remove him from the premises, right? If only it were that easy.

Once they get to the institute, the characters can attempt to meet with Dr. Chapman and go over Terry's case — provided they approached his parents with the right kind of story. Otherwise, they will need to rely on stealth. Should the characters fail to gain entrance to the facility, Dr. Chapman himself will notice them and have them brought in, at which point he will have them incarcerated in the Green Ward (see Denholm Institute, below) and eventually question them. His questions will hit surprisingly close to the mark as he asks about their double lives, their belief in an illusionary world, etc.... He will try to gain their trust, possibly by offering some assistance and understanding, but the truth is that he believes that these are more delusionary folk with "Quixote Syndrome" come to rescue another of their own.

The characters will eventually find the ward where those who suffer from "Quixote Syndrome" are kept, the Green Ward. Terry is currently the only changeling in the ward, but others have obviously been held here. Their presence lingers in the area in the form of many strange chimera. After fighting, cajoling and convincing their way past these creatures born of madness, the characters will eventually find Terry, who is now catatonic and shows no signs of Glamour.

Once safely in their care, the characters should bring Terry to Aoibhell as requested, but it seems that he has (so soon!) been Undone by Banality. Or has he? If any of the characters look deeply enough, they may find a spark of hope....

Either way, the characters must now bring Terry to Aoibhell, as they have sworn to do. Upon accomplishing this, they shall meet the duchess and receive their reward.

Background

Duchess Aoibhell felt Terry's cry for help when he saw the vision of the coming Winter. She mistook his cry for the normal Chrysalis of a changeling. Using her Arts, she determined who it was she had felt and where he was. The link she had felt with Terry was deep, far deeper than she had ever experienced before. Not really knowing what to make of it, she called her reeve, Erech, and sent him out to find Terry Wood in the mundane world. She ordered him to have Terry brought back to her to be her ward. Once Terry is safely with her, Aoibhell plans to take the time to explore the cause of the deep connection.

Erech was told to do the following: locate a small group of changelings willing to accept an oath which would guarantee Terry's safe delivery to Aoibhell. Normally this wouldn't be a problem, but most motleys are not exactly sanguine about handing a fledge over to a sidhe — especially an Unseelie sidhe.

Of course, being a pooka, Erech tends to be a little creative in relaying these orders to the characters. He certainly won't make it unpalatable for them. In fact, he is likely to sell it as an easy job, something the most simpleminded mortal could handle. Aoibhell said nothing to indicate that it would be strange or difficult, but he is quite adept at reading her moods.

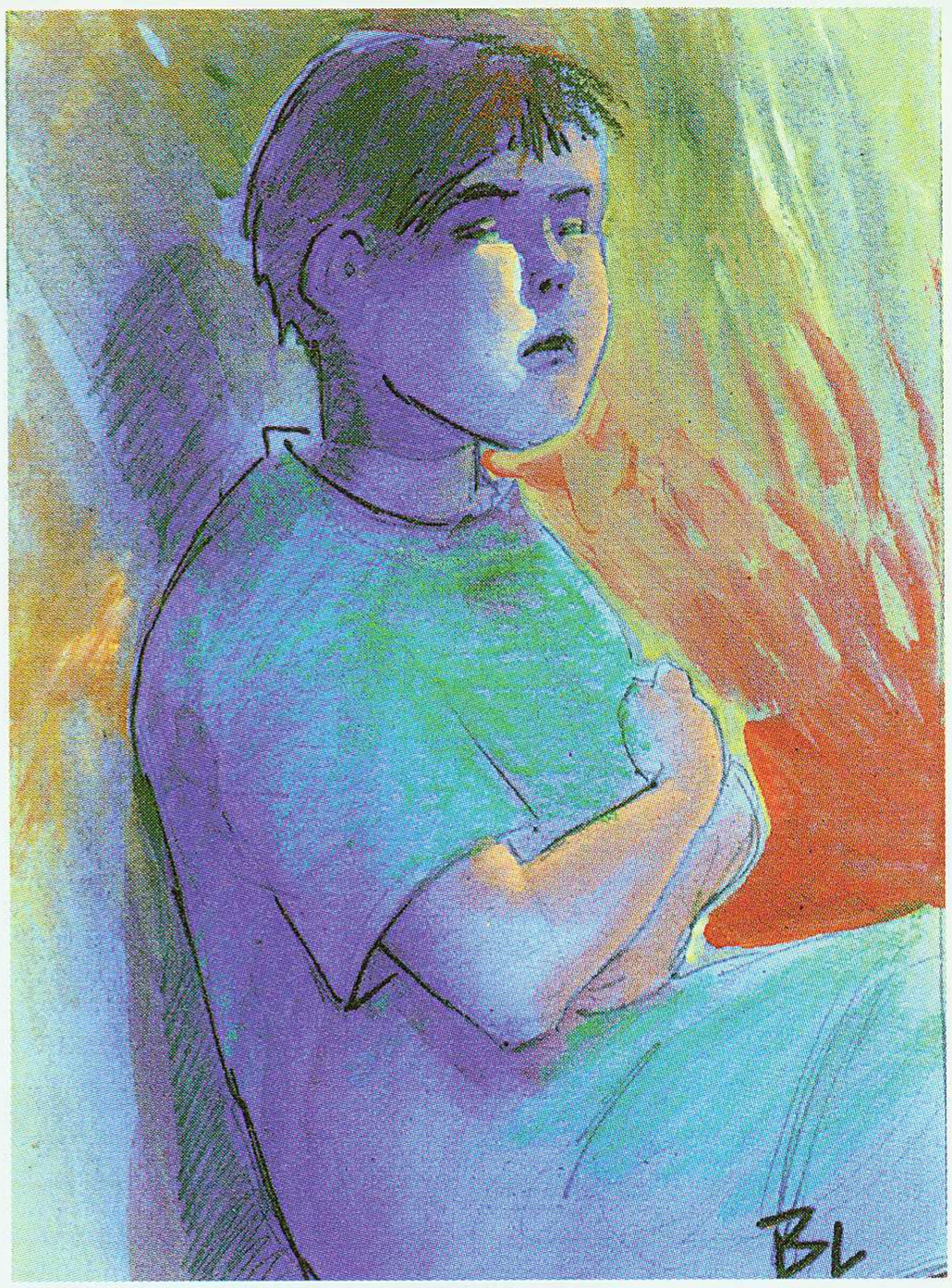
Should the characters fail in their mission to retrieve Terry, even if he is overcome with Banality, Aoibhell will be greatly angered. She feels that it is very important to bring Terry into her care. She will do nearly anything that is within her power to arrange it.

Terry Wood

There is far more to Terry than meets the eye. Despite what the characters are told, Terry did not experience his Chrysalis when he entered Bedlam. It actually happened about three months before, just as he was starting the fifth grade. Since that time, he has been playing with his newfound powers, sometimes in front of the children, sometimes alone. He has never, however, used them in front of adults.

Due to his incredible Gremayre, Terry has glimpsed images of people and events from a sunlight-dappled world, a world where dreams have flavor and substance. Where it is forever autumn and a magical king rules. He remembers a small, silver comb given as a parting token of a love forever lost. Finally, he remembers exile.

Terry is a sidhe noble of House Fiona. He was exiled to Earth for examining the coming Winter too closely and reporting his findings to the court. At the time of his



punishment, he was thought nearly insane from the brief touch with Banality, possibly infected by it. Like any accurate prophet of any age, he was reviled for being the bearer of bad tidings.

Now, as a childling and an incredibly intelligent young boy, he has been exploring his personal past and memories, as well as the future. It is this combination which has led him into the Bedlam. He discovered too much of the truth: more than he was truly ready to accept. Terry had a strong vision of the coming Winter, the death of Glamour. Had he more experience with his abilities, he might have survived mostly unscathed. Unfortunately, he still has the psychology of a child and was hardly prepared to deal with the unfiltered truth of Banality.

Now he is trying to reach for the one he loved so much, the one whom he hopes can help him. That one is Keridwen, his lover in the Dreaming and the one chosen to send him on his exile. He is lost in a state between the Dream realms and Earth, and he cannot find his way back. The true danger lies in the fact that while he has escaped the fate laid out for him by Dr. Chapman, he may never be capable of returning to his human body.

He searches for the silver comb. Perhaps this is the key?

Court: Seelie

Legacies: Sage/Enigma

House: Fiona
Seeming: Childling
Kith: Sidhe
Household/Motley: None at this point
Physical: Strength 1, Dexterity 3, Stamina 2
Social: Charisma 2, Manipulation 2, Appearance 4
Mental: Perception 3, Intelligence 3, Wits 3
Talents: Animal Ken 3, Athletics 1, Dodge 1, Kenning 1, Subterfuge 1
Skills: Etiquette 1, Stealth 1
Knowledges: Computer 2, Enigmas 3
Backgrounds: Gremayre 6, Rank 3, Holding 1 (These last two only come into effect if he joins Changeling society)
Arts: Legerdemain 1, Soothsay 1, Primal 2
Realms: Actor 1, Fae 2, Nature 3
Note: Terry did not learn how to use his Arts and Realms in the normal method; he learned these basics during his exploration of the memories represented by his Gremayre.
Glamour: 7 (normally: currently 0)
Willpower: 4
Banality: 2
Equipment: None, currently; everything he owns is at his parents' home and is inaccessible to him. Should he escape and return to consciousness, he will have access to several toys and other typical children's possessions.
Image: In his mortal seeming, Terry is a very handsome young boy with tousled brown hair and gentle brown eyes. His clothing always appears to be in some disarray. If Terry is ever seen as his fae self, he will be a startling sight. He has the appearance of the very young with the eyes of the very old.
Roleplaying Hints: Terry is unconscious during the story. When he is conscious, he is always a little sad from his visions, but continually tries to cheer others up regardless of his own mood. He isn't a joker, however. He simply likes to see people in a happy mood.

The Denholm Institute

The Denholm Institute is Doctor Chapman's base of operations, the place where many Kithain have been "cured" of their "delusions." The chimerical artifacts of their suffering are scattered about in various hidden places, as those which have appeared in the open were quickly destroyed by Banality.

The building sits upon a beautiful tract of land which covers a few acres and is fenced in and patrolled by security guards. At night, they let Dobermans loose to patrol the grounds. The building itself is three stories and quite beautiful — by human standards. To changelings, the exterior is a very unpleasant structure, a towering fortress of Banality, seeming to exist only to crush the Glamour from any who enter. This appearance is something of an omen to the Kithain who enter, as it was caused by the feelings of hopelessness, fear and loss which have been invoked by the good Dr. Chapman during his treatment of Kithain.

History

The Institute was originally a manor house which belonged to a man of strange repute. It was built in 1885 for Michael Bowman, a gold prospector who had made an incredibly fortunate haul. He used the money he'd gained to purchase the land, finance the building, and set up business as an architect. He was quite successful at it, although his work tended to be rather unique. His buildings were rarely what anyone would call "conventional." Quite often, visitors to places he had designed would complain of dizziness, or a loss of balance. Some would even become lost inside these structures. Strange dreams are reputed to haunt the sleep of those who live in the houses he planned.

Michael Bowman disappeared in 1917 under mysterious circumstances. The house was left to David Marten, Michael's nephew. David discovered the house to be in a rather dilapidated condition. He had it cleaned up, refurbished and sold within a year.

Due to its size, the house was considered to be ideal for a mental retreat and was established as such. The head of the new asylum, Dr. Johann Schmertz, dealt in several experimental treatments which he claimed guaranteed his patients some modicum of sanity. Unfortunately, the truth of the matter is that he was thoroughly insane and very sadistic. He delighted in twisting the minds of his patients in whatever way he could, quite often with horrid results.

His practice continued until one of his patients, a huge athlete, broke his neck. The patient was locked away in another asylum and the building was put up for public auction. It was purchased fairly cheaply by a woman named Helen Matthews, who turned it into a boarding house. During this time, the house gained a reputation for being haunted. Since this actually tended to increase business, Miss Matthews did nothing to discourage such rumors. She sold the house after the Second World War and married an ex-officer who had stayed there with her while recovering from wounds he had received in the Pacific.

From that point forward, the house has changed hands numerous times, and its owners have ranged from

the eccentric wealthy to a reclusive serial killer. For a variety of reasons, none have kept it for very long. Not until Dr. Chapman came along, that is.

Dr. Chapman's Patronage

Dr. Joseph Chapman had a vision of a hospital where he could treat the victims of a peculiar mental illness he had identified: Quixote Syndrome. Quixote Syndrome, he claims, is a delusional psychosis in which the victim is convinced that she is not really human. He managed to convince several wealthy philanthropists to finance this operation, and used a portion of the money to purchase this house, which he had loved from the first time he had seen it. He had it carefully remodeled, adding accommodations for a modern mental health facility.

The first item of business after getting the Denholm Institute off the ground was to scour mental health facilities along the west coast, searching for victims of the malaise. He felt he could give the best care — other psychiatrists tended to dismiss his theories and treatments.

He is now known to be among the best in the mental health field when it comes to treating delusional patients in general and those afflicted with Quixote Syndrome specifically. His success rate is among the highest in the country. Even his mentor, Dr. Stark, highly recommends him.

Inside the Institute

Security and Staff at the Institute

The front doors are unlocked from 7 A.M. until 9 P.M. every night, during which time the building is open to visitors. There are security cameras at each doorway and window to insure that no one enters or leaves unnoticed. These cameras are tied into Dr. Chapman's office and the orderlies' room.

The other doors are usually kept locked, with the exception of the garage. It is open at all hours. All entrances have cardlocks, which are keyed to allow anyone to enter as long as they have a cardkey and the appropriate passcodes. These locks can be overridden from either room with security monitors. All staff and security have cardkeys for the building. Only a select group of orderlies and security, along with Dr. Chapman and his assistant, have cardkeys for the Green Ward.

Orderlies & Security Guards

The orderlies carry walkie-talkies and shock-prods to better coordinate their own actions and control the more disorderly patients. The staff prefers that the prods be a last resort if nothing else will calm down a violent patient.

None of the orderlies are particularly fanatic about their job; most of them would prefer to find a better-paying job elsewhere, one that wouldn't involve dealing with lunatics. However, while they will not voluntarily die for this job, they won't act to risk it either. This is the World of Darkness, and unemployment is not only rampant, but also very harsh and unforgiving to its victims.

The security guards are much the same. If a firefight begins, they will take cover before returning fire. They will also call for police backup.

Attributes: Strength 2, Dexterity 3, Stamina 3, Perception 2, Intelligence 2, Wits 3

Abilities: Brawl 2, Dodge 1, Melee 3, Firearms 2

Willpower: 3

Banality: 8

Equipment: Restraints (3 successes on a Strength roll, difficulty 8 to break free), Club (Difficulty: 4, Damage: Strength + 1). Security guards have a .45 ACP Pistol (Difficulty: 8, Damage: 5, Range: 30, Ammo: 7 + 1, Rate: 3)

Patients at the Institute

Most of the patients seem quite normal by everyday standards. However, beneath some of these calm exteriors lies stark insanity. The Storyteller should feel free to introduce any of these patients during the characters' visit.

Linda Whitcomb: This lovely young woman seems harmless enough; she sits quietly, day in, day out. None of the staff have elicited any reaction from her. She will dress and feed herself, or even read a book at times, but she completely ignores anyone who tries to catch her attention.

Until she sees the characters, that is. When she sees them, she will point one out and begin screaming, "That's him! That's the one who did it! He has my soul!" She will then break down sobbing until she is taken away by the staff. If the characters later try to sneak in and speak with her to discover what she was talking about, she will have no memory of the event (or claim so), but she will be willing to talk to them about anything they bring up. This is not to say she will know what she is talking about.

This talkativeness will disappear the moment any of the staff comes near her.

Jeffrey Donaldson: This poor soul is suffering from MPD (Multiple Personality Disorder). He only has three identified personalities so far:

A young child, six years of age. His name is Chad and he really enjoys playing games with adults. He will try to engage the characters in a game of tag before the staff stops

him. When he first has a chance to really see the characters, he will switch to the fourth personality.

Darlene Madison, a teenage prostitute. She will approach the characters and offer them "services" for a price. Before any can answer, or the staff can pull her back, her eyes will widen and her jaw will drop, at which point the fourth personality will emerge.

The last identified personality is that of Jeffrey himself. He is very shy and unassuming (unlike his other two personas) and will try to avoid contact.

The fourth persona will manifest to the characters and recite the following:

Winter's call, Kithain's fall
Death comes with a chill
Fated loss, dearly cost
Do you have the will?

At this point, he will fall catatonic. Unfortunately, nothing can be done to rouse him after this. He will be unconscious for three days, after which he will resume manifesting his normal personalities.

This last personality does not have a name for himself; he simply knows and sees disturbing things. He has a sensitivity to things of a fae nature and is often haunted by the chimera in the building. The above poem was recited to him by Winter (see section of Chimera in Chapter 2, Scene 3).

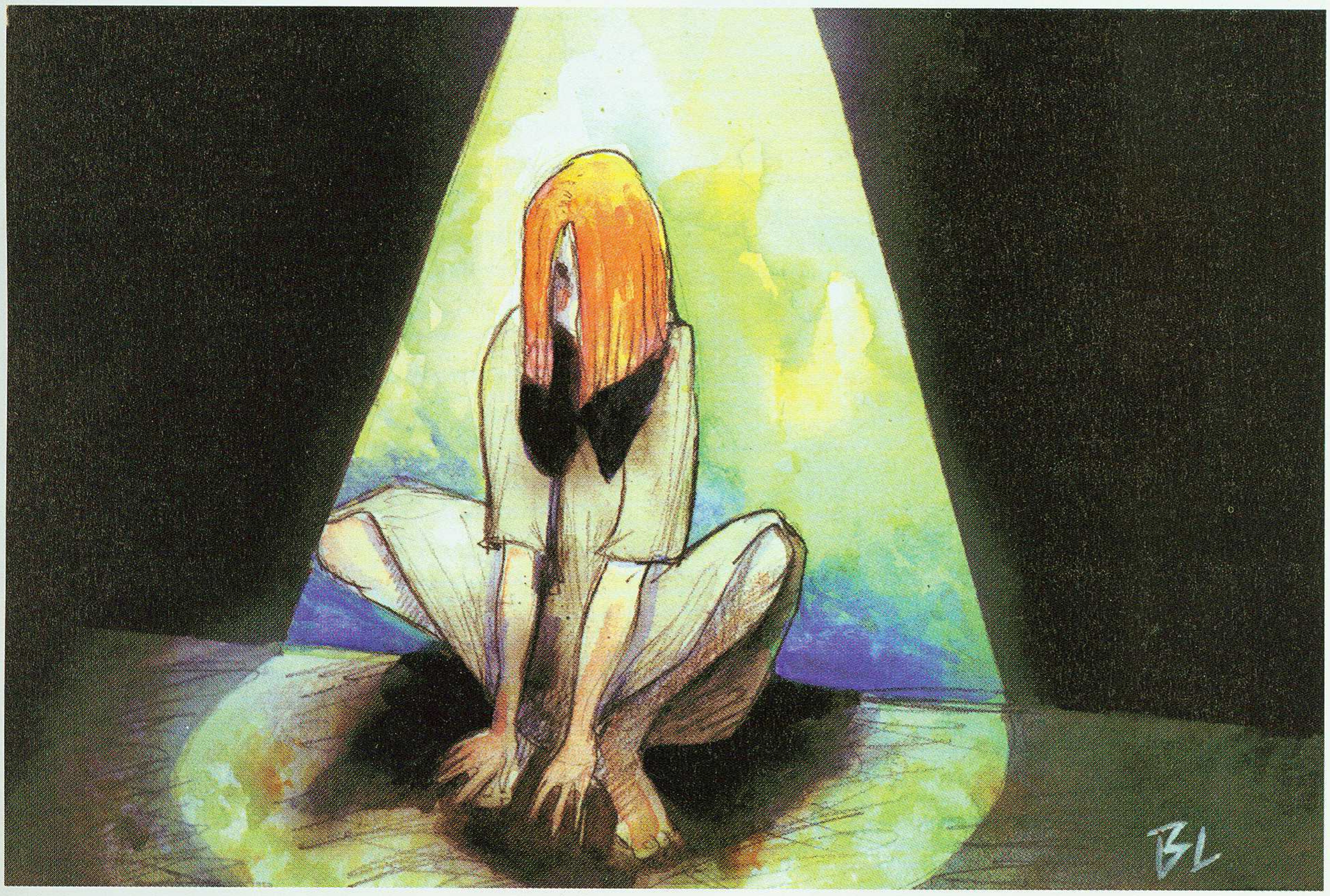
Gregory Jones: Gregory is constantly seeking something to keep him occupied. He was locked away for five years for his crimes, during which time his only interactions with other human beings came when he was fed. Because of this, he developed a keenly focused anxiety about the dark and enclosed spaces. In his own mind, there are things out there, waiting for a moment of his inattention to grab him. Sleep is the worst for him, as he is convinced they will come when he is unconscious, so he does whatever he can to stay awake.

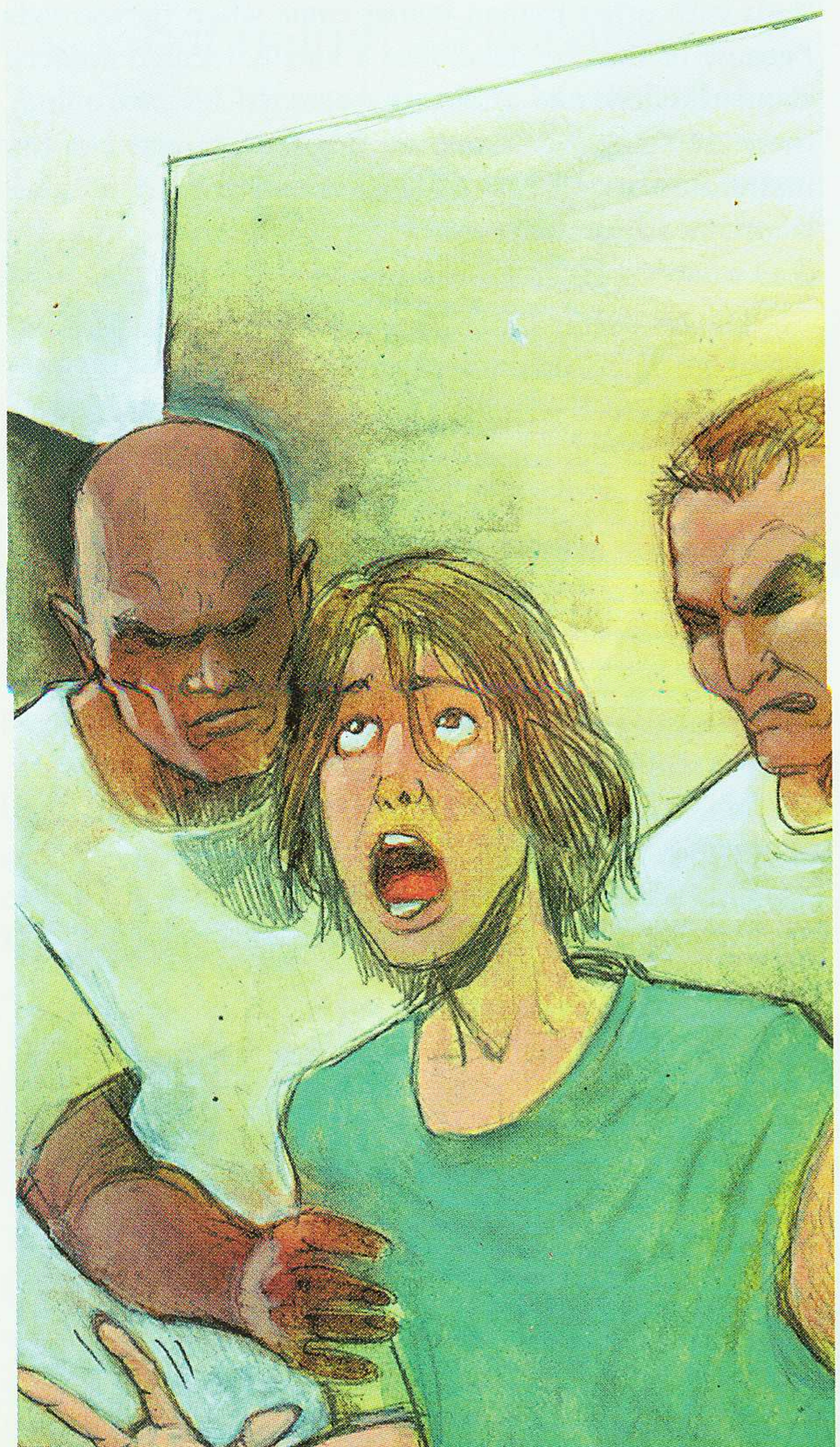
He has decided that he wants to somehow take Dr. Chapman's place on the staff, although he has no idea how he would do such a thing. Most of the staff believes he is fairly sane, except for his compulsive insomnia.

First Floor

Lobby: This part of the building is quite cheery, designed to set visitors and new patients at ease as they are processed in. There is a reception desk with a polite receptionist. The room is furnished with several chairs, couches and tables. There are also many magazines scattered about.

Offices: Some of the lower-ranking staff have their offices on the ground floor. Each is equipped with a desk, computer, and whatever personal touches the individual prefers.





Visiting Rooms: These are small, private rooms where visitors can meet the patients for a period of time. They are here primarily for the visitors' comfort.

Cafeteria/Recreation: For the well-adjusted patients and the staff. The cafeteria serves three meals a day and the room is always open for playing games or socializing. Several well-known boardgames are either laid out on tables or stacked away on bookshelves. Oddly enough, copies of Black Dog roleplaying games are also kept on the shelves; in some cases, the staff feels that showing the patients that their fantasies are simply denizens of a game can help them understand that their delusions are nothing more than that: a game.

Library: This is used by all the staff and contains a wide variety of books on psychoanalysis. It is a good quiet area for those who wish to take some time to relax from their normally busy schedule.

Garage: This is where staff and visitors park. It isn't a large garage, but it suffices for the needs of the institute.

Storeroom: Both office and medical supplies are kept here.

Second Floor

Patients' Ward: The patients who are victims of milder forms of delusions or other mental illnesses are kept in this area. Each room houses two patients and is comfortably furnished with cots, desks and a television. There are windows with views of the surrounding woodlands, and flowered wallpaper covers the walls.

Offices: There are only three of these; the senior staff psychiatrists use them. Each office is larger, more comfortable and better furnished than the downstairs rooms. They all have better views as well.

Orderlies' Station: This is where the orderlies tend to be when they have nothing else to do. They have a small break room with a television, a snack machine and other amenities. There is also a monitor which can be used to keep tabs on the patients' rooms.

Third Floor

Dr. Chapman's Office: This is the plushest office available, with the best view. It has a direct link to the closed circuit cameras in the Green Ward, so Dr. Chapman may watch his patients more closely. There are several bookshelves with some rather surprisingly rare volumes on folklore. Dr. Chapman feels that he can get a better grasp on the way his patients think if he can study the source of their delusions. He finds most of the stories to be pretentious, self-indulgent and ultimately impossible to believe.

Dauntain Quarters: This set of rooms serves as the home of Dennis, Cheryl and Don: the three Dauntain who work directly for Dr. Chapman. See Scene Three of Act

One for more details on these characters. The rooms are fairly disorganized, but not really messy. Each of the three has their own bedroom, and they share a common living room and bathroom.

Therapy Room: This is where Dr. Chapman meets his patients. In the past, few Kithain have shown hesitation about assaulting him physically, so he now has a thick barrier of bulletproof glass between himself and his patients. There is comfortable furniture on the patients' side, as well as speakers and microphones on both sides so that anyone can hear whatever is spoken on the other side. This room is under the same surveillance as the rooms in Green Ward.

Green Ward: This is where those suffering from Quixote Syndrome are designated for individual habitation. These rooms are barely large enough for the one patient each is intended to hold. Since the patients are rarely allowed to leave the rooms (except for their sessions with Dr. Chapman), most of their amenities are kept in their room. Despite this, the rooms are rather spartan. They are also populated by an overabundance of chimera, mostly nocnitsa and nervosa of the previous inhabitants.

Terry's Room: Terry's room is no different than any other, save that he is in it, lying in a state somewhere between consciousness and catatonia, protected by the guardian of his subconscious and trying to avoid the Banality of Dr. Chapman.

FAIR USE

GATTLAND

Foetus

ET A COPY
TUNNEL FOR

THE POLKA FIENDS!

THRASHING OOM PAH PAH!

"THE CHICKEN SACRIFICIAL DANCE"

PLUS LIVE AT THE BOG!
CRABS 199 HAMIL ST.

TECHNO SQUID!
LIVE!!
WHEN? WHERE?

MOTOR
RU

OPE
GU

LOOKIN'
FOR
VENGENCE?
CONTRACTS
ISSUED
REASONABLE
RATES
CALL RONALD
1800

IN THE
ALLEY
MUSEUM OF
LYCANTHROPY

B
LEBLANC

Act One:
The Quest

Scene One

Chiller stalked downtown alone that evening. Yes, Chuck wanted to come along. Yes, Chiller had been a little harsh in saying no, but the bruises would heal soon. He needed some time alone. He always needed time alone, these days. It wasn't like the old days in his former 'hood, when he was always with a group of other members. He had to be alone now. They could handle a night without him. He passed the tourists looking for cheap thrills, the hookers selling cheap thrills and the junkies trying to live from one thrill to the next. His eyes searched the crowd for a face, a special face. He needed that face to be there, he needed it to appear and smile at him, like that night long ago.

The satyr tried to avoid looking at his reflection in the windows he passed. Sure, it meant he was special, but he wasn't sure if he'd ever get used to it. Yeah, around the others, he would laugh and play just as hard as the rest, but alone it was a different matter.

There! There, he saw her. In the crowd. Chiller pushed his way through a group of tourists waiting to enter a popular nightclub and rushed to where he'd seen her face. It seemed to take forever to get there. When he finally arrived, all he found was a curled piece of parchment, nailed to the wall. Both the nail and the parchment glimmered with the hidden power of the fae. He slowly unrolled it and began to read....

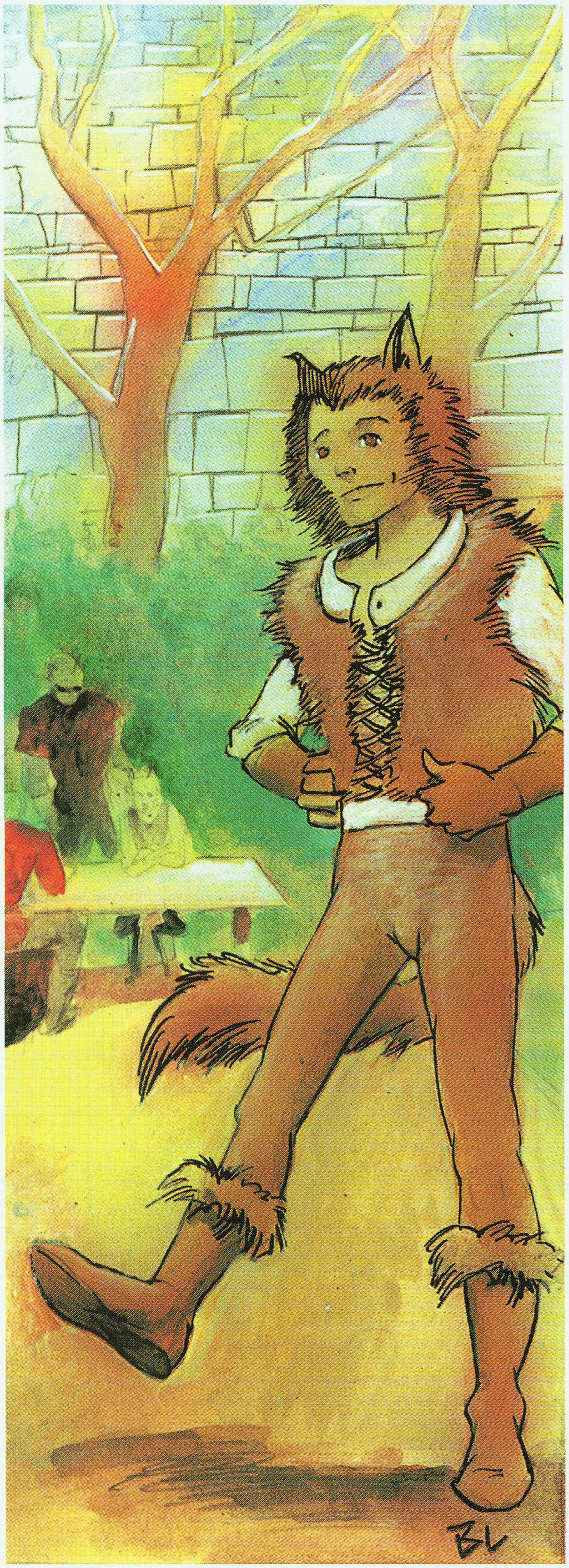
Crystal Grove

It's been a fairly quiet, dull time in Bay Area for the past couple of weeks — even for changelings. At this point in time, it's very likely that the characters are all going about the drudgery of their human lives.

Begin the story with the characters involved in their normal, mundane lives. Have them give details on how they live when they aren't around other Kithain. Describe some of the normal minutiae of a normal day; problems at the office, family difficulties — perhaps a childling is in danger of being grounded.

After the players have had time to adjust to their routines (and become slightly bored by them — don't overdo it), the message from Reeve Erech will arrive: preferably in a most unorthodox fashion, although its arrival won't be obvious to mortals. It will be immediately obvious to the intended recipients that the message itself contains Glamour.

The message varies in style for each character, as it is tailored to each of them individually. (Even if the characters are all in the same motley, they don't spend every moment together.) The content, however, remains the same. Erech wishes to speak to the group that evening in a place known to Kithain as the Crystal Grove. In the real world, it is simply



an impassable hedge in a small park on the University of California (U of C): Berkeley campus. To Kithain, it is a place of crystalline trees, the air filled with the light tinkling of the leaves brushing against each other. It is an open, airy place, filled with the Glamour of young lovers and Dreamers who have whiled their hours away in the vicinity.

Reeve Erech's Message

Greetings <name>,

I hope to gain your assistance in completing a quest important to my Lady, the Duchess Aoibhell. I will trust your confidentiality in both communicating to no one about this contact and meeting me tomorrow night at the Crystal Grove in Berkeley.

There, we will discuss the nature of my proposal and the reward you will receive for accepting and completing it.

Sincerely,

Erech, Reeve of Duchess Aoibhell

The park in which the glen is located has been used by students over the years for everything from making love to sampling psychedelics. All of this activity has certainly had an effect on the grove. Improvise whatever seems appropriate to fit this mood. The glen belongs to Sir Adrian, a sidhe knight who has sworn fealty to the Duchess. Erech has obtained his permission to use it for the meeting as it is more convenient than Aoibhell's own glen.

When the characters arrive, describe the thorny hedge which surrounds the glen, making it impossible for mortals to enter. When the characters pass around to the other side, describe the open pathway of silvery moonlight, guarded by a pair of vicious-looking griffin chimera. The chimera will examine the characters closely, but will allow them to pass. There is the music of enchanted instruments within, and the bright, silvery laughter of the fae. Sir Adrian's herald greets each character at the entrance and directs them to Reeve Erech.

Erech is a rather urbane fellow. He will be impeccably courteous and (somewhat) honest when describing the situation to the characters. He will try to sell the mission as being easier than it really is, but knowing how much the word of a pooka is trusted, won't overdo it. Should the characters accuse him of lying, he will feign outrage very convincingly and apparently come to the edge of making a challenge before his sense of duty brings him back to the business at hand.

Erech will attempt to glean at least one bit of personal information from each of the characters for possible future use. After the initial pleasantries are exchanged and

refreshments are served (you might consider serving some kind of snacks to the players during this scene to help set the relaxed mood) Erech will present the request from Aoibhell as follows:

"Now it is time for the business for which I have called you all here. Please listen closely.

"Duchess Aoibhell has a ward whom she needs brought to her. She would be greatly honored should you choose to accept her generous offer. The Duchess is prepared to grant a handsome reward if you successfully complete this mission. Retrieve him as quickly as possible and bring him to me. I will await you here."

Feel free to make the reward whatever you feel to be appropriate for your own chronicle. Some possible rewards include:

• A title: Each of the characters will become a knight (sworn to Duchess Aoibhell, of course). Alternatively, those who already possess rank might be raised in position, if it is within the duchess's power.

• Dross: The characters may be offered up to 10 dross each for their work.

• Treasures: There are many treasures available to Duchess Aoibhell. She might offer minor treasures to the characters as payment.

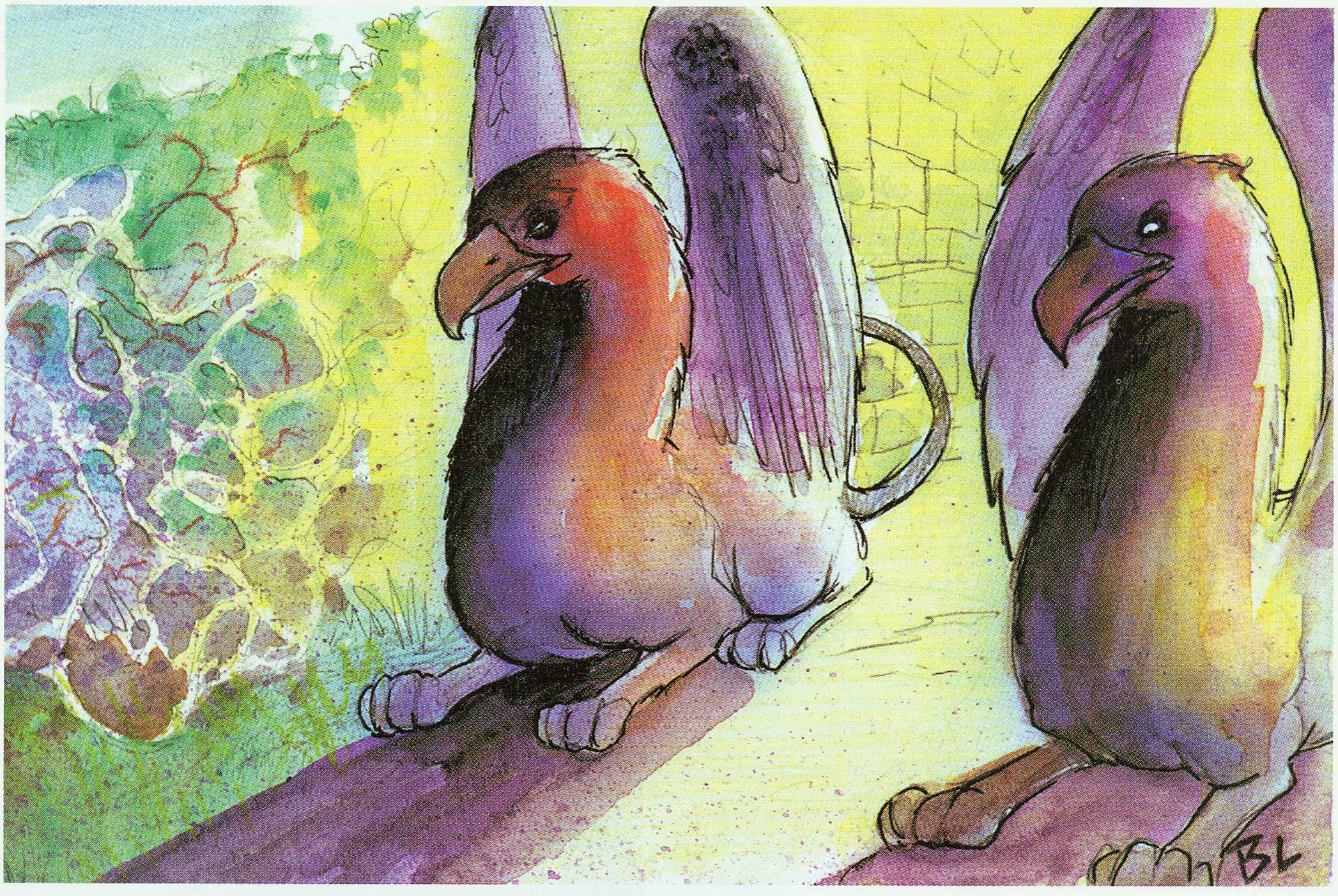
• Favors: The Duchess might arrange to do something for the characters in the future as a reward.

• Employment: This is more likely than offered titles. The duchess will offer the characters positions as her personal troubleshooters, giving them status as members of her household. It could also lead to a full-scale chronicle where the characters solve problems and perform tasks for Duchess Aoibhell. Erech may offer employment in addition to any other award, if the characters do well.

If the players accept, Erech will request that they take an oath promising to follow the conditions of the agreement exactly as stated. When finished, he will give them Terry Wood's home address and the name of his school. He will then wish them good fortune.

If they refuse, he will protest most eloquently, using all of the persuasive powers at his disposal to try to convince them otherwise. If they still refuse, he will lament the conditions of the modern world, that it breeds such cowards for Kithain and turn his back on them. This is an honest reaction, strangely enough. It will take a bit of convincing for the characters to get back into his good graces.

Sir Adrian will approach the motley after the Reeve has left and give them a card with his phone number on it. "If you run into more trouble than you can handle, please call me." He is genuinely honest about the offer. He does not trust Erech much — he is convinced that Erech is up



The Oath of the Long Road

"This I swear: That I shall recover the childling, Terry Wood, for the Duchess Aoibhell or lose my honor, that I shall recover the childling, Terry Wood, for the Duchess Aoibhell or lay down my sword, that I shall recover the childling, Terry Wood, for the Duchess Aoibhell or Dream no more. You and the sky my witnesses, so may it be."

The Oath of the Long Road is the most potent of the oaths known by the common fae. It is the voluntary acceptance of a quest to be performed, and its swearing is usually sanctified with the blood of both the oathmaker and her witness. It is always spoken in front of one, and preferably three witnesses. The oathmaker receives an extra Willpower and Glamour point for swearing this oath, but there are dire consequences for failure. Simple failure to complete the quest causes the loss of three temporary Willpower and Glamour points, one of each permanently. Abandonment of the quest strips the oathbreaker of all temporary Glamour and Willpower, drains two of each permanently, and adds a permanent point of Banality.

to no good and hopes to keep these new Kithain out of Erech's troubles. Sir Adrian also has a long-standing distaste for the Reeve and takes what opportunities he can to stop Erech's schemes before they come to fruition.

Erech, the Duchess's Reeve

Jonathan Edward Stanton was born to high society. From his earliest years, he was surrounded by wealth and given much leeway and attention for his antics. As he grew older, this attention diminished, as his behavior was less tolerated in an adult than a child.

In school, Jonathan was never capable of physically defending himself. So he developed his social talents for this purpose, often using information he'd gleaned to his advantage, or convincing others to fight for him.

He was sixteen when the strange visions started, driving him into an alien world beyond the imagining of most of his peers. Before he lost his mind to it all, Aoibhell found him and arranged for his education in the world of the Kithain. She found it useful to have a pooka of his talents nearby. During his Saining, Jonathan took the name "Erech," from a story he had read.

During his early years in Kithain society, Erech was a terror. He was forever wooing the ladies and telling outrageous stories. In fact, he seemed to be the typical

pooka. Despite his tendency to make and get into trouble, Erech always seemed to have a way out. He invariably had a contact who could bail him out of whatever mess he got himself into. It wasn't until he entered the grump stage of his life that he seemed to calm down and grow into the position he holds now. He became a true social chameleon among Kithain, able to deal with both nobles and commoners without difficulty.

When Aoibhell found herself in need of a Reeve, Erech offered his services. He had dealt with her off and on over the decade since his Saining, and when he proposed this arrangement, she agreed with his assessment of her needs, his abilities and how well they matched.

Court: Unseelie
Legacies: Rake/Courtier
House: Fiona (association)
Seeming: Grump
Kith: Pooka
Household/Motley: Duchess Aoibhell's Household
Physical: Strength 2, Dexterity 3, Stamina 2
Social: Charisma 4, Manipulation 5, Appearance 5
Mental: Perception 4, Intelligence 3, Wits 3
Talents: Alertness 4, Animal Ken 2, Brawl 1, Dodge 3, Empathy 3, Intimidation 2, Kenning 3, Streetwise 2, Subterfuge 4
Skills: Drive 2, Etiquette 4, Leadership 3, Melee 3
Knowledges: Computer 3, Enigmas 2, Investigation 3, Linguistics 1 (Spanish), Mythlore 2, Politics 4
Backgrounds: Contacts 3, Dreamers 2, Mentor 4, Resources 4, Treasure 2 (The Ring of Truth)
Arts: Chicanery 2, Legerdemain 2, Soothsay 3, Wayfare 3
Realms: Actor 4, Fae 2, Prop 2, Scene 3
Glamour: 6
Willpower: 8
Banality: 6
Equipment: Erech's treasure is "The Ring of Truth." Whenever a lie is told in Erech's presence, the ring will change color. (The ring is not affected by lies told by the wearer.) The degree of change is determined by the degree of the lie — minor white lies cause only a subtle change of shade, while a complete falsehood will cause a radical shift in color. It looks very much like a mood ring, of the sort which was popular in the late 70s.
Image: Erech is a well-dressed, handsome man in his early thirties. His blond hair is always perfectly styled and his clothing spotless. He wears an emerald earring in his left ear and its shade matches his eyes perfectly. To changelings, he has a soft, brown coat of fur and big, friendly brown eyes. His ears look much like those of a German shepherd and he also has a tail.

Roleplaying Hints: Always be polite to those you meet, even if you don't like them much. Always be respectful to the nobility. You are the Duchess Aoibhell's go-between to the commoners, so you must represent the image she wishes to put forth. You often glance at the ring on your finger, sometimes disguising the movement as if you were looking at your watch. If anyone ever wrongs you, smile politely and bear it. Revenge will come to them later.

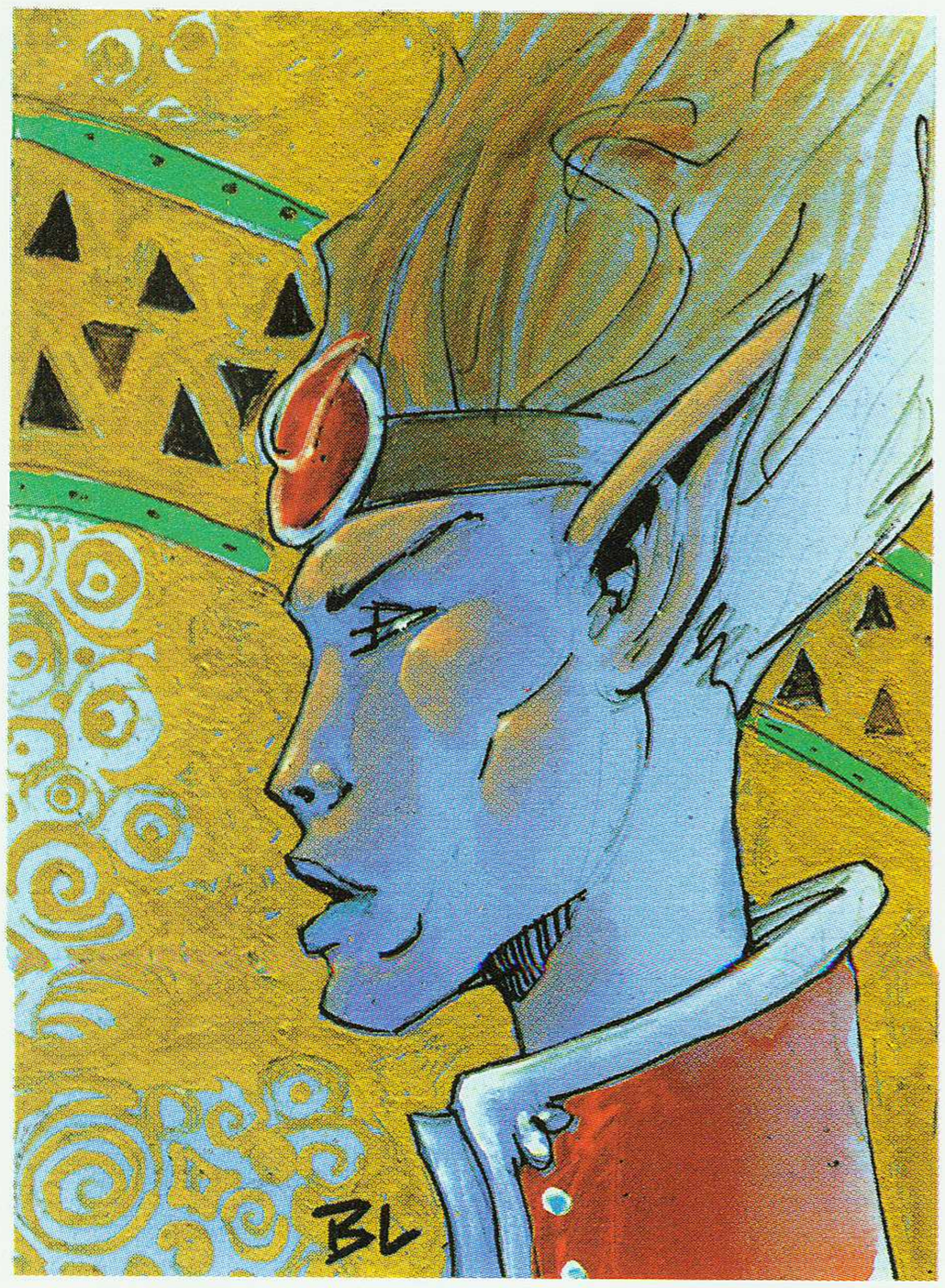
Sir Adrian, Sidhe Knight

Sir Adrian swore fealty to the Duchess Aoibhell when the duchess was much younger and much more in tune with her surroundings. Now, Adrian feels that Aoibhell is abandoning many values for her own debaucheries. He is still honor-bound to serve her, as he swore an oath to her. He does not have to approve of her behavior, however.

It might be said that among Seelie, Sir Adrian is a bit stiff-necked. However, he is the holder of the Crystal Grove, a favored discreet meeting place for nobles and their servants to deal with the commoners. Sir Adrian permits this, for it is convenient for learning which way the wind blows.

Sir Adrian takes the rights and responsibilities of the nobility very seriously. This naturally includes the customs of hospitality. If the characters attack Erech or Adrian's servants, or otherwise abuse his hospitality, he will use force to expel them from the glen. In addition, he may be tempted to use chimeric weapons to force them back into their seemings. He will only go to that extreme if the characters are extremely insufferable.

Court: Seelie
Legacies: Paladin/Beast
House: Gwydion
Seeming: Wilder
Kith: Sidhe
Household/Motley: Crystal Grove
Physical: Strength 4, Dexterity 4, Stamina 4
Social: Charisma 4, Manipulation 1, Appearance 5
Mental: Perception 3, Intelligence 2, Wits 4
Talents: Alertness 3, Animal Ken 3, Athletics 2, Brawl 1, Dodge 3, Intimidation 4, Kenning 2
Skills: Drive 2, Etiquette 4, Firearms 3, Leadership 3, Melee 3
Knowledges: Law 3, Linguistics 3, Mythlore 4, Politics 3
Backgrounds: Chimera 4, Dreamers 2, Holdings 2, Resources 3, Retinue 3, Titles 1
Arts: Wayfare 3, Primal 2, Sovereign 1



Realms: Actor 3, Fae 3, Nature 2
Glamour: 6
Willpower: 3
Banality: 4
Equipment: Sir Adrian carries a real broadsword while in his glen. Outside, he prefers to restrict himself to firearms. His sidearm tends to vary from time to time, as he possesses a large collection.
Image: A tall, handsome, tanned man. His blond hair falls just past shoulder length, and his piercing blue eyes tend to lock someone into place with a glance. In fae form, he always wears his house's insignia. To the fae, he has pointed ears and slightly slanted eyes. His hair has more of a silvery cast.
Roleplaying Hints: You follow the rules of nobility strictly. You believe that you should set an example for nobles and commoners alike, with no exceptions. Truthfully, you believe all the nobility should do such, but most do not live up to your exacting standards. In Kithain society, you are quite a traditionalist.
You are rather old for a wilder and fear the imminent descent into grumpdom. You do whatever you can to stave this off, but nothing seems to help.

Scene Two

Gypsy sighed as she waited for the Woods to answer their door. She really didn't care to be sent out on a mission by a lackey of the nobility, but there wasn't much choice. Besides, it was better than leaving the new childling to the winds of fate.

The door opened, spilling light into the front lawn. The woman standing in the doorway looked a bit careworn, as if the last few days had left far too great a weight on her shoulders. "Hello, can I help you?"

The eshu took a deep breath before plunging into the deception. "Hello, Mrs. Wood, I'm Anna Reed, with children's services." She smiled and offered her hand until the other woman shook it. "I'm here to inquire about your son, Terry."

The others were waiting down the street when they saw the car pass by. Butterfly shivered involuntarily as the car rumbled by the Kithain. Shorty noticed and smiled at her. "Everything's gonna work out all right. Gypsy is taking care of it right now."

Darkling watched the car pass. "Because I could not stop for death, he kindly stopped for me." The words were whispered, as always.

Chiller gave the sluagh a sharp look. "What the hell is that supposed to mean?" Darkling smiled thinly and shrugged, then went back to scribbling in his journal.

Finding Terry

The characters have Terry's school and home address, provided by Erech. He will recommend that they start with his home, should they think to ask. If they try his school first they will meet his teacher, Donna Marcus. If they try during the day, they will possibly meet Terry's classmates.

The School

Donna is suspicious of the reasons for Terry's incarceration. She knew Terry very well, as he was a very precocious child. Donna isn't a professional psychiatrist, but is very confident that she can at least judge that Terry was stable. She did see the beginnings of his supposed Chrysalis three months ago, and knows that he wasn't undergoing anything normal. Her suspicion is that he was slipped LSD or some similar substance. For these reasons, she will not immediately trust the characters, believing them to be from the Institute. If the characters are persuasive and charming enough, or if they use the proper Arts (with the Actor Realm, of course), they can convince her to communicate her feelings about the whole thing.

If nothing else, the reaction the characters get from the children will endear them somewhat to her. At least a few of the kids are unburdened by the truths of Banality enough that they can spot a bit of the Glamour around the characters. These children will react well to those which seem harmless, such as pooka or boggans. None of the children are potentially Kithain, however.

Donna has been watching Terry closely for several months and is aware that his imagination has been running on overtime. She never considered it anything dangerous or horrible, as she feels that creativity is something to be encouraged at a young age. She won't mention his unorthodox behavior to the characters unless they ask about it specifically, and only if they have managed to gain her trust.

The children are willing to tell the characters all sorts of things about Terry, such as:

"He was always telling weird stories, like faerie tales and stuff, but he made it sound more real."

"Terry knew some cool magic tricks. Like with cards, only better."

"Once, he made a bee fly into his hand, just by thinking about it. It just sat there, and didn't sting him. Left when he told it that it was time to go. Really weird."

Assuming the characters are friendly to them, the children will try to impress them. They will treat the characters like favorite uncles or aunts — at least those who look mostly harmless. Then again, some children might think a satyr or a redcap would be cool.

Unfortunately, no one at the school is aware of Terry's current location. Ms. Marcus does know that he was institutionalized, but doesn't know where. She would like to find out, if only to send a "get well" card from the class.

The Home

The Wood family lives in a nice part of Berkeley, with expensive houses and extensively manicured lawns. Their eight-room house, along with the Mercedes in the driveway and the BMW parked in front, indicates that the family is not in poor financial condition. An aura of Banality hangs over the home like a dark stormcloud waiting to burst. What sort of home is this for a young childling?

If the players decide to check his home in the evening they will find Terry's parents, Tom and Wendy Wood, in residence. The Woods will not trust the characters at first; their reaction depends upon how they are approached.

They will not, of course, give any information regarding their son to just anyone who happens to show up with a few questions. This scene requires more than a bit of subtlety and deception, as the characters need a good story to get anything at all out of the parents. Use of Arts can also be very helpful at this point.

If the characters actually get to the point where Tom and Wendy are willing to speak to them about Terry, they will meet with the following reactions:

Tom is the least likely of the two to open up and speak about his concerns for Terry's fate. He will talk about how normal his son is, and how much he had fun doing things with him. Occasionally he'll let something slip. "What's happening right now is for the best." "We made the only choice we could for him." He considers himself just, but stern. Terry is his only child. Tom wants his son to mature into a responsible adult like himself. He is an investment banker who spends more time with his work than his family. He is a bit embarrassed about Terry's recent outbursts in school, but does not wish to show it.

Wendy will probably be the one to eventually reveal where Terry is being kept. She is more concerned about his well-being than her husband is. She is also more concerned about what the neighbors will think should they discover the truth. She wants her son back, but without his hallucinations (he doesn't do the tricks around his parents) or the odd stories. If the characters can offer her the least bit of hope regarding Terry's condition or return, and convince her that they are sincere, she will be willing to tell them about Dr. Chapman and the Denholm Institute.

If any of the characters take a good look around, one of them might notice a copy of *Chimera: Living Within Our Dreams*, by Dr. Anton Stark. This book was given to them by Dr. Chapman to help them understand the ordeal their

son is experiencing. The book presents Kithain life and outlook as a delusionary mental illness, which robs its victims of the ability to distinguish imagination from reality. The text is very convincing and very Banal. If any character whose permanent Banality is higher than her permanent Glamour reads this book, it is possible that she could gain an extra point of temporary Banality.

Dr. Chapman visited a few days before, to speak with Terry's parents and look his room over for anything which might indicate a focus for his delusional psychotic fantasy.

Scene Three

Jeannie was the first to spot Gypsy as she approached the group. "Heya, what's the word?"

The older Kithain held her finger to her lips. "Shh. Not so loud." Her face was drawn. "He's in an asylum of some kind."

Chiller kicked a nearby mailbox. "Dammit! Why can't we just let that jerk Erech handle this?" He walked away, swearing. "This ain't what I signed for."

Shorty, paradoxically as tall as Chiller and somewhat bigger, stepped in front of him. "Hey, it's exactly what we signed for. That's what the oath was for. You can't break it — no Kithain would ever trust you after that." The young troll sighed. "Lòok, you're new to this. Trust me! You can't break your word."

The satyr glared at Shorty, but the childling refused to back down. "All right, I'll help find the damned kid." He kicked the mailbox again. "But it isn't because of the oathbond."

All were surprised when the human stepped into the tableau. "Excuse me," he said, "could you tell me how to get to the art museum?"

"Tourists," Jeannie muttered under her breath. She opened her mouth to give directions — the wrong directions of course — when Chiller's hand flew to his shoulder.

"What the hell was that?!?" He looked at the dart he'd pulled from his flesh, then grabbed Shorty and Butterfly, trying to bring the twins under some cover. More darts filled the air, striking their marks far too accurately for the Kithain's comfort.

Jeannie's expression changed as she lunged for the lost "tourist." He had produced a dart pistol and was about to shoot Gypsy in the back. "No!" she screamed, jumping for him, fully intending to bite his arm off. She felt multiple stings as his hidden partners saw her movement.

Then, everything was dark.

For Your Own Good

Unknown to the characters, the Wood house is being watched by three Dauntain. They believe, correctly, that others like Terry will soon arrive to seek him out. They plan to take advantage of this opportunity to take a few more of the insane off the streets and into Dr. Chapman's capable hands, where they can be cured.

At some point after leaving the Wood house, the characters will be approached by two men and a woman, all of whom appear to be fairly normal. One of the men begins asking the characters for directions to some place in San Francisco. While the first, Dennis, is speaking to the characters, the other two people will walk back to what is presumably their vehicle (a red Ford Taurus wagon with rental plates). Provided that Dennis can keep the characters occupied, Cheryl and Don will attempt to take the others down from a distance with tranquilizer darts (Difficulty 6, Stamina Roll against an 8 to remain conscious, roll every turn for 5 turns, + 1 difficulty for each additional dart).

Moments after the initial attack, Dennis will try to put some distance between himself and the characters before joining in with his own dart gun. After the surprise has worn off, the Dauntain will explain why what they are doing is in the characters' best interests; how they are sick and should allow themselves to be healed. They should sound very compassionate as they describe how they can help the characters get over their "delusions."

If they can't take them down immediately, the Dauntain will attempt to convince the characters to come with them peacefully. If the characters agree to go, they will be handcuffed and driven to the institute. If they succeed in knocking out the characters, they will pack the unconscious characters in the car and do the same as above.

Either way, they will be placed in the special ward Dr. Chapman has set aside for the most extreme patients — The Green Ward on the top floor. Each will be locked into a separate room with cameras and one-way mirrors for the doctor's observation.

It is entirely possible (even likely) that the characters will avoid capture by the Dauntain. In this case, they will have to find their own way into the Institute. The Storyteller should feel free to alter the number or power of the Dauntain, depending upon the direction he wishes the story to go. Use the Security guard statistics on pg. 16 for any additional members of Dr. Chapman's team. Of course, you should take care that the characters are not completely overwhelmed — they should always have a chance to get away.

The Dauntain

These three Dauntain are skilled at tracking down and catching Kithain for Dr. Chapman — he has employed them for several years now. They are quite proficient at leaving no traces for police and other authorities. They believe that Kithain are people who are genuinely — even desperately — in need of help. They were taught this after Dr. Chapman

cured them of the same affliction so many years ago. They are true fanatics when it comes to their work: to assist these sick people. They understand that most of them will not seek help on their own. After all, they themselves didn't.

It has been the Dauntain's experience since that time that these people are quite capable of concealing their unfortunate affliction from others. According to Dr. Chapman, it takes a special person to spot the afflicted: a person who has been through the same hell, and who understands what troubles their minds. He often refers to unconscious visual and verbal cues which victims give off while in the throes of their illness.

Dennis Barker: He was the first of the three to be taken in by the good doctor. The visions and dreams had haunted him for days and nights on end, not stopping for anything. Just when he felt as if his mind would slip away entirely, Graham Chapman brought him out of these hallucinations and restored his sanity. Now, he barely remembers the visions. Sometimes, he has dreams of a place filled with the colors of autumn, a pleasant, happy place. When he tries to touch anything, it crumbles away to dust and a chill breeze blows around him. He always awakens at this point.

Cheryl O'Neill: Cheryl was very young when her parents brought her to see Dr. Chapman for the first time. They were concerned that she had a difficult time separating reality from fantasy, as she was always talking with imaginary friends and referring to imaginary places. It took Dr. Chapman a full year to completely cure her of her delusions. She has been extremely loyal to Dr. Chapman. After curing her, he sponsored her college education and hired her as a part of his staff. The doctor convinced her that she was well-suited for helping his staff track down victims of this horrible malaise, as she was the best of the three at spotting these unfortunates.

Don Haxton: He is the worst of the three. Don thrills to the hunt, the tracking, the capture. Humans are the most dangerous game, and this particular variety is simply more challenging than most. While working with Dr. Chapman's team, Don has seen events which could only be described as magic, but of course magic isn't real. Dr. Chapman told him so.

Attributes: Strength 3, Dexterity 3, Stamina 3, Charisma 2, Manipulation 3, Appearance 2, Perception 3, Intelligence 3, Wits 3

Abilities: Alertness 3, Athletics 2, Brawl 1, Dodge 2, Intimidation 2, Kenning 1, Subterfuge 3, Drive 2, Firearms 3, Security 2, Stealth 2, Investigation 3, Psychology 2

Backgrounds: Contacts 3, Mentor 3

Glamour: 1

Willpower: 6

Banality: 10

Act Two:
The Rescue

Scene One

Butterfly awoke in a small room, her twin nowhere in sight. The room was dark and spartan, filled with shadowy corners and mysterious shapes lingering just beyond vision. She sat up slowly, feeling the last dregs of the drug in her system. "Where am I? Shorty?" There was no answer.

The young pooka explored the room as thoroughly as she could. No windows, the door was locked. Noticing the little slot for sliding food through at the bottom of the door, she had a brilliant idea. Butterfly closed her eyes and tried to become a cat, but it didn't work — she could tell someone was watching, but she couldn't see where they were.

The room had walls of gray stone, with a stout wooden door and straw on the floor, just like a dungeon. It was extremely chilly; she was certain she would catch cold if she wasn't careful.

Finally frustrated beyond all hope, she began to cry, the tears rolling slowly down her cheeks. "I will get out of here, I know I will."

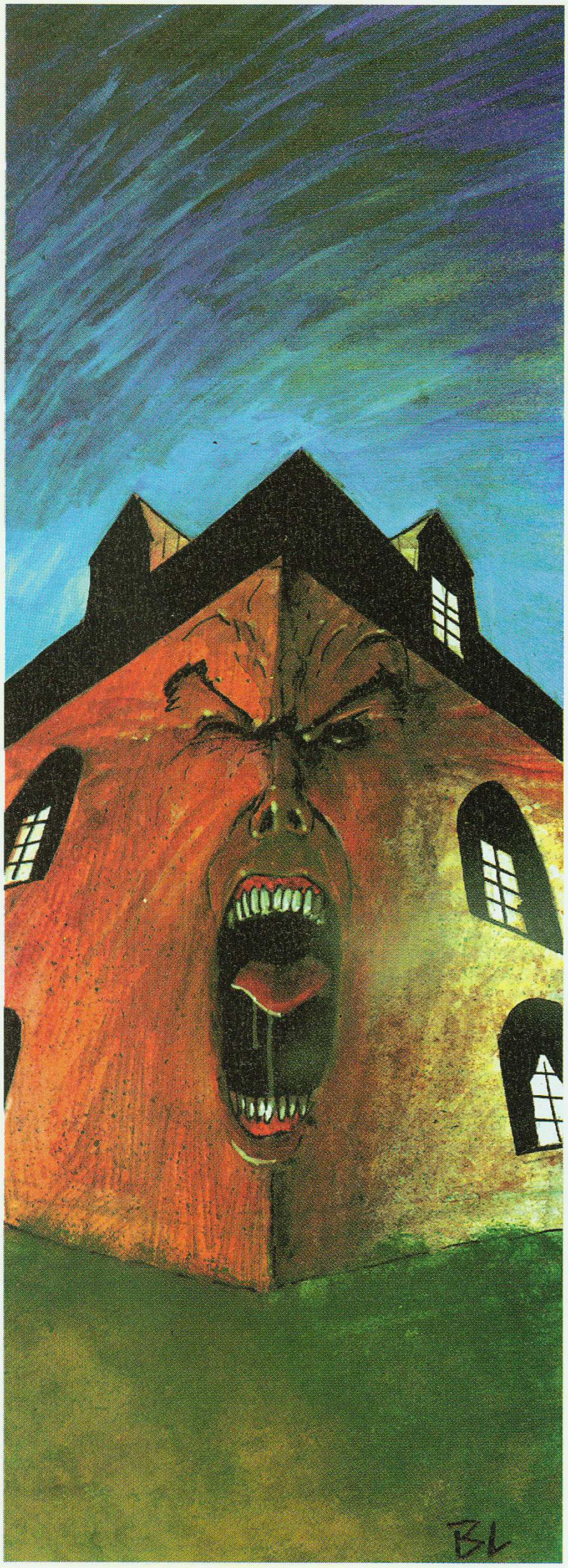
"Not very likely, young lady." Butterfly started at the voice. It belonged to an evil-looking middle-aged man. He was carrying a clipboard. "We're going to keep you here until you get over your silly ideas about faeries and magic."

Butterfly looked beyond the man at the door. It was still closed. "How did you get in here?"

He laughed. "The same as anyone else." He indicated the door. "Through that," he smiled. "Boys, I think we have a live one here, can you give me a hand?"

She noticed several dark shapes standing near the doctor, none of whom had been there a moment before. They appeared to be men, and each one was carrying a baseball bat. As they closed in, she realized that all of these apparitions were chimera.

"Now, girl, we're going to have a talk—" He and his attendants, who had begun to close in on her menacingly, disappeared as the door was opened. The images of the dungeon dissipated in the light of the cold Banality of the real orderlies.



"Come along, young lady. It's time to see the doctor." She chose not to resist, deciding instead to wait and see for a few moments.

When they took her to the therapy room, the rest of her friends were already there. The chimeric doctor was there as well — No! This one was real. But he had a touch of Glamour....

"Good afternoon, ladies and gentlemen. It's nice to see you're all awake now. Welcome to the Denholm Institute."

Enter Freely, and of Your Own Will

The Denholm institute lies in Marin County, nestled in a beautiful, wooded tract of land. The building itself looks nice and unassuming amidst the evergreens. Any Kithain approaching, however, will feel the cold touch of Winter flowing from within. As the characters come closer, they see that the place has a fae Glamour to it, despite its high Banality. It appears to be an imposing, drab structure of gray stone and ironshod doors. The faint screams of lost souls can be heard from within — or was that just the call of a hawk?

Upon arrival, the characters will be stopped by security guards. If they did not make prior arrangements for visiting, they won't be allowed to enter. If at least one of the Dauntain managed to escape, the guards will have the characters' descriptions handy. The guards will detain the characters until backup arrives to assist in the characters' capture.

Of course, breaking and entering is always a possibility. The guard dogs only run loose at night, but they might be easier to bypass than the human security guards. If the characters choose this course of action, their best bet is to enter the building, find Terry as quickly as possible, and leave. Any waste of time could be dangerous.

The Tour

If they did make prior arrangements — via subterfuge or some other trickery, perhaps by arranging for a tour of the premises — they will be escorted in to meet one of the staff psychiatrists. They will be given a guided tour, which will completely bypass the top floor, including the Green Ward.

Should the characters notice that they are not being shown around the top floor, it is entirely possible that they will somehow attempt to ditch their guides and track down Terry's room. Don't make this too easy for the players, although it shouldn't be impossible.

They will be introduced to several of the patients, most of whom seem to be adjusting to normality quite

nicely. A character who makes a successful Kenning roll (difficulty 8) will be able to sense faint, lingering traces of Glamour on two of the patients. Both have been "cured" of their delusions, their Kithain nature wiped away completely by Banality. If spoken to, the patients reveal that they have little, if any, memory of their time as Kithain, and claim to feel happier now that they are grounded in reality. If any of the characters have been involved in Kithain society for more than a few years, they might recognize some trace of a long-missing acquaintance in one of these poor wretches.

During the tour, the characters will sense flickers of motion from the corners of their eyes and hear slithering or other peculiar noises (which have a chimerical source, although the group won't know this). The screams they heard from outside are not audible within the building. In fact, until they enter the Green Ward, changelings will not be able to fully sense anything chimerical while inside the building. Try to pace these chimerical hints strategically, as too many can cheapen the desired effect of mild apprehension.

Prisoners

Another possibility is that the characters have been captured either by the doctor's Dauntain thugs or at the front gates. In either case, they will be separated and taken to the Green Ward. Each will be placed in a specially prepared room with concealed (and protected) video cameras and microphones so that their behavior can be closely monitored. There are also speakers so that Dr. Chapman and his attendants can speak to the patients without dealing with them directly.

Each cell is painted in soft, neutral, grayish tones to avoid exciting the patients. There is a cot and a padded chair, both of which are firmly bolted to the floor. There is also a sink and a toilet for sanitary purposes. The door has a meal slot in the bottom, allowing the orderlies to deliver meals without opening the doors.

At first, the rooms will seem normal, but this will change quickly. Each cell has a chimerical counterpart — no two precisely alike. Their appearances are the result of the trauma of previous occupants' having their Glamour mercilessly stripped from their lives.

Each of these cells is a sterile, bare room, as described above. To Kithain eyes, sensitive to Glamour, they take on an entirely different appearance. Some examples:

• A complete torture chamber. Each piece of equipment is lovingly crafted to cause pain in imaginative and horrific ways. The chimerical orderlies make extensive use of these machines whenever they have the opportunity.

• A dry, sifting desert with a hot sun. Food placed in the room will quickly dry and dissolve to dust. Drinks will evaporate. Unless a Kithain retreats to her mortal seeming, she will slowly starve and dehydrate as she is subjected to the extremes of the climate.

• A classical fairytale dungeon. The floor is covered with rotted, moldy straw and the room is inhabited by several large, chimerical rats. The door is a large, ironshod, wooden affair which seems strong enough to hold against nearly anything, including a troll. The meals delivered here will be spoiled and the water dirty.

• A sensory deprivation tank. The character is utterly deprived of his senses while the door is closed. Nothing is experienced, except thought. When the door is opened, the character will be overwhelmed by the sudden flood of sensory perceptions as light, noise, smell, and sensation awaken suddenly with no filtering. Think of what happens when you get the "pins and needles" sensation after a limb falls asleep.

Feel free to improvise other cells, using these as guidelines.

As if the cells weren't enough, the characters' presence will attract active chimerical creatures, also birthed by the torments other changelings have experienced here. These creatures seem to exist only to cause pain and suffering to Kithain, often driving Kithain back into forgetfulness to save their sanity. See Scene Three for some chimera ideas.

Scene Two

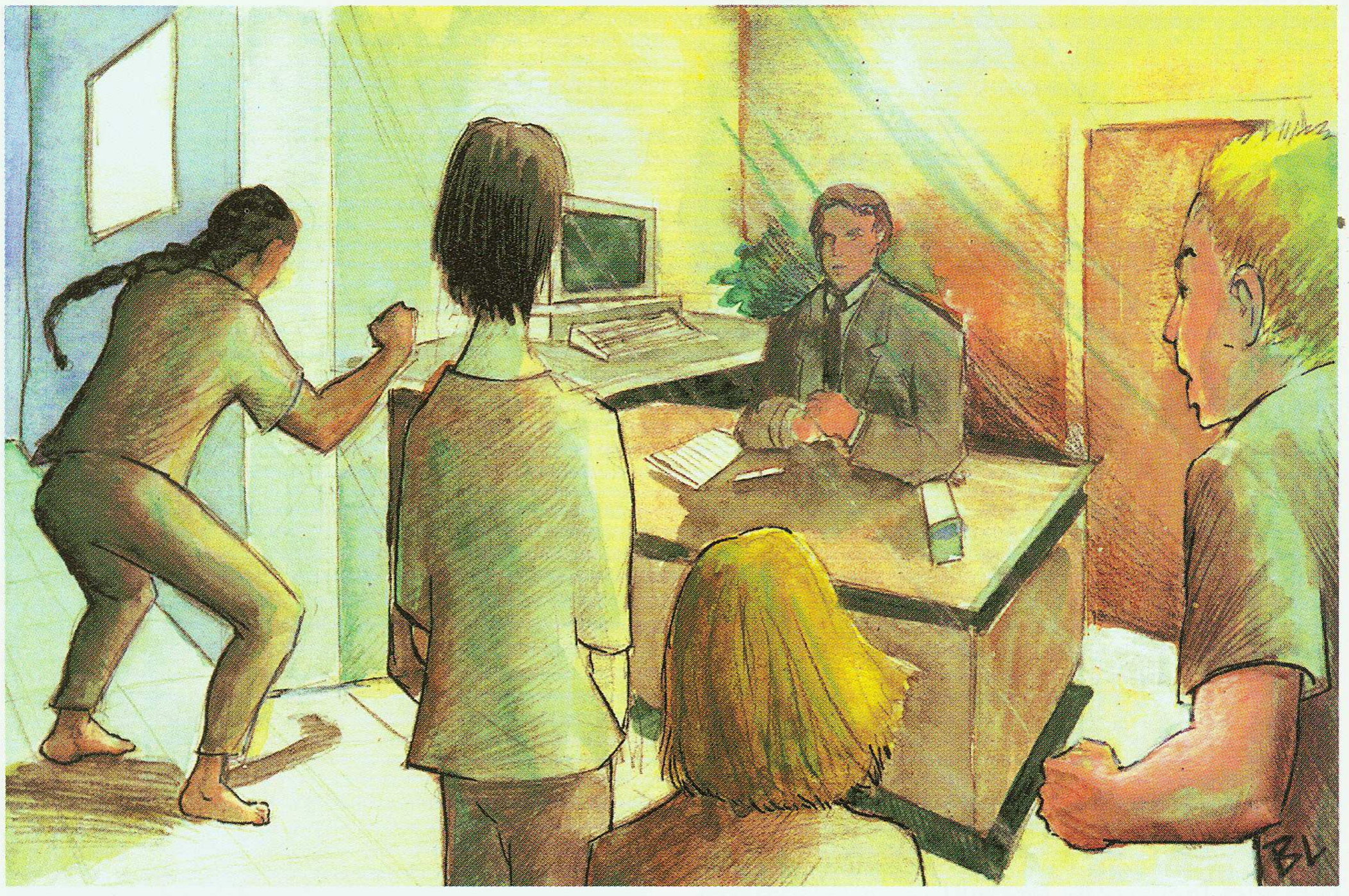
The man on the other side of the glass smiled warmly. "I am Dr. Joseph Chapman, and I am here to aid you in your struggles with the delusions under which you labor."

Darkling sighed and looked the doctor in the eyes. "You're lost, aren't you? You had it and you gave it up," he whispered softly. They had taken his notepad away, which irritated him to no end.

Chiller stood up and strode angrily across the room, until he was stopped short by the plexiglass barrier in the middle. "What the hell are you thinking, bringing us here?" He punched the glass in frustration. "Come on out here, I'll give you insane. You want insane? Do ya, you bastard?"

"Calm down, Mr. Peyton. This is a modern mental health facility, not some medieval house of torture." He smiled warmly. "Now, why do you believe you were brought here against your will?"

Gypsy said something under her breath as Chiller entered a berserk rage. The orderlies moved to intercept him and "calm" him down. Butterfly smiled broadly as two of them tripped over their own shoelaces.



The attendants managed to get Chiller calm and sitting in a chair before Dr. Chapman began speaking again....

Dr. Chapman

At some point, the characters will be introduced to Dr. Chapman. They could meet him at the end of the tour, in which case he will verify that they are "insane" and arrange for the Dauntain (who are on the premises, but not part of the tour) to catch them before they leave the building.

During this encounter, Dr. Chapman will be polite, even kindly. He will make no references to the fact that he feels the characters are insane. Instead, he will tell them about the institute and give a lecture on the humane ways the staff treats mental illness. From there, he will escort them to the front of the building, talking all the way about the good the institute is doing, at which point the Dauntain will attempt to take them into custody.

If at any time during the tour they question Dr. Chapman about Terry Wood, he will mention "doctor-patient confidentiality." If pressed, he will give a few details of the case, especially if the characters are convincing enough in their chosen roles. The doctor is quite proud of his work in the field of mental health and is willing to speak at great length of the good he has done for many innocent victims of these "delusions."

This is, of course, his flaw. After a long discourse, he will turn to one of the characters and ask, "Have you ever felt this way? Have you ever experienced such fantasies?" If they admit to it, he will be very polite and ask that they join him in his office. He will treat the group quite respectfully even as he explains to them why they are utterly insane and how he can save them from such a horrible fate. His words should be so reasonable that the characters should experience doubts about whether or not they really are fantastic beings.

Of course, after this is over, he will drug them and lock them up. He doesn't believe that any victim of this malady will voluntarily sit still for treatment.

If the characters have been captured, he will meet with them under protected circumstances. They will be escorted to him by several orderlies (2 per character) and the meeting room will be divided into two parts, with a wall of bulletproof glass between the characters and the doctor. The doctor is sitting at a small desk with a microphone upon it. He has a laptop computer into which he will type notes during the meeting. On the characters' side of the room, they will find several comfortable chairs for

their own use, and will even be offered refreshments, such as coffee, soda, donuts and other tasty comestibles. This room has no chimerical counterpart.

Dr. Chapman will begin by courteously greeting each one in turn, asking for name and other personal information (hobbies, likes, dislikes, etc.) and apologizing for the conditions. Or, as he puts it, "I regret the necessity of locking you away from me, as I prefer a more personal contact with my patients. However, past events have required that I protect myself during these initial sessions." He will make notes of each patient's response.

After the pleasantries are finished, he will explain why the characters are here and what is expected of them before they can return to society. He does seem to genuinely care for his work and he honestly believes he is doing good.

In his own words: "You are all here because you suffer from a severe form of delusional psychosis, which my colleagues and I have dubbed 'the Quixote Syndrome.' It manifests itself in several ways, including incredibly realistic hallucinations roving through the world around you. Perhaps it changes how you view your own body. Some patients have claimed peculiar physical anomalies, such as fur or horns. Nearly all believe to be one of several 'kith' of the 'Kithain' race. Most victims show an amazing knowledge of folklore, which they quote to support their own beliefs. This is, of course, ludicrous. I feel these beliefs come from an inadequacy in these individuals, an inability to properly express their imaginations. I am here to help you understand yourselves as normal human beings, even fruitful members of society." He pauses and awaits the reaction from his captive audience.

At this point, or possibly earlier, the characters may begin to question Dr. Chapman. This will not bother him in the least, as he is quite accustomed to this particular ritual. Here are his answers to some possible questions:

Q: "Why did you bring us here?"

A: "On the contrary, I did not have you brought here. You brought yourselves while in a more lucid state. At this moment, you may believe many erroneous things; one of them is the idea that you were brought here by force. You simply cannot comprehend voluntarily submitting to this in your current state."

Q: "What makes you think *we're* insane?"

A: "You see things which simply don't exist, you claim to be creatures out of legend and you even believe you possess magical powers. These beliefs are patently false. Why haven't you used these powers to escape? Why don't I see the so-called "truth" of your nature? You are simply deluded."

Q: "Release us now."

A: "You are simply unsafe to allow into society until you are cured. At any moment, you may hallucinate anything at all, up to and including strange and frightening beasts. Unfortunately, you are likely to endanger yourselves or someone else, your delusions being as strong as they are."

Use these as a guide to the sort of answers Dr. Chapman is likely to give. Remember that he will never acknowledge the existence of chimera or magic: that would be indulgent and simply encourage his patients' illness.

After they have exhausted their supply of questions, he will start his own round of questioning, beginning with the following:

"How long have you believed yourself to be a changeling?"

"Why do you believe that you initially succumbed to this fantasy?"

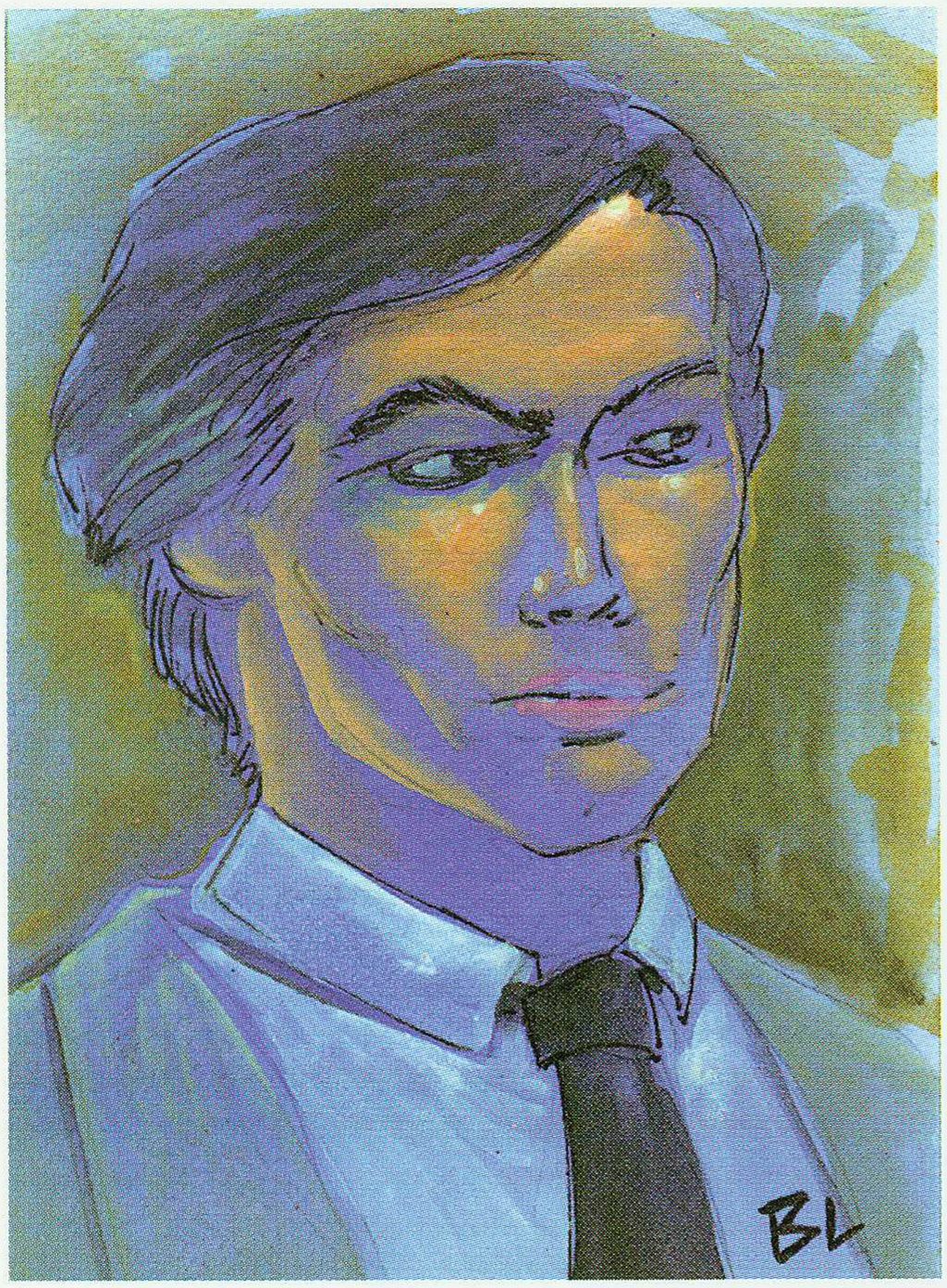
"Are there any unpleasant facets to this delusion of yours? Horrible hallucinations, say of an attacking monster? When this happens, why do you still cling to these beliefs? Your own unconscious mind assaults you, and you still accept the version of reality which overlays your perception?"

Remember that he explains every condition of changeling life as a delusion and will accept no alternative explanations, least of all the possibility that it could be true. Nor will he accept any claim that the characters are not really "deluded." He knows they are, in fact, quite ill.

Doctor Joseph Chapman

Joseph Chapman experienced his Chrysalis on his first day at the university. Before then, he was a straight-A student with perfect attendance. For his superlative performance in high school, he was given a hefty scholarship to a very prestigious university on the East Coast. Joseph Chapman was more than ready to begin his studies in clinical psychology.

All this suddenly seemed to be sand flowing through his fingers. The sights, sounds and feelings which awoke with his fae essence contradicted everything he had learned before that point. At first, his mind nearly shut itself away from the world. Before the Bedlam could completely take him, he reconstructed his original world-view from the ground up. Through sheer strength of will, he forced himself to see the world in a new fashion. This took him a week, during which time he was sent back home and given therapy. When he returned to his senses, he seemed perfectly sane. His breakdown was deemed a result of too much pressure, too soon. Despite the fact that he had managed to bring himself back to a fairly sane outlook, he



still caught a few differences in the world around him. Specifically, he noted peculiar things about people. Not normal things, nothing he could put his finger on. Something about them made him take notice.

He kept an eye on these people, trying to discern what he could about them. He became rather obsessed with them — to the point that he would bug their homes, or discreetly follow them. Oddly enough, he was never caught by any of those he observed. His furtive hobby bore fruit one day when he recorded the conversation of a motley of changelings. The things to which they referred were fantastically impossible, yet, apparently, they believed what they were saying. He immediately felt pity for these people, as they must have incredible difficulty fitting in with modern society. He correctly perceived them as outcasts, incorrectly as insane.

He asked his instructors about people with such delusions, and they directed him to the work of Anton Stark. After reading Dr. Stark's books, he found his mission in life: to save these poor deluded victims from their insanity. He contacted Dr. Stark about a possible internship, and from there, his career in clinical psychology blossomed with each new cure.

In recent years, he arranged for the opening of the Denholm institute, named for Katie Denholm — Stark's first identified victim of the Quixote Syndrome.

Legacies: Saint/Scrooge

House: Liam

Seeming: Grump

Kith: Sidhe (formerly)

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 3, Manipulation 5, Appearance 3

Mental: Perception 4, Intelligence 5, Wits 3

Talents: Alertness 4, Empathy 4, Kenning 3, Subterfuge 4

Skills: Driving 2, Etiquette 3

Knowledges: Mythlore 3, Occult 2, Psychology 5

Backgrounds: Contacts 4, Resources 4

Special Ability: Dr. Chapman does not have access to the normal Arts and Realms available to a changeling. What he does possess is an unconscious ability to focus Banality on a changeling or chimera, thus preventing the changeling's use of Arts and Realms or eroding the chimera. He may roll his rating in Banality against a target number equal to the subject's Glamour. Each success cancels one of the subject's successes in using Arts and Realms. In the case of chimera, each success reduces its Glamour by one. He must be aware of a chimera for this to take effect. This may seem peculiar, but if someone else calls his attention to one, his frigid disbelief can cause it to melt away. He can also spend temporary Banality to override temporary Glamour spent by a changeling to accomplish anything. This is generally not a serious drain, as he gains Banality on a daily basis.

Glamour: 1

Willpower: 8

Banality: 10

Equipment: Various items he uses in his day-to-day work; nothing particularly remarkable.

Image: Dr. Chapman is a fatherly gentleman in his early 40s. He prefers to wear a distinguished suit, typically in neutral colors such as gray, while dealing with his patients. He cultivates a friendly, trustworthy image to facilitate openness.

Roleplaying Hints: Always be polite to your patients, even kind, but never admit to the possibility of their delusions being real. You know for a fact that they are suffering from horrible hallucinations and will thank you as soon as you finish your work. Don't forget that, or that they will try to lead you astray with numerous explanations beforehand. Speaking with this man for any extended period of time will cause a minor increase in Banality.

"Quixote Syndrome"

This is a form of mental illness characterized by extreme hallucinations of objects, people and even mythical monsters. It includes a belief that the victim and several people the victim knows are partly human creatures called "changelings" or "Kithain." All victims have professed to a strong belief in magic.

The victims are curable through standard aversion and desensitization therapy. In extreme cases, electroshock therapy is used. Most victims suffer through a period of severe nightmares, anxieties and strong hallucinations during the curing process. For some reason, after they are cured, their memories of these events are extremely cloudy and difficult to recall.

Scene Three

Jeannie stood as lookout while Chiller and Butterfly worked on the lock. "How do you know he's in this room, Gypsy?"

The eshu smiled, her eyes showing limitless depths and nothing else. "He is in here because he must be in here." Darkling wrote something in his little book, as usual.

Chiller growled, "Are you sure about that?" He was frustrated at the complexity of the lock, even more so at the fact that Butterfly was having better luck than he.

Gypsy nodded. "Absolutely. I can always find what I'm looking for. It just isn't easy to get to it most of the time."

The door suddenly opened, allowing the howling winds of a chimeric blizzard into the hall. Butterfly laughed and Chiller cursed.

Jeannie heard a voice, "They all hate you, you know. They'll keep you around until you're used up, no good. Then, why then, you'll just be treated like the garbage you truly are...."

Chiller's head rang with whispered warnings of doom. "They're going to die in there. It will be your fault, you didn't stop them. You knew it was a mistake, but you did it anyway."

Each of the characters heard something, poking at their worst fears and worries. They tried to see what caused it, what was pushing at them, and were only faced with their greatest fears.

Terry, and Escape

It would be safe to assume that the characters will attempt to escape their involuntary confinement and finish what they came here to accomplish (assuming they have been confined, that is).

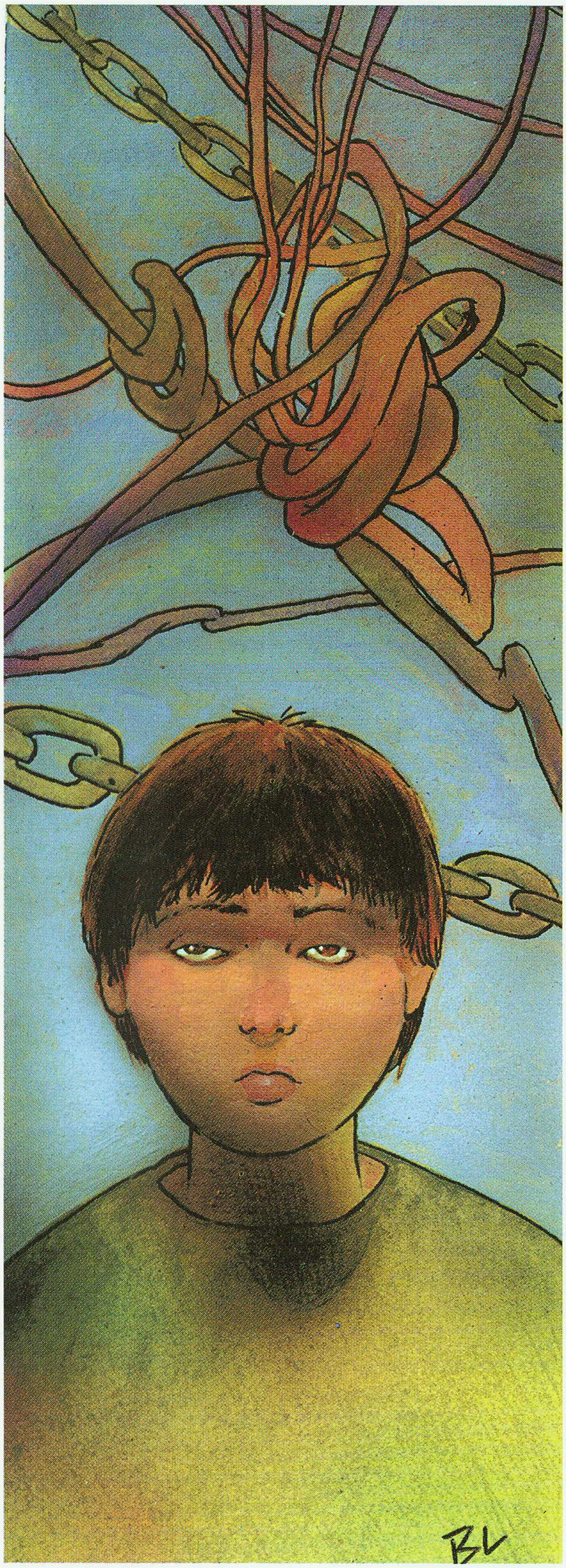
The doors to the rooms are locked, but use of Wayfare or Chicanery may allow characters to open the doors despite this. A pooka could find some clever way to conceal herself from the cameras and take animal form. If her animal form is small enough, she can slip through the meal slot in the bottom of the door.

If any characters escape, they should assist the others. From there, it will not be too difficult to locate Terry. He is in another cell in the Green Ward. Escaping may actually prove more difficult than finding him.

Unfortunately, Terry's own mind has been manufacturing chimera to protect him from Dr. Chapman, whom he sees as a harbinger of Winter. None of these chimera, born as they are from fear and paranoia, are particularly pleasant. They will treat any who approach as enemies. They've also been attracting several nervosa generated by the insanity of other patients, which has been forming into a nervosa of some power.

There are also the chimera who have been birthed from the minds of Banality-maddened changelings over the last several years. These creatures have been forming slowly into nervosa. They hate Kithain beyond all else, and will attack any they see in any way they can until they are destroyed or the characters are driven to their mortal seemings. Note that these chimerical attacks have a mental, rather than a physical, base. There should be many roleplaying opportunities as these beings attack the characters' weaknesses and insecurities.

Terry himself is curled up in a fetal position on his cot. He has completely withdrawn from reality rather than surrendering to Banality. Standing between the doorway and Terry is a formidable chimerical guardian. Over six feet tall, clad in black metal armor and carrying a black sword, he seems to stand in shadow, his floor-length cape swirling about his ankles. There is a slight chill surrounding him as he stands, coldly staring. If attacked, he will defend himself quite admirably. He will, however, turn Terry over to the characters should they simply ask nicely and give him the proper answer to his riddle. This riddle will be the only words he speaks. Either way, he will disappear moments after Terry is taken from the room, never making a sound.



Terry's Chimera Guardian

Attributes: Strength 5, Dexterity 5, Stamina 5, Perception 3, Intelligence 3, Wits 5

Abilities: Dodge 5, Enigmas 5, Melee 5

Glamour: 8

Willpower: 8

Health Levels: OK, OK, OK, OK, -1, -1, -1, -1, -5

Attack: Bastard Sword (and see below)

Powers:

- **Freeze:** By fixing a victim with its gaze, the Guardian can force her to cease all activities until his riddle is answered. Use of this power costs 2 Glamour and requires an opposed Willpower roll. The victim *must* successfully answer the riddle before doing anything else. This power may be used on more than one individual, with an additional cost of 1 Glamour per additional target.
- **Lightning Speed:** For one Glamour, the Guardian may take an extra action each turn.

The Storyteller should find a riddle with which to confound his players. Of course, if it is too difficult for the players, he should allow characters with Enigmas to roll for hints and clues. Here are three possible riddles:

I stand upon a dark hill covered with many white flowers. I wear a black veil, which I raise and lower — sometimes exposing a mere sliver of my face, sometimes half and sometimes all — as I walk across the hill. What am I?

Answer: The moon

A lonely wanderer, wounded with iron,
I am smitten with war-blades; I have seen many battles,
Much hazardous fighting, oft without hope
Of comfort or help in the carnage of war
Where I perish and fall in the fighting of men.
The leavings of hammers, the handwork of smiths,
Batter and bite me, hard-edged and sharp;
The brunt of battle I am doomed to endure.
In all the folk-stead no leech could find
With wort or simple to heal my wounds;
But day night with the deadly blows.

Answer: Armor

It is a tolling of the night.
When all is still.
And the wind whispers near the mill.
Twas struck twelve times!
And his voice rang out!
And then, it was stilled.

Answer: A Bell Ringing out at Midnight

There is a chimerical creature gathering strength in the supply closet. This chimera, named "Winter," is one of the most potentially dangerous results of the institute. It will not draw the characters' attention, as that would endanger it at this time. However, a successful Kenning roll (difficulty 8) will be able to sense its presence as a cold, monolithic, devouring creature. If they open the door to look inside, it will burst out, ranting about the coming Winter and how it shall be the harbinger. It will spend a few rounds attempting to chill the changelings with his icy touch, at which point it will fly away through the wall of the building, cackling madly to himself. See the section labeled "Chimera" below.

If the characters haven't been particularly stealthy about their exit, upon leaving the building, they will be confronted by shotgun-bearing Dauntain who wish to have a word with them. They hope to simply use the shotguns as persuasion and don't intend to pull the trigger. They will respond with force if attacked, however.

The staff will call the police when they realize that Terry (and the characters) is missing. Remember that they have full descriptions (photos, even!) as well as the true names and addresses of each of the characters.

Chimera

These chimera are born from the fears and terrors of Kithain who were treated by Doctor Chapman in the past. As such, they will make themselves as intolerable to Kithain as possible, until the Kithain finally allow their mortal seemings to assert themselves.

Mirror Nervosa

These nervosa are born of feelings of inadequacy and self-hatred. To any changeling who sees one, it embodies the worst of his weaknesses and anxieties. It will select one of the characters and follow him, berating him for his worthlessness, pushing all of his emotional buttons. Its goal is to cause the Kithain to respond to its probing in some manner: attack, verbal tirade... something.

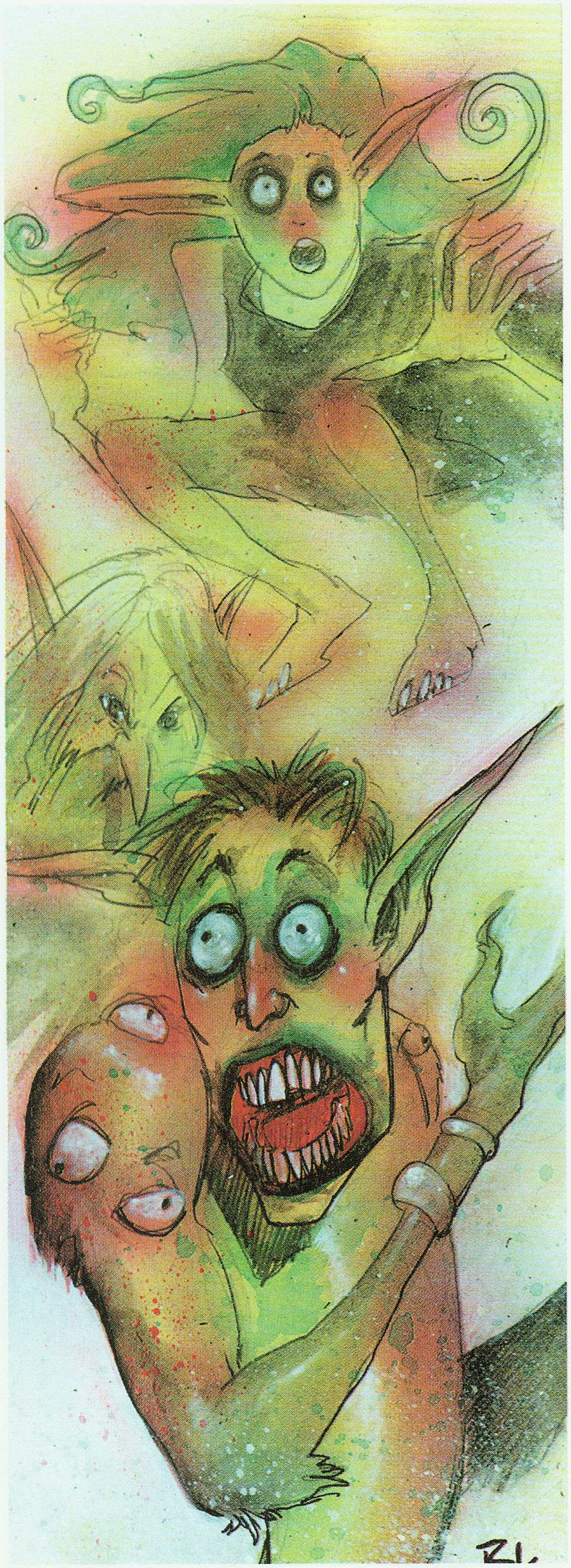
Attributes: Manipulation 5, all others as per victim (see powers, below)

Abilities: As per victim.

Glamour: 6, **Willpower**: 6

Powers:

• **Doppelganger**: For the cost of three Glamour, the Mirror may become a twisted version of the victim, which only that victim can see. It will not attack, choosing instead to taunt and berate, picking at all the insecurities and fears of the Kithain in question. It has all of the Attributes and Abilities of the victim, but none of the Arts or Realms.



Paranoia Nervosa

This one will select one other character to follow. It will cause the changeling to see and hear things which will induce feelings of paranoia. Specifically, that anyone she meets is trying to push her even farther into Banality, ultimately to be Unmade. This Nervosa's goal is to cause the changeling to trust no one, even her closest friends.

Attributes: Manipulation 3, Perception 3, Intelligence 3, Wits 3

Glamour: 7

Willpower: 6

Powers:

• **Hallucination**: At the cost of one Glamour, the Nervosa can alter the victim's senses. This can cause the victim to see and hear things differently, perhaps sense things that aren't there, or not sense things that are. These hallucinations are specifically geared to feed the victim's insecurities, such as hearing her companions whispering about how horrible she is.

Psychiatrist Nervosa

This nervosa came into being after several related nervosa melded together. The nervosa embodies the worst fears Dr. Chapman's patients have about him. It appears to be him, but is very sadistic, dangerous and bent on the destruction of all changelings it can find. It is often accompanied by several nervosa who appear to be large orderlies carrying big clubs. If the patient does not cooperate with "Dr. Chapman's" treatment, the orderlies will attack the patient with clubs to beat him into submission. They will try not to drive any changelings back to their mortal seemings by damaging them; but rather they would prefer that it be the changeling's decision to retreat. This nervosa's goal is to force changelings to voluntarily retreat into their mortal seemings.

Attributes: All Physical 2, Social 3, Mental 4

Glamour: 6

Willpower: 8

Powers:

• **Summon Orderlies**: One chimerical orderly can be created for each point of Glamour spent. These Orderlies have Physical Traits of 5 each and carry clubs (Difficulty 4, Strength +1 damage). They will attack whichever changeling the Psychiatrist points out to them. They will stop short of thoroughly driving the Kithain back to her mortal Seeming and leave, only to return later, after their victim has had time to recover.

Winter

Winter appears as a stooped old man, showing all the signs and infirmities of age. It is the nervosa which has been forming as a result of Terry's imprisonment. This Chimera is apparently the living personification of the coming Winter. As soon as it reaches its full power — by absorbing as many nervosa as possible — it will leave the Institute for the riper pickings outside. It will then begin searching for and raiding glens, freeholds and other sources of Glamour with the hopes of ultimately weakening them. Its goal is simply to devour Glamour.

Attributes: All Physical 4, All Mental 4

Abilities: Brawl 4, Dodge 4, Enigmas 5

Glamour: 8

Willpower: 8

Powers:

• **Winter's Icy Touch**: With but a touch, Winter can cause a changeling to either lose a temporary point of Glamour or gain a temporary point of Banality. For this to succeed, it must succeed in an opposed Willpower roll against its opponent.

Act Three: The Return

Scene One

"All right, everyone, pile in! We're going downtown!" Chiller gunned the car's engine and pulled out of the garage like a bat out of hell. He could hear the barking of the dogs and the shouts of the humans. He stole a quick glance at the backseat to see if Gypsy had Terry all right. "Fasten your seatbelts and prepare for a wild ride!"

"Chiller, could you please be careful?" A note of concern was audible in Gypsy's voice, but nothing would slow the satyr down. A few miles down the road, they passed police cars heading the other way. Chiller swore. Butterfly just advised him to keep driving.

"So, where to from here?" Jeannie looked worried, unusual for her normally outrageous attitude. She continuously glanced back at the cars as if she expected some to come screaming after them and return them to that hell they had just escaped.

Chiller shrugged. "Not home. They know where we live, well, where you losers live." He laughed. "How about my place? We got people to watch us, and we can hang there until we get word to Erech."

The Chase

All the lights on the property flash on as the sounds of barking guard dogs and loudspeakers fill the air. The institute's staff is aware of the escape and is organizing to catch the escapees. The characters attempt to quietly make their way off the land before they are caught and reimprisoned in this gray fortress of Banality.

As mentioned in a previous scene, as soon as the staff discovers that the patients have escaped, they will notify the local authorities. Specifically, they will report the patients as having kidnapped Terry Wood. They may have film evidence of the group's abduction of Terry.

The characters can leave in their own vehicle, assuming they arrived under their own power. It is also possible to steal a vehicle, or simply leave the grounds on foot. If they choose the latter, the security forces will scour the immediate grounds for them, slowly spreading out into the woods as they await the approach of law enforcement authorities. They are somewhat wary of the changelings, as they have been told to expect violent personalities.

It doesn't really matter if the characters drive out in their own vehicles or in a stolen car. The police will, most likely, have a description of the automobile in question and will track it down while it is still on the road — unless

someone uses an Art such as Wayfare or Chicanery to avoid them. If the police do catch up with the characters, they will treat them as potentially dangerous criminals. They will try to take them in peacefully (in which case Dr. Chapman will request they be remanded to his custody).

It really shouldn't be difficult for the characters to make their escape with Terry, but don't let them know that. Of course, the fact that they are currently wanted by the police isn't exactly the best of signs. There is probably a way out of it for them (for example: not being seen). In any event, they should feel fairly nervous about their chances well after they are long departed from the premises.

Scene Two

"Okay everyone, make yourselves at home. There's beer in the fridge," Butterfly wrinkled her nose at that, "chairs on the floor and a TV on the blink." Chiller grinned wryly. The drive had put him in a good mood, so the other Finders were willing to deal with it, rare as it was. Jeannie immediately headed for the kitchen in search of something to eat. It didn't have to be edible, of course, but it helped.

Gypsy nodded with approval. "You're keeping yourself in some style, son—"

Chiller cut her off, a sudden edge to his voice. "Don't call me that. Don't ever call me that. Oh, hey, Shorty, the bedroom is in there. Just lay him on the bed."

Shorty nodded and took his burden into the indicated room. He tucked Terry in as carefully as he could, then returned to the others.

Darkling chuckled softly under his breath. "So frightened he is, of his own kind. How can we be far behind?"

"You keep out of this, rat!" Darkling only smiled at Chiller and made more notes.

The Eshu sighed and started closing blinds. "In case the police show up. Could you turn out the lights, Butterfly? Shorty?"

Darkling slipped away into the bedroom. "So, little one, what secrets have you for me?" he whispered. "Perhaps a dream or two to spare?" He sat on the edge of the bed and lay a circle of cards around Terry. "Let's see what's hidden in this little mind of yours."

He concentrated for several minutes, examining the cards regularly. The Lovers came up strongest every time. After a few more minutes, his eyes widened.

The sluagh ran into the living room, his voice a whispery shout. "Hey, I think he's still Kithain!"

Gypsy looked at him closely. "Are you sure? Why can't we feel it?"

"That's the bad news. He's out there somewhere. Stuck. He's looking for someone important to him." Darkling shrugged. "I don't know, I can't see much else."

haven

The characters first order of business should be to find someplace safe, for themselves and for Terry — one of their homes, perhaps. Regardless, they should keep in mind that they are probably wanted for kidnapping or worse due to their flight from the Denholm Institute.

Terry is still unconscious at this point and he shows absolutely no sign of any Glamour, as if he has been Undone. Due to the normal player's penchant for grasping at straws, it is entirely possible that one or more of the characters will feel it necessary to examine him with an Art or Kenning. With a Perception + Kenning roll (difficulty 8), it will be possible to find some rather startling information. With one success, the character will determine that there is still a fragile, tenuous connection from Terry to a bit of Glamour. With five successes, they will be able to determine that Terry's fae nature still survives; it is simply separated from his mortal seeming. Of course, this is far from a simple problem to solve; certainly not one to be solved with the application of a few Arts.

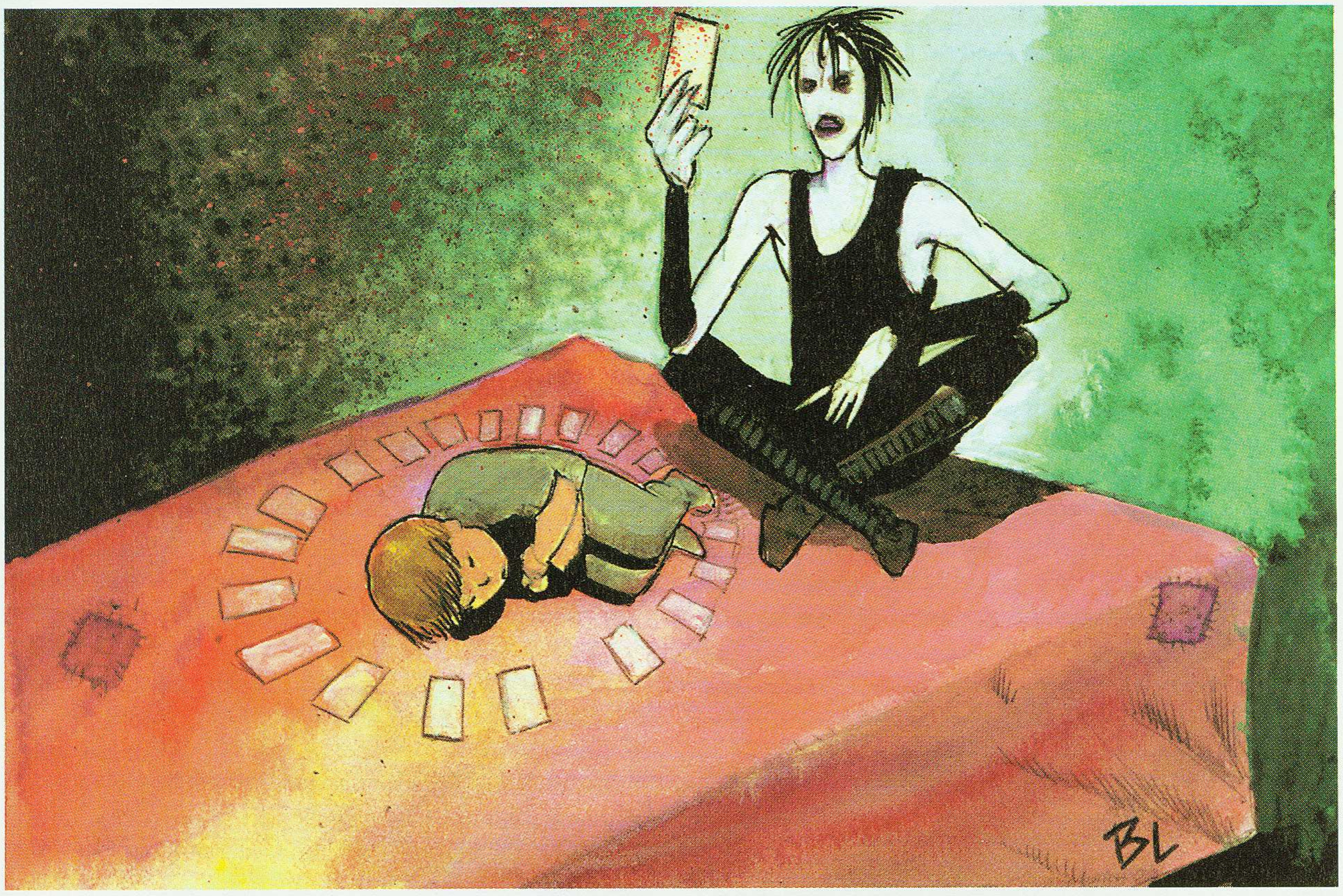
Use of Soothsay may grant this and other information about Terry. Soothsay 3 (Tattletale) along with Fae 2 (Lofty Noble) would be necessary, with a minimum of 3 successes, to find Terry's fae nature. He is not on Earth, nor is he easily accessible from Earth. Regardless of how many success are gained, nothing better than a fleeting glimpse of Terry's location can be retrieved, due to the conditions of his withdrawal from reality.

What is glimpsed, however, is entirely up to the Storyteller. It could be anything from a strange glen of trees, to a snow-topped mountain, to a prison cell much like those found in the Bastille during the French Revolution. Whatever it is, it should reflect the Storyteller's ideas of how to deal with Terry.

Busted!

It's entirely possible that the characters will be caught by the police. This will not be pleasant for any of them, as the police will not be sympathetic to anyone claiming to have saved childlings from evil, Banal psychiatrists. Any changeling whose seeming is under the apparent age of fifteen will be placed in Juvenile Delinquency Hall, while any adults will be put in jail. Terry, on the other hand, will be returned to Dr. Chapman's care.

Dr. Chapman will try to get custody of the other characters, but that will have to await hearings, or possibly



even trials. Either way, it's going to be a long wait as the court systems in the World of Darkness are neither efficient nor fast. Erech will be willing to post bail, and assist with keeping the changelings out of prison — or institutions — but it's best to simply not get caught in such a situation.

Should the characters find themselves imprisoned, there are numerous possibilities involving escape. Prisons are among the most Banal of places in the World of Darkness; they are filled with horror and are dedicated to breaking the human spirit. Any stay within such a place will probably cost a changeling dearly. Juvenile offenders have it easier, as they often get possibility of probation or are placed in foster homes, or work study programs, such as the Job Corps.

Scene Three

Erech stepped into the room, gazing bemusedly at Chiller's affectations. "Nice place you have here." He said it smoothly, without a moment's hesitation. One of his whiskers twitched as he sat in an empty chair. "Now, where is the childling?"

Gypsy looked down for a moment, then returned her gaze to Erech's eyes. "He was lost to us before we could find him. A psychiatrist got ahold of him and drove him into his seeming."

Shorty chimed in, "there were a lot of weird chimera there. They attacked us. I think he's been like this for a long time."

A look of shocked concern flashed across Erech's face before he regained his composure. "Might I see the lad?"

Gypsy nodded and led him into the bedroom, where Terry lay catatonic. "He's been like this since we found him — yesterday."

"What the hell are you doing here?" Erech whirled at the challenge in the young voice. The youthful satyr was glaring at him balefully. "You got us into this mess. We're wanted by the police, for kidnapping!" He punched the wall. "I hope you can get us out of that rap."

Erech smiled disarmingly, seemingly unruffled. "Of course, of course. There won't be any problem whatsoever." He turned his attention back to Terry. "The duchess is not going to be happy about this. Not in the least." He shook his head and looked at Gypsy. "I sense no Glamour around him. What now?"

Darkling stepped forward. "Erech, it isn't lost, just misplaced."

For the first time in their association with Erech, they saw him momentarily lose his composure. "What?!?"

"He's still a changeling, he just doesn't know it yet." The sluagh made one of his unique shrugs. "All he needs is

a good girlfriend, that's what I see."

Erech was back under control now. "Then he can be cured?"

Darkling shrugged. "Yes." He looked down. "No." He grinned. "Maybe." He laughed. "I don't know, it depends. We can try."

Erech... Again

Soon enough, Terry will have to be brought to Erech, by whatever means it takes. When Erech gets a good look at Terry and perceives his condition, he will not be happy about it. In fact, he may become slightly enraged. This would be a good time to inform him about anything they might have discovered about Terry's state.

If they do tell him, his mood will lighten. He will look away from them for a period of time, then turn to them, smiling. "I understand how this could happen. It isn't your fault, of course. I do trust that something can be done about it, naturally. You have done very well so far in fulfilling her ladyship's wishes to bring Terry's mortal seeming to her." He smiles disarmingly. "I know it technically goes beyond the boundaries of your oath, which you have fulfilled admirably, but I would request your aid in retrieving his soul.

"That shouldn't be too difficult, should it?" He smiles at them again. If any of the characters object, he will only smile and deliver the promised reward. He will lose much of his respect for them, however, and it will reflect in future dealings.

Should the characters choose not to inform Erech, or simply do not have the information, he will glower and take Terry to Aoibhell. From there, he is likely to be returned to his parents. Erech will not be happy in the least, but he will acknowledge that the oathbond was fulfilled to the letter.

When word gets to Aoibhell, she will be livid. Terry was to be her ward, and he is now apparently lost to Banality — to the meddling of a mortal psychiatrist, no less. The characters had best avoid her for a time if they do not have any hopeful news to offer. It's true they had nothing to do with the loss, but that probably won't cross her mind at first.

Ideas for Future Stories

Winter

What is it? What are its goals? Where did it go? Odds are that the last of the three is the most pressing and unknown facet of its existence to the players. Regardless, such a creature will be a danger to changelings around the Bay Area until it is dealt with.

Terry Wood

There are several possible resolutions to Terry's story:

Terry's Glamour is still lost somewhere in the vague area between dream and consciousness. How will it be brought back? Perhaps there is a treasure which can forge a link between his mortal seeming and his fae spirit?

Regardless of how it can be done, Duchess Aoibhell wants it accomplished. If it can't be done, she wants to know the reason why. She will make a powerful ally, but a worse enemy.

What about Keridwen? Is it possible that due to the bonds of true love, she might have chosen to voluntarily undergo exile so she could be with Naise? In this event, the characters could somehow come into contact with her just as she awakens, or soon thereafter. They could deal with a noble who wants to take her in as a ward, or perhaps an attempt by Dr. Chapman to take her in as well.

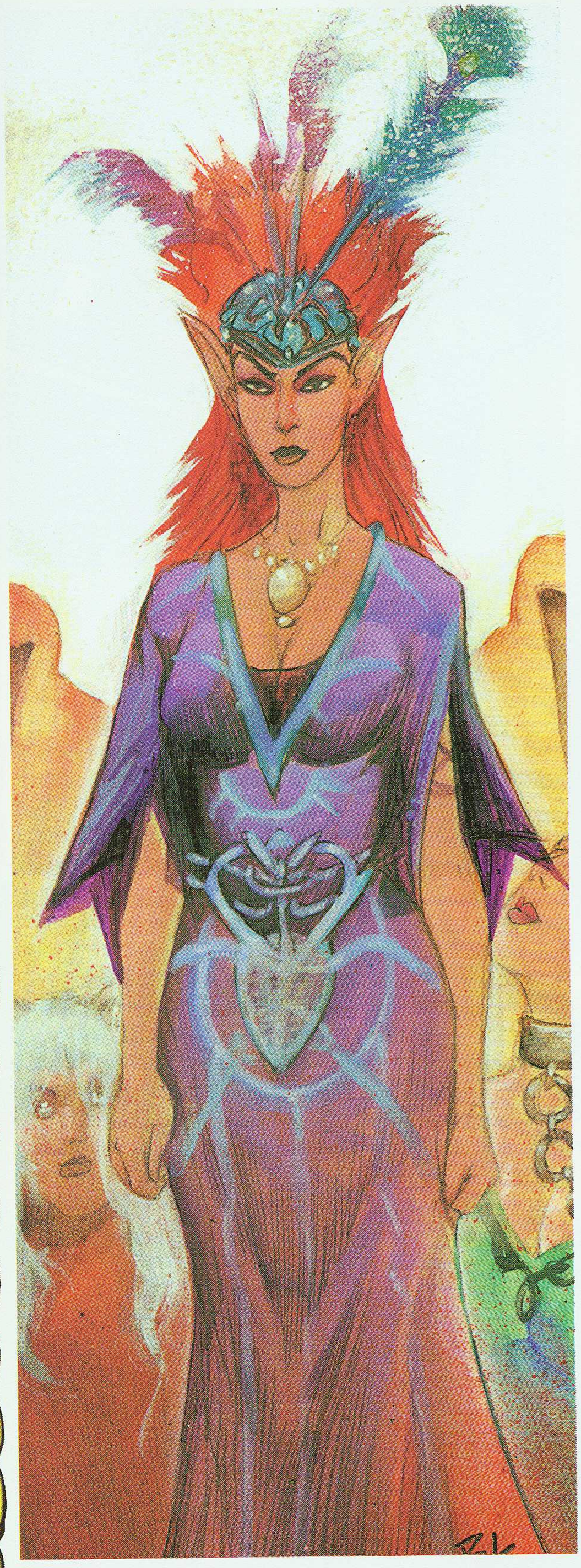
Is it possible that one of the player-characters is really Keridwen? She would be sidhe, of course. Another possibility could be that she has manifested in a male changeling. In either case, when the characters finally find Terry, describe some sort of odd closeness or connection to the player who is playing Keridwen. If you do this with a male character, make certain the player is mature enough to handle such a concept when it finally comes to light.

What of the silver comb Keridwen gave Naise before his exile? Where is it? Is it a chimerical treasure? Does it even exist? Could it be the key to bringing Terry's Glamour back to his seeming?

Erech

Erech has more than a few activities going on in the sidelines, most of which seem to have no relation. What could they mean? Why is he doing this? Many pooka grumps tend to build up to the practical joke of a lifetime. Could this be his own version?

Any joke Erech hatches will be subtle and creative, will make use of nearly all of his resources and will probably leave the subject of his joke wondering what just hit him. How does this relate to the characters? Erech may find a use for them in his scheme, in which case he will ask them for assistance again in the near future.



Servants or Knights of the Lady Aoibhell

With a position such as this, the characters could work directly for Reeve Erech, or even Duchess Aoibhell — if given titles — as problem solvers. They would be given places to go and tasks to accomplish in Aoibhell's name, perhaps representing her interests to other Kithain, or finding a needed piece of information for her. This would allow the story to segue into **Immortal Eyes: The Toybox**, the Bay Area chronicle for **Changeling: The Dreaming**.

Sir Adrian and the Crystal Grove

Sir Adrian's grove can serve as meeting places for further arrangements, a place to relax, or even a source of potential allies. If the characters asked Sir Adrian for the offered assistance during the story, he will keep them in mind for future enterprises, especially if they made a good showing of themselves during the story. He may contact them for favors on any number of tasks he has. Life cannot be easy for a Knight who is a landowner. Perhaps another, higher-ranking Kithain feels that she needs to annex the Crystal Grove, as they feel Sir Adrian does not handle it well. If they can present a case to Aoibhell that she will agree with, it is lost. Perhaps Adrian would ask the characters to assist him in keeping the glen, just as he assisted them in retrieving Terry.

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Chapter Three: Jump-Start Characters

Finders-Keepers Motley

All of the members of this motley are fairly new to changeling life and culture. Most of them have only recently manifested their fae nature, and know little about it. The twins (both childlings) are the "oldest" of the motley, and have the most experience with changeling society. All six of these Kithain were taken into the care of one of Aoibhell's nobles at the time of their awakening. They met during that time and became close friends. The twins took it upon themselves to show the others around and teach them what they knew of Kithain society.

All have met Erech in the past, and know he can be trusted — as far as pookas go. They have no reason to doubt he is telling most of the truth when he comes to them with his request. It is, of course, up to each of the characters to ultimately decide whether they should accept or not. Just remember, it is considered very bad form to ignore the call to aid a new changeling.

Erech has chosen this motley because of their past association with Aoibhell and their relative youth. (That is, they aren't fully aware of all of the nuances of changeling society.) He also considers the entire job to be fairly harmless and has no idea of what he is sending these young changelings into.

Tammy Sinclair, "Butterfly"; Tommy Sinclair, "Shorty"

Tammy and Tommy are fraternal twins. Tammy is the elder of the two (something she rarely allows Tommy to forget) and considers herself to be the wiser. This is generally true, although Tommy's natural stubbornness more than makes up for it.

Their younger years were far more eventful than most children need; when they were both five, their parents were killed in an accident with a drunk driver. They then moved from the Midwest to San Francisco, where they now live with one of their aunts. She doesn't really care for them, but feels an obligation to her deceased brother to ensure that they get a decent upbringing. She is a very strict guardian and is concerned that they grow up to be "good" people. For all she knows, they could be doing crack at school or some such silly thing.

The twins never got along well in school. They were intelligent, creative, and their aunt made them wear

clothing that was rather unstylish for school children in the early 90s. Their schoolmates constantly subjected them to teasing and even occasional physical attacks. When they fought back, their aunt invariably berated them for being violent, as she felt that such behavior was improper.

They were in the third grade when it finally happened. The two of them were attacked by a group of bullies intent upon separating them from any money they might have and causing some gratuitous damage to the "freaks" in the process. Tommy was the first to feel his Chrysalis. He suddenly grew several inches in height and a sensation of strength and power rushed through him. Voices seemed to whisper in his ear of Glamour and magic. His tormentors appeared to twist into monstrous forms, the oaths they shouted sounding as if they were in a different tongue.

He turned on their assailants, shouting insults and threats as he pulled one of the bullies from his sister. Rather inexplicably, it worked, frightening the attackers into a retreat. Tammy's Chrysalis came only moments later. To her eyes, her brother seemed to have turned into some sort of child giant. She then felt a shift of perspective as she experienced her own Chrysalis.

She instinctively used her command of Glamour to make the bullies' retreat slightly more perilous, as stray branches and other debris shifted to trip them. After they were left alone, the two simply stared at each other in wonder, then looked at the new world opened to their eyes. From there, they ran home laughing in delight.

They were slightly confused by the fact that their aunt didn't notice the changes in their appearance. They tried to avoid her, however, as she was even more boring than before. She was also suspicious of their good mood, and suspected them of having taken drugs. She attempted to get them to fess up, but they of course refused.

Someone came to them after school the next day to introduce them to their new life and family. He was a very strange man, with pointed ears and red skin. He took them to the freehold, where they met other childlings who liked them and wanted to play with them. This was two years ago.

Since then, they've met several other Kithain — all with older seemings, but younger than they when it comes to things fae — and taken them under their wings to show them the new world in which they've found themselves.

Tammy Sinclair, "Butterfly"

Court: Seelie
Legacies: Wayfarer/Rogue
Seeming: Childling
Kith: Pooka

Motley: Finders, Keepers
Physical: Strength 1, Dexterity 3, Stamina 2
Social: Charisma 3, Manipulation 3, Appearance 3
Mental: Perception 3, Intelligence 3, Wits 5
Talents: Animal Ken 2, Athletics 1, Brawl 1, Dodge 2, Empathy 2, Kenning 2, Streetwise 1, Subterfuge 2
Skills: Etiquette 2, Leadership 2, Performance 2, Security 1, Stealth 2
Knowledges: Computer 1, Enigmas 2, Mythlore 2
Backgrounds: Contacts 2, Dreamer 2, Mentor 1
Arts: Chicanery 2, Legerdemain 2
Realms: Actor 2, Props 3
Glamour: 6
Willpower: 2
Banality: 1
Equipment: Toys, schoolbooks, lockpicks (a gift from her mentor), drawing pad.
Image: Short, blonde, and extremely cute. You have heart-melting blue eyes and you know how to use them. In your faerie seeming, you are very kittenish — your animal is the cat.
Roleplaying Hints: Behave in a disarmingly innocent fashion at all times, even when telling outrageous fibs. You try very hard to be good, despite your pooka nature. Above all, however, you will stay by your brother if he is in trouble.

Tommy Sinclair, "Shorty"

Court: Seelie
Legacies: Sage/Enigma
Seeming: Childling
Kith: Troll
Motley: Finders, Keepers
Physical: Strength 4, Dexterity 2, Stamina 4
Social: Charisma 3, Manipulation 1, Appearance 2
Mental: Perception 2, Intelligence 4, Wits 2
Talents: Alertness 1, Brawl 2, Dodge 2, Intimidation 3, Kenning 1, Streetwise 2
Skills: Craft 1, Leadership 2, Stealth 2
Knowledges: Computer 3, Enigmas 2, Investigation 2, Mythlore 2, Occult 2, Science 2
Backgrounds: Contacts 3, Gremayre 3
Arts: Soothsay 1, Wayfare 3
Realms: Actor 2, Fae 2, Props 1, Scene 1
Glamour: 5
Willpower: 2
Banality: 1

Equipment: Toys, schoolbooks, worn-out clothing, comics, science fiction novels.

Image: A rough, blond-haired, blue-eyed youth, you are tall for your age, having experienced a growth spurt upon your Saining. You are hardly the vision of innocence your sister is, but you probably deserve the reputation more. You are always wearing jeans, T-shirts and sneakers. You are also strong for a childling troll.

Roleplaying Hints: You are intensely loyal to your sister and will do anything you can to defend her from harm. You are also scrupulously honest in nearly everything — except when your sister has been caught in a prank. More often than not, you will claim responsibility.

Dennis Peyton, "Chiller"

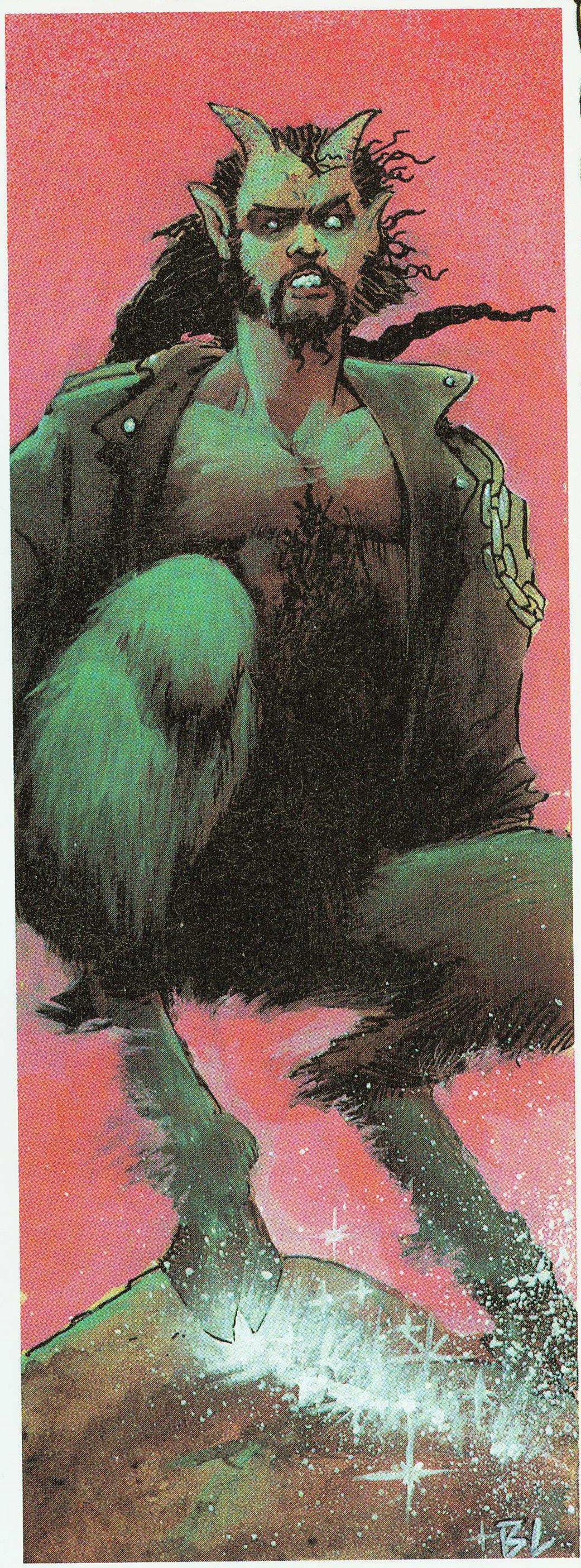
Dennis grew up in South San Francisco. His gang was his family — he had a home, with parents and siblings, but they didn't care much for him. He was the black sheep, the bad guy. They always acted like he didn't matter, so he hung around people who treated him as if he did.

He left home and moved in with a couple of the older gangers. It was when they went out to celebrate his change of address that it happened. They encountered members of a rival gang, one that held a serious grudge against them. They were attacked, shot down like animals. His only real family.

He left then. He left South San Francisco, his gangs and his family behind forever — or so he hopes. For a time, he lived on the streets of San Francisco, keeping to himself and allowing no one near him. Such was his situation when he felt his Chrysalis. He was utterly confused by the experience, not expecting the strange new rush of sensations transforming his body and perceptions. He was most assuredly not expecting what he would become. While he suffered through the experience, a changeling who had sensed his Saining came to aid him. She used her own mastery of Primal to help him through the ravages of his change.

He fell into a deep sleep after it was over. When he awoke, she was gone. She had left a note for him, indicating that he should go to the Toybox Coffee Shop to meet others like him. He remembered every feature of hers clearly, every detail with exquisite accuracy. He was entranced by her beauty. At that point, he resolved to find her and profess his love to her. From there, who knew...

Since his Saining, he has begun to put a new gang together. He wants to get revenge on the punks who killed his friends in South San Francisco.



Court: Unseelie
Legacies: Outlaw/Hermit
Seeming: Wilder
Kith: Satyr
Motley: Finders, Keepers
Physical: Strength 3, Dexterity 4, Stamina 3
Social: Charisma 2, Manipulation 3, Appearance 2
Mental: Perception 3, Intelligence 2, Wits 3
Talents: Alertness 2, Athletics 2, Brawl 2, Dodge 3, Intimidation 3, Streetwise 3
Skills: Drive 2, Firearms 2, Melee 2, Stealth 3
Knowledges: Investigation 2, Law 1, Linguistics 1, Medicine 1
Backgrounds: Contacts 2, Retinue 3
Arts: Primal 3
Realms: Actor 4, Fae 1
Glamour: 4
Willpower: 6
Banality: 3
Equipment: Switchblade, .45 pistol, bedroll, street clothes.
Image: To humans, you appear to be a typically tough street youth. You dress, look and act the part. To the fae, you are a satyr in a leather jacket. Not a new sight to them, but one that gives you pause on occasion.
Roleplaying Hints: You're mean and tough. You act that way to make people give you distance. You don't want anyone to get close to you again. They'd either grow to hate you or get killed, just like before. If you find the Kithain who healed you, you'll make an exception for her, and try to tell her how you feel. Once you tell her, however, you'll probably try to keep her from getting too close. She'd be in danger, too.

Daniel Connelly, "Darkling"

Danny's life was one depressing disaster after another — to him, at least. His parents were insensitive to his troubles, his brothers really wanted nothing to do with him and the remainder of his relatives couldn't care if he lived or died. His single solace was his school friends, and even they only stayed with him in shared misery.

Daniel decided one day that he was going to have nothing to do with his family from then on. In celebration of this fact, and in symbolic mourning, he chose to wear only black. He ignores his family as much as possible, but, as the child of wealthy parents, he does understand the importance of privilege. To him, his family is simply yet another part of a larger problem. He stays with them because they're convenient.

He preferred to ignore most people; or at least he seemed to ignore them. Even today, he is always paying attention to everything around him. Whenever he hears anything interesting or bizarre, he writes it down in a journal. He claims that he will use these ideas to write a story some day. Right now, he is simply content to learn everything he can about people.

He is known for having a morbid streak; even his friends consider him rather dark. He rarely expresses this, except in poetry scrawled across a washroom's walls, or perhaps in a verse spoken to whomever is nearby. It rarely makes sense to anyone who hears it, but most feel a slight chill as they listen.

He was at a friend's home when he entered his Chrysalis. They were sitting in a darkened room, sipping absinthe, when the visions came upon him: dark, cold visions of Winter and the dying of Glamour. He was visibly shaken by this at first, but later on, he came to the conclusion that it only made sense. One of his group, who had been something of a mystery to the others noted this and took him to a freehold, leaving him there to meet the Kithain within.

Daniel accepted Shorty's name for him, "Darkling." In fact, he has cultivated a jaded attitude toward everything he has seen. So far, he has had little difficulty in dealing with the other members of Finders, Keepers, as he finds it useful to have a handful of friends.

Court: Unseelie
Legacies: Enigma/Troubadour
Seeming: Wilder
Kith: Sluagh
Motley: Finders, Keepers
Physical: Strength 1, Dexterity 2, Stamina 3
Social: Charisma 3, Manipulation 3, Appearance 2
Mental: Perception 5, Intelligence 3, Wits 4
Talents: Alertness 3, Empathy 2, Kenning 2, Streetwise 1, Subterfuge 2
Skills: Etiquette 2, Performance 3
Knowledges: Enigmas 3, Investigation 3, Linguistics 2, Mythlore 2, Occult 3
Backgrounds: Dreamers 3, Resources 3
Arts: Soothsay 3
Realms: Actor 1, Fae 1, Props 3
Glamour: 5
Willpower: 4
Banality: 3
Equipment: Notepad, calligraphy pen, black clothing, walking stick, cigarettes.

Image: A tall, black (dyed)-haired, pale young man. He wears a black trenchcoat, slacks, tuxedo shirt, hat and workboots. He carries a walking stick with a silver skull as a handle. His small notepad and calligraphy pen are in a pocket. In fae form, he is somewhat shorter and slimmer. In both forms, he wears sunglasses (dark lenses, non-reflective).

Roleplaying Hints: Since you are a sluagh, you always whisper. However, you prefer listening to speaking. You are always noting the behavior of others down in your book. When you do say something, it's generally an obscure poem you either read somewhere or created yourself. Sometimes it pertains to what is going on — it's hard for other people to tell.

Jeanine Cooke, "Jeannie"

From an early age, Jeanine was considered to be a typical problem child. She was found in an empty apartment at the age of four, screaming in rage. The state took her into the foster care system in hopes of giving her a good home. The first family who took her in didn't have the patience to deal with her, so they sent her on to another home, and another, and another....

She quickly learned to trust no one. As she grew older, she came to hate most of the families she was placed with. At best, she would be tolerable long enough to stay in a comfortable home. At worst, she would concoct the most outrageous lies to get out — lies about how much she enjoyed killing and how she's killed people in the past, lies about nearly anything. It was simply a self-defense reaction.

When she felt the need for stability, she would behave quite differently, and would be as nice to her ersatz family as she could tolerate. This rarely lasted more than a few months; her patience would run out and she would let loose a terrible outburst against her foster parents. She was always picking fights with someone; at home or at school, or on the streets. She loved a good brawl, especially when she felt she had a good reason to jump into it.

No family was willing to accept this behavior from a child they didn't need to keep. That is, no family until the Wilsons. Robert and Pamela Wilson both wanted a child very badly, but they couldn't afford to adopt, and Pamela had suffered from endometriosis. They decided to open their home to foster children.

Their first child was Jeanine. From the very outset, she was unhappy about her placement. She had just been released from juvenile delinquency hall after an assault on one of her foster "siblings" had landed her there. Her first words to the Wilsons were screamed, as she accused them of the same things she'd gotten from all the other families.

She was convinced they would send her on to another family and was tired of the whole game. Surprisingly, they kept her. They met every tantrum with boundless patience, every argument with equanimity. Jeanine was completely confused by their acceptance. That is, until her Chrysalis.

She experienced her Chrysalis rather quickly, although not necessarily painlessly. During the entire process, her foster parents helped her as much as they could — although she came to dislike their help after a time. When she finally returned to her senses, her first reaction upon looking at the Wilsons was to scream.

They both looked like demented faeries from some children's tale. The pair explained to Jeanine that she was a redcap — just like them. She finally had a family to which she could belong. They took her away from the mundane and taught her what they could. She has since met Chiller, who invited her to visit the rest of the Finders, Keepers motley. She decided to stay, in part because Gypsy reminds her of the mother she has always wanted, although she would never admit it.

Court: Unseelie

Legacies: Beast/Innocent

Seeming: Wilder

Kith: Redcap

Motley: Finders, Keepers

Physical: Strength 4, Dexterity 4, Stamina 3

Social: Charisma 1, Manipulation 3, Appearance 2

Mental: Perception 2, Intelligence 2, Wits 4

Talents: Alertness 3, Athletics 2, Brawl 3, Dodge 2, Intimidation 2, Streetwise 2, Subterfuge 2

Skills: Etiquette 1, Melee 2, Security 3, Stealth 3

Knowledges: Linguistics 1, Medicine 1, Mythlore 2, Occult 1

Backgrounds: Chimera 2, Mentor 3

Arts: Chicanery 1, Wayfare 1, Primal 1

Realms: Actor 1, Nature 1, Fae 1, Props 1, Scene 1

Glamour: 5

Willpower: 3

Banality: 3

Equipment: A very sharp knife, torn clothing, diary

Image: Jeanine is a slender young woman of medium height and build. She has red hair and green eyes and dresses like a street kid. In her fae form, she has a pointed nose and ears, and wiry, spindly limbs.

Roleplaying Hints: You hate most of the world and aren't afraid to let them know it. Most of the time you engage in your favorite activities — fighting and pilfering — just to pass this message along. The only

people you really get along with are the Wilsons and your motley. You are quick to swing at or insult any of them, however. You won't admit how you really feel; who knows what they'd say. You have a hard time believing anyone would really like you, so you keep to yourself as much as possible.

Miriam Hawkins, "Gypsy"

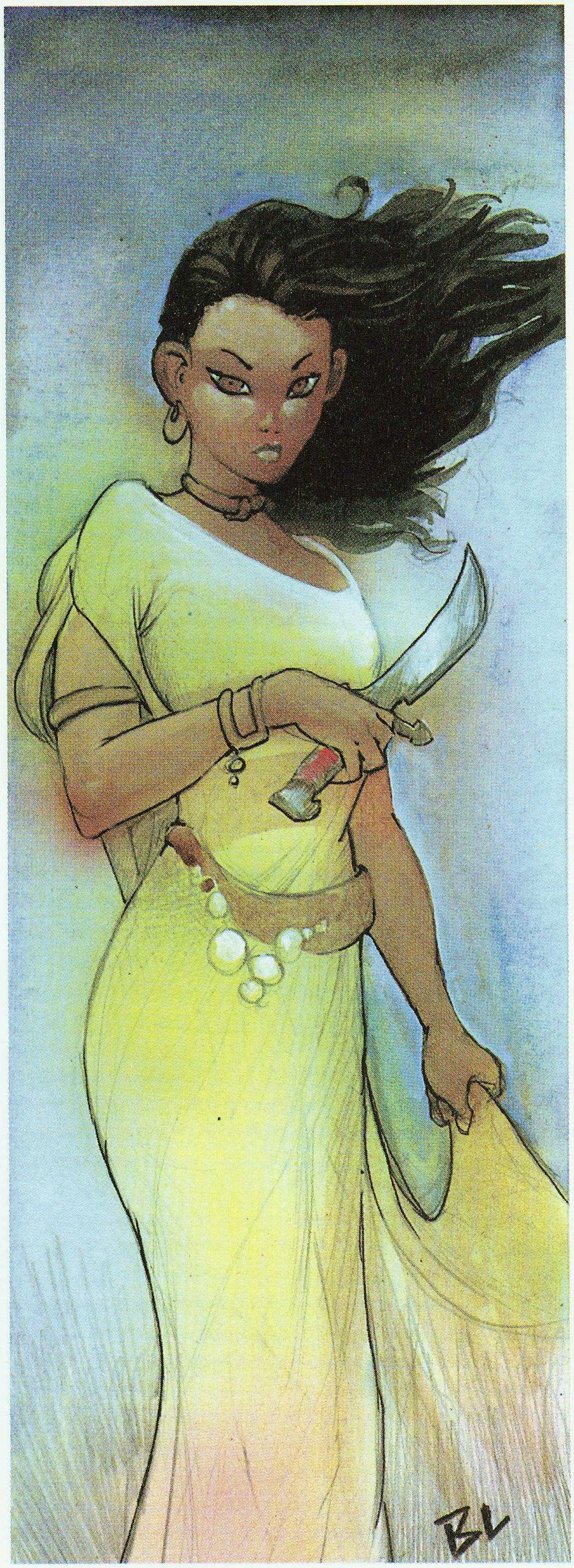
When Miriam was young, she dreamed about the things she would do to make the world better for all. Of course, this usually led her into fantastic daydreams about the things she would love to see or do. Her parents thought she was frivolous and unable to concentrate on the world at hand, so they discouraged this behavior. School wasn't much better, as she would often drift off into her own mind to live lives far more interesting than her own.

Before she knew it, she was out of high school and not entirely prepared for what awaited her. She tried medical school for a bit, and was qualified to be an RN after a period of time, but she didn't have the discipline or focus to go for a doctorate. Still, her fantasies followed her.

At some point in her life, the fantasies lost their luster. She worried more and more about the day-to-day minutiae and thought less about the wonder she'd sought in her youth. Worst of all, she didn't realize that it was slipping away. One day, she awoke with the realization that the glimmer of the endless summer of her youth was fading. All sense of wonder had fled her life and her adult years were becoming one long stretch of boredom and despair. It was the complete antithesis of what she had been looking for all along.

She made something of a living at her nursing job, but it was hardly what she wanted to do. She wanted to fly into space, or find the cure for cancer, or some other revolutionary thing. Something wonderful. She desperately wished that something would change for her, that she could rediscover what she had lost in her struggle for survival in the world. One night, in dreams filled with magic and ancient races, it finally returned to her.

Her dreams told of a place beyond, lost to the Earth now, but a place where she had been before. She learned of her life there, as an eshu, and how she had chosen to become a human so she could survive the coming ages of humanity. She finally awoke, her world filled with the lost wonder of youth. When she looked at herself in the mirror, she saw the depths of time reflected in her own eyes.



Miriam knew she had found what she had been looking for all along. She found it within, where all the daydreams had dwelt. Not from without, as she always expected, but a part of her. Shortly thereafter, a changeling brought her to the freehold to meet other recently reborn Kithain and learn something of her newly realized nature.

Court: Seelie

Legacies: Regent/Scrooge

Seeming: Grump

Kith: Eshu

Motley: Finders, Keepers

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 4, Manipulation 4, Appearance 2

Mental: Perception 2, Intelligence 3, Wits 3

Talents: Empathy 3, Intimidation 2, Kenning 1, Streetwise 3

Skills: Craft 3, Etiquette 2, Leadership 3

Knowledges: Computer 1, Enigmas 1, Investigation 2, Linguistics 1, Medicine 2, Mythlore 3, Occult 1, Science 2

Backgrounds: Contacts 1, Dreamers 1, Gremayre 3, Resources 1

Arts: Soothsay 2, Wayfare 2

Realms: Actor 2, Fae 2, Nature 1

Glamour: 4

Willpower: 5

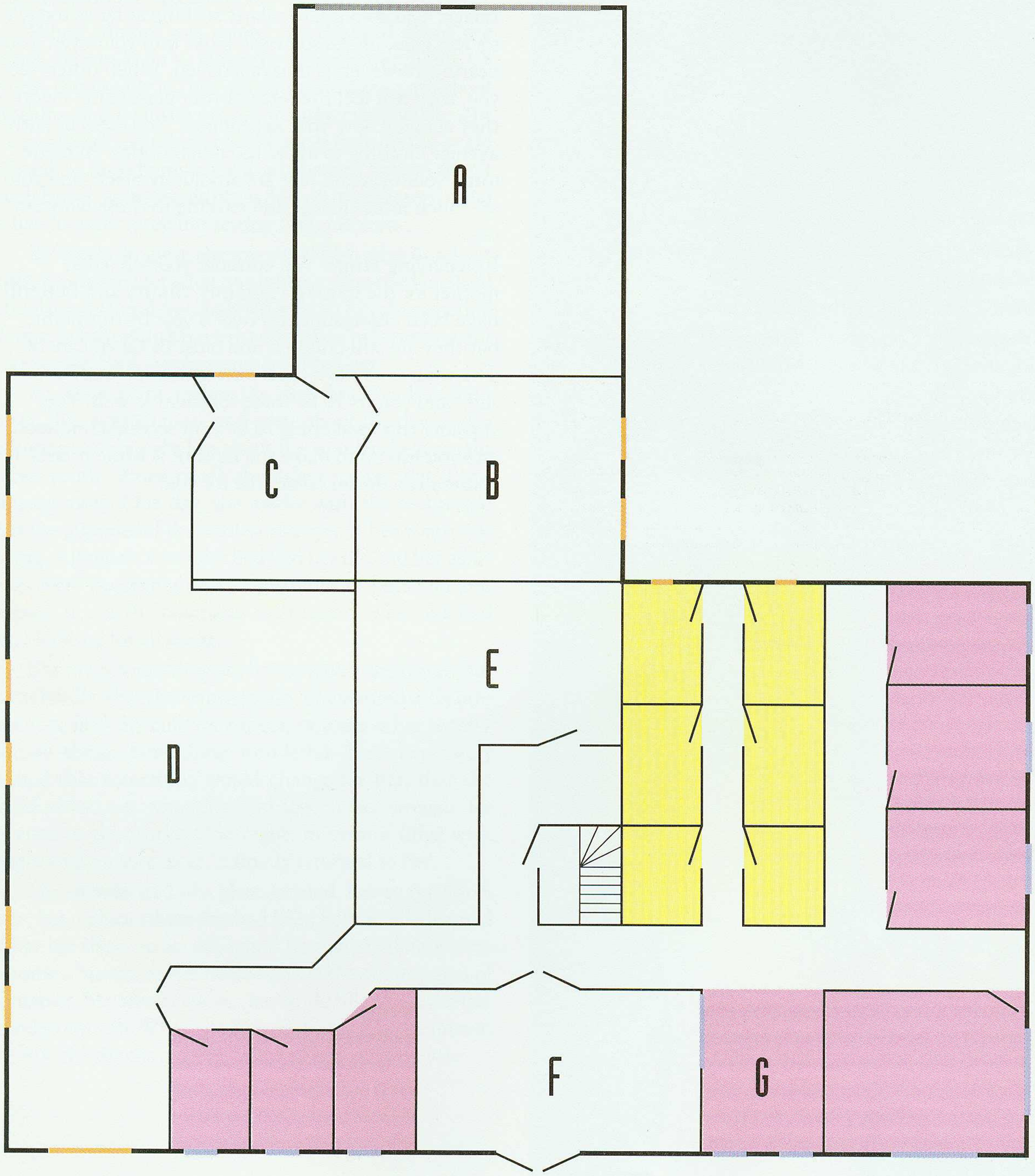
Banality: 5

Equipment: A .38 special she keeps in her purse, nursing uniform, everyday clothes, cheap apartment, Yugo.

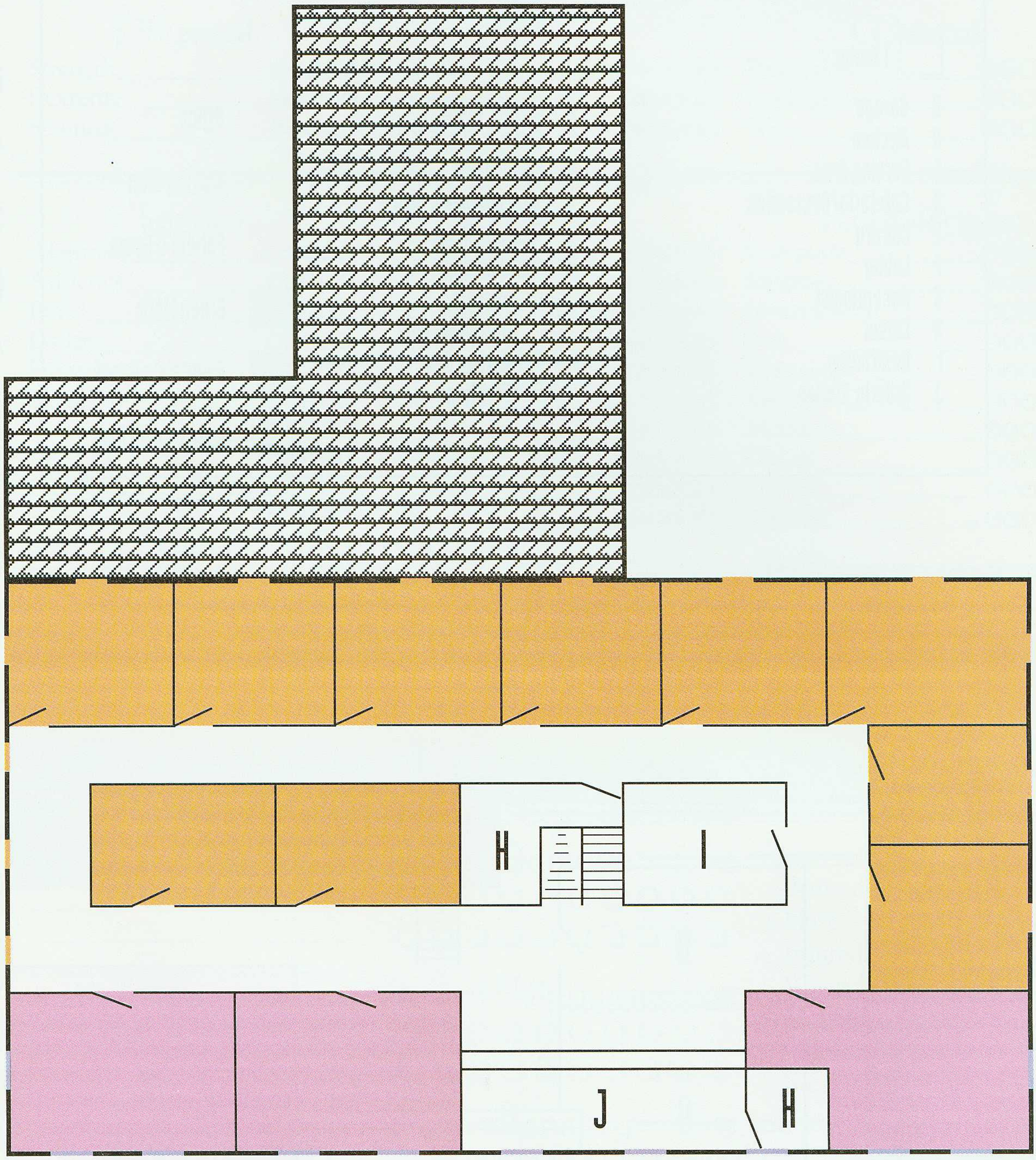
Image: You aren't particularly striking as far as today's society goes, unless someone looks into your eyes. Your bearing, however, is that of a queen. When others see you, they will feel the force of your personality before they actually note your appearance. You dress in fairly average clothing to avoid too much notice. In faerie form, your eyes and hair are absolutely black, and you are much more slender and striking to those who can see.

Roleplaying Hints: You consider yourself a den mother for the motley. Certainly, Shorty and Butterfly have been changelings for over a year by this point, but they are still children and must be taken care of. The wilders all have their own little problems, to be sure, and you try to be there for them as well. You consider this awakening to be your second childhood and you intend to make the most of it while it lasts. It is literally a dream come true for you.

Oenholm Institute 1st Floor



Oenholm Institute 2nd Floor



Oenholm Institute 3rd Floor

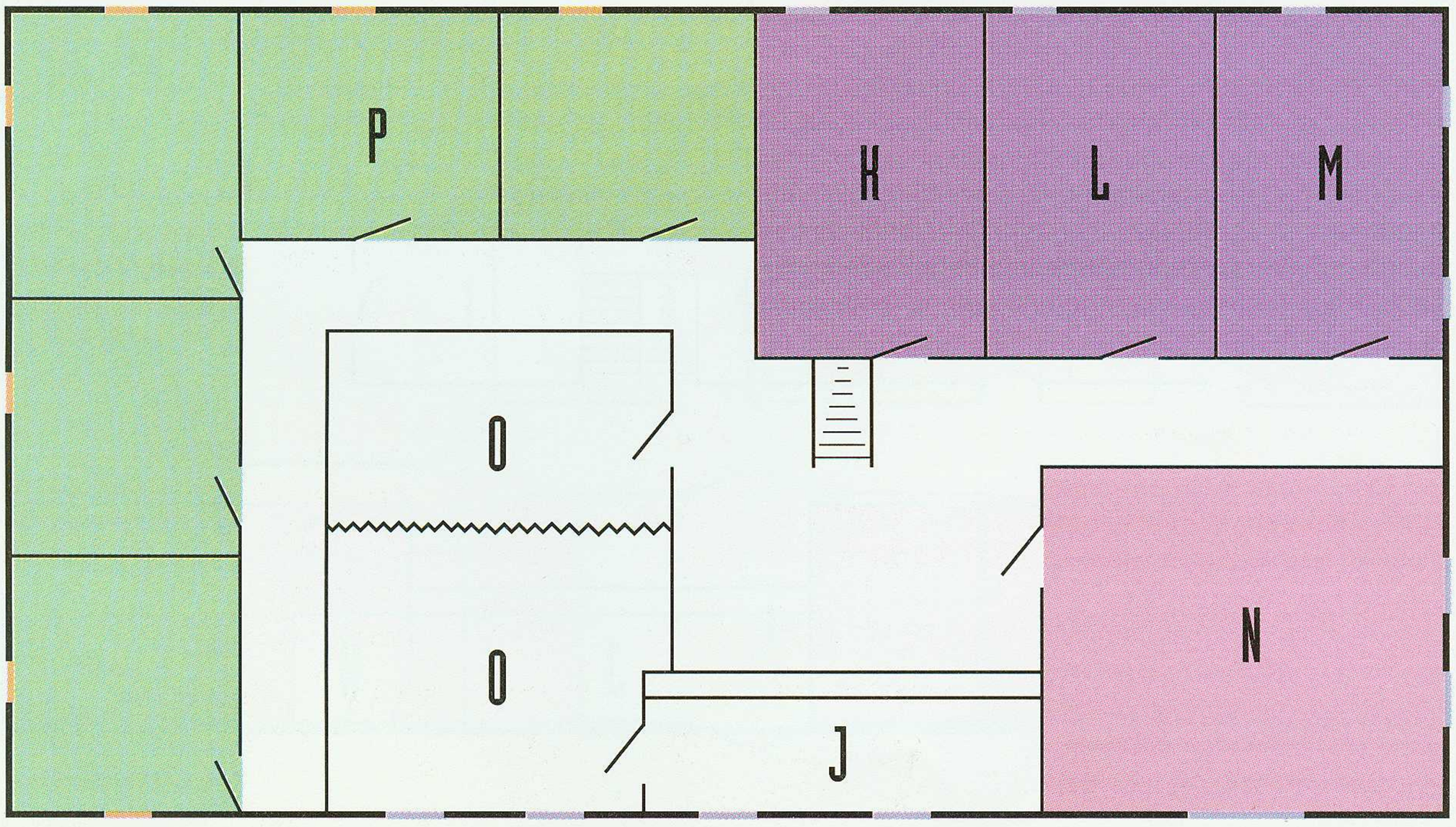
Key

1 meter

A Garage
B Kitchen
C Serving Area
D Cafeteria/Recreation
E Library
F Lobby
G Receptionist
H Closet
I Restrooms
J Orderly Station
K Dennis' Room
L Cheryl's Room
M Don's Room
N Dr. Chapman's Office
O Therapy Room
P Terry's Room

Window
Barred Window
Garage Door
Partition

Office
Visiting Area
Patient's Room
Green Ward
Dauntain's Room
Lower Level Roof



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