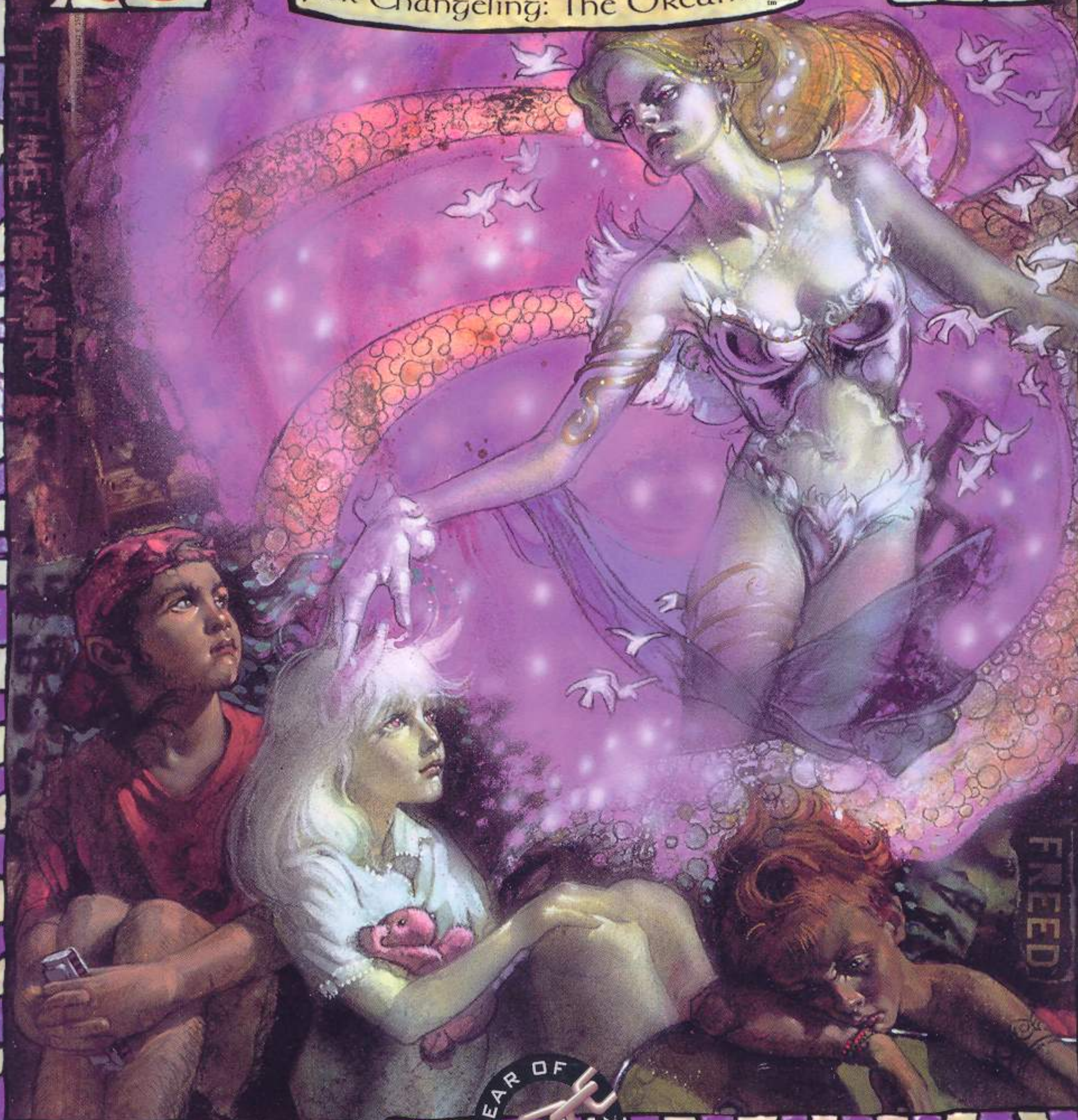


THE ENCHANTED™

For Changeling: The Dreaming™



YEAR OF
THE ALLY

Credits

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THE ENCHANTED



by: Steve Kenson





Introduction: A Letter Home

Dear Eric,

I'm leaving this letter in one of our secret places so Mom and Dad won't find it. Don't let them see that I wrote to you before I left, or they'll never leave you alone about it. Don't worry about me, I'm fine. In fact, I'm better than fine. If I tell you about it, will you promise you won't worry about me?

Remember when we were little and we lived in the country before Dad got his new job? How we used to go out and play in the woods behind the house? We pretended that we were heroes out in the wilderness looking for lost treasure and dragons to slay, and the big rock out by the stream that had all the moss growing on it always turned into a fort for us to defend from the hordes of monsters that would come to conquer us.

I know we never told anyone about some of the things that we did and saw when we were out in the woods. I guess we just wanted to have some things that were special and just for us, and I know that some of it sounded kind of silly later on when there were other people around. It was like there was another world out there that only we could go to.

Eric, we were right. There is another world out there, and we knew it even then. I've been there again, and that's where I've gone. Now before you decide that your little sister has gone totally nuts, please just keep reading and hear me out, okay? It's an incredible story, I know, but I swear it's true.

You know I liked to hang out in the park. It wasn't the same as being in the woods back home, but it was as close as I could get around here. It's nice, except for the road that runs through the middle of it, and it was an okay place to hang out and spend time

Thinking about Things. I went There To get away from Mom and Dad when They started fighting or when They felt like ragging on me about stuff.

I was in The park one day, sitting on This great rock I found near The Trees That was kind of big and cool and mossy, a big grandfather kind of rock like The one we used To play on. Anyway, I was sitting There when I saw This rabbit looking at me from The edge of The Trees. I was kind of surprised, I mean, I didn't Think There were any animals except squirrels and pigeons in The park, but There was This little brown rabbit sitting There looking at me. He was so cute, and he wiggled his nose and nibbled on grass.

I was afraid To move because I didn't want To scare him off, so I just sat There and watched him, and he stared back at me. Then all of a sudden he just disappeared into The grass. I guess something scared him. I was sorry To see him go, and I went back home.

I went back The next day, and There he was again. He sat There staring at me, wiggling his nose. I thought That he was actually smiling at me, a rabbit sort of smile. It's hard To explain. I sat and watched him for a little while, and he sat and watched me right back. Then I slid off The rock very carefully, I don't know why, I just wanted To get closer and get a better look at him. The rabbit didn't run, he just sat There watching me The whole Time. I moved as slow as I could To get up near him, and he didn't move a muscle. I don't Think he was scared of me at all.

When I got pretty close, he ran a little ways into The woods. I thought about chasing him, but he stopped about 30 feet into The woods and looked back at me like he was expecting me To follow him. So I did. When I got almost close enough To touch him This Time, he took off again and ran further into The woods. Pretty soon, I was running after him, and he was running full speed around Trees and under bushes. Whenever I thought I'd lost him, he would show up just close enough so I could see him and catch up To him again. Then he disappeared under a Tree, and I stopped running.

That's when I thought about how long I'd been running. The park's pretty big, but it seemed like I had been running for hours and I was still in The woods. I didn't recognize any of The Trees or anything (they all look pretty much The same), and I started To wonder if I was lost, and maybe They'd have To send out dogs To look for me, like for kids who get lost on hiking Trips. I was starting To get real worried about getting out of There because it was starting To get dark and The woods were kind of spooky. That's when This guy showed up.

He said, "You run a good race," and I jumped out of my skin because he came out of nowhere. He was about my age, I think, and really cute. He looked kind of like Joey Lawrence, except for The long green coat he was wearing and his ears. He had rabbit ears sticking up from his head, and This little white bunny tail poking out of The back of his coat! It was so weird I must have freaked a bit. He looked around like he wanted To see if anyone was listening, and told me That it was okay and There was nothing To be afraid of. I told him That he obviously hadn't looked in a mirror lately, and he just smiled at me and said That sometimes The stuff in The mirror can be scary.

I asked him what his name was, and he said he couldn't tell me That. "Names are important," he said. "You don't ask about Them right off." But he said That everyone called him Bugs, and That I could call him That if I wanted To. He didn't even ask me my name, but later

on he just knew it. When I asked him about his ears and who he was, he told me this story about him escaping from this company that does genetic experiments combining animals and people, and then running into a witch who cursed him to be forever in between his human and animal natures. He said that he knew about a tribe of wererabbits that lived in the forest and liked to eat people sometimes, but that he was okay and didn't do that. I was starting to believe him when Lisp showed up. You're already thinking I've lost it, I know, but there's more.

Lisp was a friend of Bugs'. She was Tall and pale and wore This black dress like she just came from somebody's funeral. She Talked in a whisper That made me all shivery, but Bugs said she was okay. Lisp said That she was a faerie (no, not like in "queer" — a real faerie, like Brian Froud's stuff) and so was Bugs (no matter what he Tried To Tell me). They had been watching me for a while. Bugs was The rabbit That I had seen when I was on The rock, and he could do magic like changing into a rabbit and knowing my name without even asking. She said There were a bunch of other faeries who were Their friends That liked To hang out in The park sometimes, and That she and Bugs wanted me To meet Them.

She said that I had enough faerie blood in me that Bugs was able to make it so that I could see him and the other faeries. Most people can't see the faeries because they don't believe in them, like Tinkerbell in Peter Pan. It's hard to get people to see things they don't believe in, I guess. But because I'm part faerie, Bugs could use his magic to let me see him and his friends.

I told them that I was sure didn't have any faeries in my family, but Liso said that sometimes it skips a generation, and I remembered the way Grandma was before she died. Mom always said that she was an embarrassment because she was so eccentric, but I always thought that she was fun. I really missed her when she died. She used to be such a brat, and really great to be around. She always seemed like she was younger than Mom.

Anyway, I met some of Bugs' friends, and I really like them. Even Lisp (who's kind of spooky) is cool. After I had hung out with them for a while, I told them all about how living at home really sucks, and how Mom and Dad give me trouble all the time. They really understood and said that I could come and live with them. They've got secret hidey-spots all over the place, places that regular people can't even see. It was so great I said yes.

Please don't be mad, Eric. I want you to come and see me in The Freehold soon. Bugs promised me that I could talk to you sometimes when nobody else is around, so I'll be in touch. Maybe I can show you The Freehold if that's okay with The Duke (yeah, a real royal duke!). I don't know for sure when it'll be — Time is kind of funny here, so it's hard to tell. But I promise I won't forget about you. You just have to see this place! Don't worry about me, big brother. I'm doing okay. You take care of yourself, and I'll see you soon, I promise.

Love,
Sarah

Stark Psychiatric Evaluations Institute

Dear Mr. and Mrs. Shaunessy,

You did the right thing in bringing Sarah's letter to my attention. I'm sure that it will be helpful in locating her and getting her the help that she obviously needs. I have already passed the information along to the police, and I believe that it confirms my diagnosis of a deep traumatic hallucinatory state.

Obviously the loss of her grandmother has been difficult for Sarah, and she has internalized some of her conflicted feelings over that event, causing her to retreat into this childhood fantasy world where she can feel some special connection to her grandmother that disconnects her from you, her parents, as part of an adolescent rebellion stage. It is a good sign that she still feels some connection with her brother, and he must be encouraged to help her to overcome this fantasy that she has created. It is important that he not encourage Sarah to persist in her fantasy or otherwise validate it, or she will have more difficulty in realizing the truth and recovering. If she does contact Eric, it is vital to have people on hand who can help Sarah and prevent her from retreating deeper into her delusions.

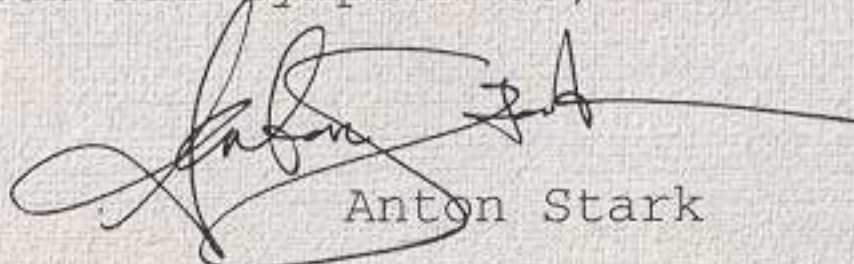
Of great concern to myself and the police are these people that Sarah talks about who describe themselves as "faeries." It is entirely possible that these people are nothing more than figments of Sarah's imagination, but it is more likely that they are people whom she is assigning roles in her fantasy environment. It is very likely that they are dangerous. At the very least they are encouraging Sarah's fantasy life.

At worst, Mr. and Mrs. Shaunessy, I fear that drugs or other substance abuse might be a concern. It is entirely possible that Sarah encountered these people in the park, and that they lured her away from home with the promise of an escape from her life and the difficulties of dealing with her real family, providing an adoptive "family" more suited to her fantasies. I have already informed the police that these people may be members of a gang or other criminal organization, that they are possible accessories to kidnapping and should be treated with caution. I do not think that they will harm Sarah, but it is important that we get her back as soon as possible.

If you should discover any other information that you think might help us locate Sarah's present whereabouts, no matter how small, please contact Lieutenant Carmichael or myself. Anything could be helpful. If you hear from Sarah, or learn that she has contacted her brother, please inform us immediately.

I definitely recommend against employing one of these so-called "psychic investigators." I have found that they are frauds who deal in false hope while taking you for all of the money they can. Be assured that we are doing everything that is possible to find your daughter and return her to you. Please do not compromise our investigation with amateurs or fakes. I will continue to be in touch.

With all sympathies,


Anton Stark

About This Book

The Enchanted is a sourcebook for **Changeling: The Dreaming**. It describes the mortals who associate with changelings and become a part of their lives, those who have faerie blood and those who are enchanted by the power of Glamour. It also describes some aspects of changelings' own mortal sides, how they age and progress through life, and the many different rites of passage they encounter along the way such as growing up, marriage, children, old age and, eventually, death.

The later chapters of the book provide information for players and Storytellers to use for creating kinain characters and even running an entire kinain chronicle. This material can be used to include the kinain in an existing **Changeling** chronicle or to start a new story of kinain characters.

Theme

The theme of this book is mortality. The faerie folk and the dreams they represent may be eternal, but humans are not. By allying themselves with human seemings to protect themselves from Banality, changelings have entered into the world of mortality from their immortal paradise. They are now faced with the trials and travails that mortals face every day of their lives. Mortality means work, struggle, change and, ultimately, an end. The kinain and the humans that changelings enchant represent the mortal side of their own natures, and can help the Kithain to understand their own morality.

Mortality is also a source of hope for changelings. It provides them some protection against Banality that the hothouse flowers of Arcadia do not have. Mortality is about survival and refusal to surrender in the face of defeat. Even though mortals know that they will eventually die, they continue on with their lives and make something of them. They seek immortality through other means, by

being in touch with their own inner Dreaming and creating things that will outlast them. It is this kind of creation that makes Glamour and, originally, made the Kithain themselves, embodiments of human Dreaming.

In a way, changelings *are* the immortal nature of humanity. They are the creative force that lives on after mortal life has passed. They are the embodiment of dreams and nightmares, born of human hearts and minds, now learning what it means to be human.

Mood

The mood of **The Enchanted** is one of wonder and newness. The kinain and the enchanted are given the opportunity by the Kithain to look upon the world with new eyes, to see things that others cannot see, and to experience some of the fading world of magic and myth that all humanity once knew. They are reawakened to the childlike sense of imagination where anything is possible, and dragons and faeries live in the deep, dark woods away from the lights of civilization.

This sense of discovery can be both wonderful and terrible. The fae are the embodiments of human dreams and nightmares, and the discovery of their world can be a pleasant or a frightening experience for a mortal. Some enchanted mortals manage to recapture some of their innocence. Others encounter the less forgiving elements of changeling society, dark things that whisper in the shadows, or they are pursued through the streets and woods by nightmares brought to life.

Either way, no mortal visits the enchanted world of the fae and comes away from it unchanged. Even if the Mists later cloud their memories of the experience, those people always retain the wonder, joy and terror that they felt while there. All of the enchanted take some small spark of the Dreaming back to the mortal world with them, and in the end, they may be the last great hope of the fae to survive the deepening chill of Winter.



Chapter One: Kith and Kin

"If you had the blood, you'd know it."

"How?"

"You'd just know. You'd be able to work your magic, you'd feel it in your bones."

— Bellamy Bach, "Gray" from *Borderlands*

Kinain are the mortal cousins of the faerie, possessed of some amount of Faerie Blood that makes them different from other mortals but not full changelings. Even more so than changelings, kinain stand between the worlds of Banality and the Dreaming. Some kinain are marked with unusual traits by their Faerie Blood. Many also have strange abilities known as Fae Gifts, some of which can be controlled and others that are wild and unpredictable. Some go through life completely unaware of their fae natures, and others are taken by the Kithain into motleys and freeholds through enchantment, making them a valuable part of the changeling community.

History of the Kinain

Shakespeare once said: Life is pretty stupid, with lots of hubbub to keep you busy, but really not amounting to much... I'm paraphrasing, of course.

— Steve Martin, *L.A. Story*

In the Mythic Age, faeries and humans mingled freely with many of the other creatures of legend — werewolves, mages and fantastic beasts of all kinds. Many fae took mortal paramours or even wedded mortals for love, and from these couplings came the first kinain, folk of both human and Faerie Blood, mortals

with Glamour flowing in their veins. Most of these first kinain became great heroes: warriors, wizards, sages and poets.

Many of the great figures of legend were born kinain. The Irish warrior Cu Chulain was born of a sidhe and a mortal woman, while the wizard Merlin has been claimed to be the offspring of a mortal woman and a spirit that Christian scribes claimed was the Devil or an incubus, but which the fae believe was a sidhe or satyr. Their fae heritage gave these people abilities beyond those of other mortals. Sometimes their fae kin aided and advised them.

When the time of the Sundering came, a gulf grew between the fae and mortals. In many lands, those with Faerie Blood came to be looked upon as tainted rather than blessed, and the fae were mistrusted and feared. Humanity began to shut the Dreaming from their hearts, and couplings between fae and mortal became fewer. The fruits of such unions were either spirited away by their fae parents from the jealousy of humanity, or left with their human families and raised ignorant of their heritage.

The Shattering signaled the end of contact between Arcadia and Earth, as the gates between realms slammed shut in the face of Banality. Commoner fae took refuge in human bodies (and human lifespans) to conceal themselves from the icy scourge of disbelief and a hostile world in the throes of plague, war and witch hysteria. Without the support of Arcadia, the Kithain's struggle to survive those early years was desperate indeed.

As a result, the exile of the Kithain from Arcadia caused the number of kinain born into the world to increase for the first time since the beginning of the Sundering. The Glamour concealed within Kithain mortal seemings was passed on to their children and their children's children. Although few of

those born to Kithain and mortal parents were themselves Kithain, many evinced signs of their fae heritage in gifts of imagination, Glamour and magic.

The Kithain believe that many of the great artists and wondermakers who brought humanity out of the Dark Ages were kinain or human dreamers inspired by fae muses, who sought to fan the fires of Glamour from the embers preserved in kinain souls. The darkness gave way to light eventually, but the age of wonder and myth that the faerie folk had once known seemed forever lost.

Faerie Blood spread through families and clans who were friends of the fae. Sometimes the blood would not make itself known for several generations, then suddenly appear in a child who was clearly faerie-touched. Humans made pacts and honored long traditions of trust with the fae, but the clans and families to do so became fewer as time went on. Always the Kithain were forced to withdraw to protect themselves from the ravages of humanity's growing Banality.

As areas grew more cosmopolitan and cities sprang up like weeds, the rural folk became the only ones to honor their ties with the fae. The people of Ireland and the Scottish Highlands, Gypsies, farmers and those who lived with the land recalled the charms and traditions to seek the goodwill of the faeries, and honored them still. The rest of humanity forgot the embodiments of their dreams in their quest for science, enlightenment and progress.

The Kithain's ties with their mortal kin helped to sustain them through these times, and intermarriages resulted in several clans and families with some degree of Faerie Blood in them. Many wandering bands of changelings included kinain, who were some of the only mortals who could understand the strange nature of their fae cousins and help them to survive in the mortal world.

The Resurgence and the Accordance War put kinain in an awkward position. For the most part, kinain who still held ties with their commoner faerie kin sided against the nobility, and they were often great allies. Few kinain sided with the nobility, who preferred not to involve those they viewed as little better than humans. When the commoners won their rights from the nobility, they also won them for some of their mortal kinfolk, or so they thought.

In the aftermath of the Accordance War, Kithain society became a labyrinth of feudal loyalty and intrigue. In such a society, kinain were at a distinct disadvantage. Those who had the protection of fae mentors were able to secure places for themselves as servants and vassals, while other kinain were exploited and treated as little better than slaves. No kinain attained noble status, although there were some nobles who were sympathetic to mortal and kinain causes.

Today, most of the kinain in the world are ignorant of their heritage. They may have an occasional flash of insight or a hint of the True Dreaming, but most are too mired in



Banality to notice any longer. Some kinain become dreamers, following the drives of their Faerie Blood, but not even all of them learn the truth about who and what they are.

Of the Blood

And when you find your magic, do not do as I have done. Do not turn your back and run.

— Bellamy Bach, "Gray" from *Borderlands*

To be kinain, a person needs some degree of Faerie Blood. Any trace of the blood, no matter how small, is enough to qualify. But like most things of Glamour and the Dreaming, fae heritage is a tricky and sometimes capricious thing. It can skip generations, or only appear in certain members of a family; an investigation of someone's family tree can turn up signs of Faerie Blood in the line, usually in the form of eccentric relatives and "black sheep."

Where Kinain Come From

Kinain are usually born of a changeling and a mortal or two changelings. About 15-20% of those with one changeling parent are changelings themselves, while about 40-50% of the children of two changelings are changelings as well. The rest are kinain. It is also possible for Faerie Blood to skip a generation or two so that parents who are fully mortal (but still faerie kin) can have a kinain or (more rarely) changeling child. While there are probably more kinain in the world than changelings, kinain are also more likely to slip between the cracks and be overlooked, so the exact number of people with Faerie Blood is unknown.

Mortal parents are often unprepared for a child in touch with the Glamour and end up forcing Banality on them ("Why don't you grow up and act your age?") to deal with it. Changeling communities sometimes kidnap kinain children in order to prevent their fae heritage from being extinguished entirely beneath the smothering blanket of Banality.

Changelings that have kinain children often raise them in changeling society, although kinain who live too long among the fae risk becoming Dream-struck (see "Becoming Dream-struck" in Chapter Two). To prevent this, some changeling parents foster their kinain and mortal children with mortal parents, sometimes taking away a fae child in exchange and arranging occasional visits to freeholds and the world of the Dreaming that will not endanger their children's sanity. Children seem to be far more resilient and resistant to the dangers of becoming Dream-struck or driven mad by the experience of the Dreaming, most likely because their minds have not yet become set in the rigid patterns imposed by Banality.

This pattern of fosterage was common in the old days when changelings would take a faerie child from mortal parents and leave a mortal child of their community in its place. Some of these abandoned fledglings, both kinain and mortal, discover

their heritage only after years of searching or strange chance encounters. The truth drives some of them to become Dauntain and consider their fae lineage evil, while others want to rejoin the community that first abandoned them.

Age

Unlike changelings, kinain have only a mortal self. They age similarly to changelings — childling, wilder and grump — but these stages are dictated more by the kinain's mortal age (except for those kinain who have spent a great deal of time in freeholds). Most kinain are not even aware of their age by changeling reckoning. Applying such standards to kinain is an afterthought on the part of many changelings.

With their fae nature diluted by their mortal blood, kinain have different Tempers than their fae equivalents. They have greater Banality and less Glamour for the most part, and they are restricted by their level of Faerie Blood in gaining and using what Glamour they might acquire.

Childling kinain are most like true changelings in their acceptance of the Dreaming, their innocence and love of play. Kinain can be quite close to the Dreaming at this age; if they are lucky, they may be raised by changeling or kinain parents who are aware of their natures and encourage the Glamour within them. Most kinain childlings, however, live in the mortal world with little or no contact with the fae realm (apart from their own imaginations), so they learn to hide their fae sides for fear of ridicule or punishment.

Beginning Glamour: 4

Beginning Willpower: 1

Beginning Banality: 2

Wilder is the stage when most kinain come into some realization of their fae heritage, consciously or not. The time of growth, change and rebellion is when kinain realize that they are different from their mortal peers. Some come to accept their difference and revel in it, while others repress it (and accept Banality into their lives) in order to become "normal" and fit in. Wilder kinain are the most likely to come into contact with changelings and be patronized by them as muses. As dreamers, they often have vivid imaginations and creative spirits from their sparks of Glamour, making them most suitable for changelings looking for someone to inspire.

Beginning Glamour: 3

Beginning Willpower: 3

Beginning Banality: 4

Grumps are very rare among the kinain. Those kinain who have not become aware of their fae nature by the time they reach adulthood and old age may never find it, trapped as they are in Banality. Kinain grumps are banal enough that most changelings consider them lost causes, although some rare individuals resist enough to hold on to something of the

Glamour they knew in childhood. These kinain are some of the finest dreamers and visionaries, and can become significant forces in changeling society if they choose. Kinain grumps get their greatest sympathy from changeling childlings, who take a liking to them if they are kind-hearted and open-minded, and changeling grumps, who see in the kinain a reflection of how they themselves might be someday.

Beginning Glamour: 2

Beginning Willpower: 5

Beginning Banality: 6

Heritage

Faerie Marks are the physical signs of a kinain's Faerie Blood. These are holdovers from whatever kith the kinain is most closely related to, not unlike the mortal appearance of a true changeling, and can be an indication that someone is kinain. A satyr kinain might be very hairy, a sidhe kinain might be exquisitely beautiful, and a pooka kinain might have slightly animalistic features such as the skittishness of a deer or a ratlike face.

While Faerie Marks are usually subtle in nature, they are dictated by how much Faerie Blood the kinain has. A kinain with five dots in the Faerie Blood Background should have some more obvious fae traits than someone with only one or two dots. Sometimes the Faerie Marks become more pronounced with the greater amount of blood, or manifest as something else altogether. More extraordinary Faerie Marks can be mistaken for birth defects or other deformities, and may even be considered Flaws (see *The Changeling Players Guide* and Chapter Four). This is particularly common in kinain of Unseelie heritage.

Boggan

The most common boggan marks are those of stature. Boggan kinain are usually short and plump like their fae cousins, often with large noses. They typically have nimble fingers and find themselves working with their hands in some way, from clockmaker to surgeon. Boggan kinain are especially prone to the Flaw *Short*.

Eshu

Kinain of eshu stock are typically dark-skinned and dark-haired, with handsome features. They often have very pleasant voices, and find careers using them as singers, DJs, actors or orators. They also seem to have an innate sense of style within their social class and situation. The most striking thing about an eshu kinain is his eyes, which are always dark and tend to manifest surprising qualities based on the amount of Faerie Blood he has. Eshu kinain with high Faerie Blood Backgrounds have extremely dark eyes, sometimes almost black, flecked with gold or silver that seems to shift and sparkle.

Nocker

Nocker kinain tend to get the short end of the stick when it comes to looks. Their Faerie Marks are like the appearance of their kin — twisted and sometimes ugly. Nocker kinain with only a trace (one or two dots) of Faerie Blood have ruddy complexions, particularly in the cheeks and nose, pale hair and large hands. Larger degrees of fae heritage express themselves in slightly pointed ears, knobby or gnarled fingers that still have a surprising amount of manual dexterity and sharp canine teeth. Nocker kinain are into grumbling and tinkering like their fae cousins, and can most often be found in occupations that allow them to work with machines and avoid people.

Pooka

There is no set Fae Mark for pooka kinain; all are as diverse as the pooka themselves. Generally pooka kinain have a slight animalistic cast to their features, which grows more pronounced with greater degrees of Faerie Blood. Usually this gives the kinain a certain "cute" quality like a rabbit, fox or cat, but for some — particularly those with a strong Unseelie heritage — the features may be sinister or downright ugly, like a rat or pig. Pooka kinain are charming and confident, capable in any role that involves dealing with people and making creative use of words like sales or politics. Some also become word-artists like poets, actors and writers. Pooka kinain are not compulsive liars like their faerie kin, but they do tend to stretch the truth and have a touch of the blarney in their natures.

Redcap

The only kinain who are worse off in looks than thenockers are probably the redcap kinain. These cousins of the fae bullies tend to be stocky and have a complex about it. They typically have wide mouths that are always open, either to shove something in them, or to heap abuse on the latest object of their displeasure. While garbage and other nonedibles are out of the question for them, they frequently have the cast-iron stomach and constitution of a billy goat that is every chili cook's delight. Their skin is usually pale, sometimes with a slight grayish tinge if the blood runs strong. The most clear and obvious mark of the redcap kinain is the fact that all of them have "the mark of the blood" — red hair. In fact, the stronger the Fae Blood, the brighter the hair.

Satyr

Satyr kinain are most easily recognized by their hair. Females typically have long, enviably gorgeous tresses, while males are quite hirsute, with a profusion of facial and body hair (leading to a fondness for open shirts and gold chains). They tend to have high foreheads and expressive features. Some satyr kinain have a lame or clubbed foot, although most are talented athletes.

Satyr kinain are social animals, and prefer lives and careers that allow them to meet a diverse range of people, not to mention attending parties and other gatherings. They have a particular affinity for music, and many can be found in the industry as performers, producers or club owners.

Sidhe

Kinain of sidhe heritage are the cover models and beautiful people of the mortal world. Their fae heritage manifests in their attractive features and perfect bodies. Sidhe kinain are less ethereal and otherworldly than their fae cousins; their beauty is tempered with a mortal transience that some faerie consider all the more attractive. They usually have somewhat angular features that become more pronounced according to their degree of blood, along with unusual eye colors, particularly green-gold and blue-violet. They carry themselves with an innate air of nobility, even if they are completely unaware of their heritage, and some are downright arrogant. It is interesting to note that the kinain are looked down upon by many of their fae cousins, who find their posturing and preening humorous.

Slaugh

Slaugh kinain can be considered fortunate or unfortunate, depending on how one looks at it. They are fortunate — according to many — to be spared the dismal existence of their full-blooded cousins, but they are also cursed with a part of that dark and brooding nature. Slaugh kinain tend to be thin and gaunt, painfully so in the cases of those with a great deal of Faerie Blood. Their faces are

somewhat pinched, with small mouths and slightly sunken eyes. Although not required to whisper like their kin, slaugh kinain are usually soft-spoken. They also share their cousins' predilection for avoiding social gatherings, preferring to surround themselves with solitary hobbies and collections. Most slaugh kinain are quite shy and socially awkward.

Troll

Troll kinain are easy to spot in a crowd because nearly all of them are large and powerfully built like their fae cousins. Troll kinain are usually much larger than the average mortal, and many of them have the Merit *Huge Size*. Those of Seelie heritage tend toward fair hair and Nordic features, while Unseelie heritage gives way to darker hair and a coarser appearance. Troll kinain have a reputation for slow wits that is not entirely deserved. Most of them are simply more patient and thoughtful than the people they interact with, giving them the appearance of being plodding and dim-witted. Troll kinain most often find work where their great bulk can be of use, such as physical labor, but whatever they do, they make use of their strength.

Mixed Background

The bloodlines of some kinain can be difficult to determine. Fae heritage can skip several generations, and the influence on a lineage is sometimes mixed or jumbled by the capriciousness of inheritance and Glamour. Such kinain may have Faerie Marks from two or more different kith, or new marks that do not appear to be related to any known kith. Kinain born of two changing parents are often





afflicted in this manner. These kinain, especially those with high degrees of Faerie Blood, may have strange physical and mental deformities or quirks, and are prone to odd behavior. Some changelings consider these kinain particularly touched by the power of Glamour, while others point to them as signs of the dangers of polluting the Faerie Blood through intermarriage.

In short, it is possible for the Storyteller or the player of a kinain character to assign virtually any Faerie Mark to the kinain so long as it suits the nature of the story. Kinain with particularly unusual marks might have difficulties in both mortal and fae society based on the nature of the mark.

Legacies

Like their faerie cousins, kinain have Seelie and Unseelie Legacies that are reflected in their personalities, drives and inner struggles. Kinain who are ignorant of changeling culture have no idea why they often feel so conflicted about the differing sides of their nature, or are driven by passions they do not fully understand.

Since they live almost entirely in mortal society, most kinain at least try to follow their Seelie Legacies; their Unseelie sides may lead them into illegal or dangerous behavior. Of course, there are plenty of kinain who have no interest in following the law, mortal or otherwise, and who indulge their Unseelie sides freely. These can be very dangerous kinain, since they are often both jealous and fearful of the powers and Glamour of their faerie kinfolk.

Being Kinain

Perhaps even more than changelings, kinain are caught between the worlds of faerie and mortality. They are mortal by birth and nature, but they each carry a Birthright of Glamour and marks of their faerie heritage that set them apart from other mortals. Kinain walk the line between the two worlds, and it is a delicate balancing act; leaning too much in either direction can cause a kinain to fall, either into Banality and forgetfulness, or into the depths of madness and Dream-struck stupor.

Their passionate natures, balanced between Glamour and Banality, make kinain very effective dreamers, which is why many changelings attach themselves to kinain as muses. Kinain often express their imagination and creative spirits through some kind of art or performance, becoming avant-garde artists, actors, writers or roleplaying gamers. They lose themselves in worlds of imagination (that are poor and pale reflections of the Dreaming), create elaborate fantasies, and have very rich dream-lives—all grist for the Glamour mill. A changeling muse can help a kinain artist to touch the real power of the Dreaming

through Glamour and enchantment, in return gaining some of the Glamour generated by the artist's efforts.

Kinain are only barely aware of the Dreaming most of the time. They have no fae mien or interaction with chimera or other aspects of the Dreaming unless they are enchanted.

Glamour

Kinain do have some spark of Glamour, part of their faerie inheritance. A kinain character cannot have more Glamour than his level of Faerie Blood, and his starting level of Glamour is determined by his seeming. If a kinain's starting level of Glamour is higher than his amount of Faerie Blood, it is reduced to that level. No kinain can ever have more than five points of Glamour available to him.

The kinain's spark of Glamour is even more precious to them because they have few means of gaining Glamour on their own. They are too far separated from the True Dreaming to gather Glamour for themselves. Instead, kinain must receive it as a gift from changelings, or through an act of self-creation such as a Rapture.

Unfortunately, a kinain's inner Glamour makes him even more vulnerable to Ravaging than normal mortals. The system is the same as for Ravaging mortals (see **Changeling: The Dreaming**), except that the changeling does not need to establish any kind of relationship with the kinain. A changeling can simply rip Glamour from a kinain with fairly little effort; many kinain have had their spark of the Dreaming extinguished by greedy changelings who seized it from them without a second thought.

Kinain are capable of achieving Rapture, a state of communion with their own inner Dreaming, and of drawing Glamour from it. The system is the same as for changelings (see **Changeling: The Dreaming**), though it is slightly more difficult (all difficulties are increased by one). Few kinain succeed at the kind of creative breakthrough needed to achieve a Rapture, and fewer still are consciously aware of what they have achieved. The potential for Rapture is what drives many kinain into creative fields, but the failure to achieve it drives just as many into the depths of Banality. Frustrated and disillusioned with their failures, these kinain eventually give up on the idea of achieving Rapture and the power of Glamour.

Dross

Kinain highly value dross because it allows them to cast cantrips without expending their own supply of Glamour. Many kinain sorcerers and would-be wizards spend a great deal of time hunting for and gathering dross for their own use. Dross is also one of the more common means a kinain has of replenishing her own Glamour without the aid of a changeling.

Kinain can use dross in the same way as changelings do, although they often have a more difficult time determining its

nature and quality. Dream stones, momentos and treasures can be used by kinain to power their own cantrips. Chimera and founts can be used to replenish a kinain's Glamour up to the limit dictated by her Faerie Blood rating.

Some kinain even take up the highly banal art of chimera hunting, in which they steal chimerical items or hunt chimerical creatures in order to gain their Glamour. Since the kinain must be enchanted to interact with chimera, this usually requires the aid of a changeling, but some Kithain have been known to use capable kinain "hunters" as catspaws to rid themselves of bothersome or dangerous chimera.

Cantrips

Since they have some amount of Glamour in their natures, kinain can learn the Arts and Realms needed to cast cantrips. Most never do, however, since such must be taught by a changeling. Some kinain do manage to strike deals where they trade instruction for some service or oath to the changeling, often becoming part of that fae's retinue. Since kinain have so few ways of renewing their Glamour, those who do know how to use cantrips use them very sparingly.

Banality

Kinain start out with more Banality than changelings, and they acquire it just as easily as their fae cousins. Kinain who accumulate too much Banality become overwhelmed by the Mists and lose touch with their fae sides very quickly. Even very banal kinain remain easier to enchant (see below), but the Mists often obliterate their memories of the experience when the enchantment fades. Some particularly banal kinain have addled memories of their experiences with the fae that can lead them into therapy or even madness if they cannot overcome their own Banality. Many Dauntain come from the ranks of such tortured souls.

Kinain are not affected by cold iron in the same way that changelings are. They do not find its touch painful or discomforting. If attacked with a cold iron weapon, kinain still lose Glamour in the same way that changelings do, which makes them cautious about such weapons, but they can handle and even wield items of cold iron with no ill effect to themselves. This can give kinain a substantial advantage in combating changelings, and is one of the things that makes kinain faerie-hunters so dangerous. A kinain with a cold iron weapon can be a powerful and dangerous ally, and just as powerful and dangerous an enemy.

Enchantment

Kinain are easier to enchant than mortals, requiring only an investiture of Glamour to awaken their faerie heritage. Tokens are not necessary to enchant kinain. They also remain enchanted longer than banal mortals.

To enchant a kinain, a changeling need only spend a point of temporary Glamour and overcome the kinain's Banality by rolling his Glamour against a difficulty equal to the kinain's Banality minus her level of Faerie Blood (minimum difficulty of 2). Only one success is needed for the kinain to become enchanted. The changeling can perform this effect on any kinain that he can see or touch, and the kinain does not have to be willing or even aware of the enchantment attempt.

Once enchanted, kinain are aware of the Dreaming and able to interact with it normally, just like enchanted mortals. They can see and interact with chimera and take damage from chimerical attacks. They can also see the fae mien of Kithain. Most kinain find the transition into the fae realm easier than mortals; blood calls to blood, and kinain often find the world of the Kithain to be the dream-realm that they have longed for all their lives.

How long a kinain remains enchanted depends on her Banality and the amount of Faerie Blood she has. The base time is seven days, plus a number of days equal to the kinain's Faerie Blood Background and minus a number of days equal to her Banality, with a minimum of one day. For example, if Rhane has Banality 6 and Faerie Blood 3, she could be enchanted for four days for each point of Glamour spent to enchant her: a base time of seven days, plus three for Faerie Blood and minus six for her

Banality. The difficulty to enchant Rhane would be her Banality (6), minus her Faerie Blood (3), or 3.

This means that it is generally easier to enchant kinain for longer periods of time than other mortals, particularly if the changeling has a source of Glamour to regularly renew the enchantment. Once the enchantment fades, the kinain's mind is clouded by the Mists much like any other mortal's and she may forget much of her fae experiences. See Chapter Two for more details on the effects of enchantment on the kinain.

Enchanted kinain who get a chance to experience the world of the Kithain are often overcome with wonder, while some others are crushed by the truth of the reality they cannot reach on their own. Many become fascinated, even addicted to experiencing the fae world, and will do whatever they can to remain enchanted. For many this means swearing loyalty to a changeling liege or patron who can continue to supply them with Glamour, provide them a place within a freehold, or both. Living in a freehold is not without its dangers for kinain, however (see below).

Since kinain can be enchanted against their will, they are vulnerable to being enchanted by hostile changelings, especially Unseelie, who may use hapless kinain as puppets or toys in their dangerous games.

Bedlam

One advantage of the kinain is that they are not subject to the dangers of Bedlam. They are too rooted in their mortal natures to fall victim to the insanity that plagues changelings. A kinain can remain in a freehold or make use of Glamour without any danger of Bedlam.

On the other hand, kinain are subject to the dangers of becoming Dream-struck almost as much as enchanted mortals are. Too much exposure to the world of the Kithain can sometimes overwhelm the mind of a kinain and send her into a dumbfounded state of perpetual daydreaming, only able to interact with the mortal world around her in the most basic ways. Such kinain become Glamour "addicts" who have no interests or drives other than remaining enchanted in the warm embrace of the Dreaming.

More information on becoming Dream-struck is offered in Chapter Two.

Fae Gifts

Kinain do not have the ability to perceive and collect Glamour like changelings, but their common heritage is the Dreaming, and a spark of Glamour, no matter how small, is at the heart of all kinain just as it is at the heart of all changelings. This sets the kinain apart from their mortal kin and sometimes gives them what changelings refer to as "Fae Gifts."

Faerie Affinity

Characters with the Merit *Faerie Affinity* (from various Storyteller games) are not themselves kinain, but they have some attributes that are similar to the kinain. *Faerie Affinity* is the result of ancient pacts and oaths that were made between the fae of old and certain mortals and Prodigals. The power of those oaths has carried down to many of their descendants, giving them special status among the Kithain. A successful Kenning roll (difficulty 6) reveals if a character has a *Faerie Affinity*.

Characters with *Faerie Affinity* are partially aware of the Dreaming, and have the ability to see the fae mien of Kithain and any chimera the changeling is carrying or directly interacting with, although they cannot see other chimera unless they are enchanted. Such characters are easier to enchant, like the kinain, requiring only a Glamour roll against the subject's Banality. Characters with *Faerie Affinity* also remain enchanted for the same amount of time as kinain.

A character with *Faerie Affinity* cannot be enchanted against her will because of the ancient pacts that gave her *Faerie Affinity* in the first place. A changeling who does so becomes an oathbreaker and an outcast in Kithain society.

Gifts are a part of a kinain's heritage of Glamour, and some Fae Gifts can be quite powerful. Generally the more Faerie Blood a kinain has, the more likely he has a powerful Fae Gift, but this is not always the case. Some strong Fae Gifts have been known to turn up in kinain with only a trace of fae heritage. The various Fae Gifts are described fully in Chapter Four.

Many kinain possess Fae Gifts and are completely unaware of them. Even if a kinain is aware of her gift, many are capricious and difficult to control. Some Fae Gifts can be equal part blessing and curse. Kinain who become aware of their gifts without knowing who and what they really are might consider themselves psychic, magically talented or mad.

Kinain Status

Kinain are even more between two worlds than changelings, not quite faerie and not quite human either. They are sometimes looked down upon by their "full-blooded" changeling kin, and are considered strange by their human peers.

Mortal society generally considers kinain to be eccentrics. Their extreme personalities and habits are blamed on psychology rather than faerie inheritance. Some kinain are trapped by the Banality of the mortals around them, and the sparks of their fae natures are extinguished, which is one of the reasons that kinain tend to be loners and make friends only with people they trust not to scoff at their unique visions and perspectives. Even kinain who are unaware of their true natures have an instinctive need to shield themselves from the cold touch of Banality by hiding within worlds of imagination they have constructed from themselves.

More dangerous to kinain are those mortals who know of the true nature of the Dreaming, the Dauntain. The Autumn People seek to smother everything they do not understand beneath a blanket of Banality, but the Dauntain are far more dangerous because they are more aware of what they are doing. Many Dauntain are themselves kinain who fear their true nature or are jealous of their changeling kin (although they would never admit it).

Some kinain also become Dauntain because of abuse they have suffered at the hands of changelings, most often Ravaging or enslavement by the Unseelie. These kinain feel betrayed by their kinfolk, and have decided to side with mortality and Banality against all changelings. Some in the Seelie Court point to such lost souls as signs that the practices of Ravaging and enslavement need to be controlled or banned, but their voices are still few and weak against ways that have been condoned for centuries.

Kinain are considered tools and allies by both Courts, but are generally snubbed or pitied. The views on kinain vary according to kith, Court and House, and range all over the spectrum. See Chapter Two for more details on Kithain views of kinain and the enchanted





Chapter Two: The Enchanted

Once upon a time, there was a musician living in the Kingdom of Apples. Although he had a great love of music, he was unable to learn more than a few simple tunes on his guitar. He played them in gathering halls and taverns to earn what little money he could and to feed his dreams of becoming a great and famous musician.

One night, the player was coming home from a house where he had performed, where there had been much dancing and no little drink. Half drunk himself, he crossed the little bridge toward his home, humming tunes and not paying attention. Suddenly, something crept up behind him and rushed his legs, flinging the player onto his back. A strange man leaped astride the player's chest with a great and wild grin.

"What do you want?" the player asked, fearing for his life.

"I only want to give you a gift. I much enjoyed your music." With that, the stranger pressed a guitar into the young man's hands such as he had never seen before. The wild man jumped aside, and the young man stood up to look over the fine guitar. He looked back at the gift-giver in confusion, and saw that his "attacker" had furry goat's legs and ramlike horns that curved gracefully out of his curly hair. Now the player thought he was going mad.

"Why are you giving me this?" he asked.

"As I said, I liked your music, and should like to hear some more," the satyr replied. "Play 'Riders on the Storm' for me, if you will."

"I don't know it," the player said.

"Never mind what you know and don't know. Just play, and I'll make you know."

The player set his fingers to the strings and made such music as he never had before. The satyr smiled and applauded loudly when the tune was finished. The player looked from the satyr to the guitar in wonder and back again.

"That's amazing!" he gasped. "How did you do it?"

"Trade secret," the satyr replied with a knowing wink. "But if you'd like to do more, there's a party you should come to." The player nodded, too excited by the music to think of anything else, and the satyr led him off the road and into the dark wood with only the light of the pale moon for guide. They rushed across meadow and bogs and rough places, until they came upon the top of a great mound. The satyr struck a rock three times with his cloven hoof, and a door opened in the earth. Then he led the young man into a great room.

The player saw a long table in the middle of the room, and many beautiful and strange people gathered around it. At the head of the table was the most beautiful woman he had ever seen, then or since. She rose with regal grace, and



said, "A hundred thousand welcomes to you, my friend. Who is this you bring us?"

"The finest musician in the land," said the satyr with a courtly bow. He turned to the player and said, "Play us some music, my friend."

The player set his hand to the strings again, and fantastic songs that he had never heard before seemed to fly from his fingers, pouring out of him like wine from a flagon. The folk at the table were up and dancing, dancing, dancing till they were tired and could dance no more. Then the satyr said that they must pay the player, and a pouch was passed from hand to hand. Each person put in a gold coin, and the satyr handed the bulging purse to the astonished player.

"Such a fine audience!" he said, bowing to the assembled company as he clutched the jingling purse of coins. "You have made me rich!"

The satyr smiled and nodded. "Come with me, and I will take you home."

Before they left, the lady came to the player to thank him for his marvelous music. She said, "You have two things now that you had not before — you have music, and you have Glamour. Do not waste either."

And with that, the satyr led the young man from the hall, back through the heaths, and the bogs, and the woods, to the bridge where they had met. The satyr left the player there at the bridge with his new guitar and vanished into the night.

The player ran home, and he pounded on his lady's door, saying, "Let me in! I'm rich, and the best musician in the world!"

"You're drunk," his lady replied from behind the door.

"Maybe I was," said the player, "but I'm completely sober now."

The player's lady let him in, and he poured the purse of gold into her lap. Her eyes grew wide with wonder at the sight of it, but before she could ask anything, he said, "Wait till you hear the music I can play."

With that he unslung his new guitar and played the sweetest songs of love for her. He wakened his neighbors with the strains of his music, but they believed it to be only a pleasant dream. Long into the night the player and his lady made plans for their newfound wealth and slept together happily.

The next morning, when they went to look at the gold, there was nothing but a bag of shiny pebbles and brightly colored autumn leaves. The player wondered if what he had seen the night before was a dream, but then he saw the new guitar that the satyr had given him leaning against the wall, and he felt the music stir within him. He knew that what he had been given was worth more than

money. He had music and he had Glamour, as the fair lady had said, and he would not waste either of them.

Why Enchant Mortals?

"Because we can!"

Most Kithain enchant mortals simply because they can, because they desire the mortals to experience or understand the Dreaming, or because they are looking to inspire the mortals with a vision of the Dreaming and perhaps stave off the encroachment of Banality for a moment.

Enchanting also has its practical uses in getting mortal aid and convincing mortals that the changeling is not crazy (or at least convincing them that they're *all* crazy...). It also has its fun side where mortals get to have a day or two of fantastic experience, and the changeling gets to have fun, and maybe even add something to the Glamour of the world.

For Fun

Much of the time the only reason for enchanting a mortal is the simple desire for fun, to give the mortal a glimpse of the world of the Kithain and let everyone have a good time. This is often done under the guise of a celebration like Mardi Gras or some similar wild party where Banality does not have as strong a grip on the mortals present. Any unusual experiences will later be fogged over by the Mists and remembered only as a strange dream, bad trip or lost weekend for most of the participants. What is "fun" depends on the Kithain performing the enchantment, though.

Satyrs and party-loving Kithain are known to enchant mortals for the sake of giving them (and themselves) a good time. Satyrs often take mortal lovers or "flings" who are enchanted for a night or two of wild abandon, then left with what seem to be pleasant daydreams or fantasies that seem unusually vivid when recalled.

Sometimes the enchantment is at a mortal's expense to make him the subject of a prank or practical joke, or for the look on his face when he sees the chimerical giant purple dragon lurking in his basement for the first time. Pooka are particularly fond of enchanting mortals from time to time for this sort of thing, playing elaborate pranks on them that are later forgotten or misremembered once the enchantment wears off.

Unseelie have a more sinister version of this kind of prank, enchanting hapless mortals in order to terrify or play "games" with them. These poor souls might be the subject of a sudden fright in a dark alley, or worse, they are

suddenly confronted by a street gang that turns out to be a bunch of redcaps looking for a little perverse fun.

The truly unfortunate are subjected to more elaborate "entertainments" like the Wild Hunt, in which a party of Unseelie (usually sidhe) and their chimerical hounds harry an enchanted mortal through the streets or lonely countryside. The pack tears the mortal to pieces if it catches him, causing the Mists to plunge him into a coma from which he later awakens, believing the whole experience to have been a nightmare. The subjects of such hunts often appear insane, or at least disturbed, to the unenchanted, who only see the mortal seemings of the changelings and certainly none of the chimera. It might seem to them like the hunted person is being chased by a group of children or rowdy teenagers playing a harmless (albeit annoying) game.

For Help

Enchantment does have a more practical use. Mortals are unable to perceive or interact with the realm of the fae unless they are enchanted; Banality and the Mists shield their senses from the true nature of things around them. Sometimes Kithain bring a mortal into their world so they can deal with the mortal on their own terms. This allows the Kithain to use their chimerical weapons and items on the mortal as well as more easily affect him with cantrips.

This may be to the mortal's benefit if he is in need of some help from the Kithain, or if a changeling needs mortal help and must convince him that what they are talking about is real. Childlings often enchant their parents, guardians or other adults in order to gain their cooperation, and some older grumps under the care of their mortal children do the same. Mortal allies sometimes need to be convinced of the truth of what the changeling says simply so they won't think their friend is mad and imagining things.

Authority figures are sometimes enchanted as well to gain their trust or help. Unfortunately, some particularly banal individuals disbelieve in the fae realm even when they are able to see it with their own eyes, chalking it up to some kind of hallucination, drug or other cause. In cases like this, enchantment may hurt a changeling's case more than help it.

Mortals can also be enchanted so that they are more easily affected by cantrips and chimera. This might be to help a mortal with Primal cantrips or useful chimera or treasures. More likely, it is so that the changeling can combat a hostile mortal on more equal terms. An adult who thinks a childling is helpless before him is in for a surprise when the Glamour falls upon him and he sees instead a troll warrior or a sidhe knight wielding a shining sword with a fire-breathing dragon backing him up.

The limitations of enchanting mortals against their will to use faerie powers against them are discussed under "Forced Enchantment," below.

Planting the Seed

Bringing a mortal into the world of the Kithain can also help accomplish a goal near and dear to the heart of every changeling: inspiring the mortal, which in turn slows the progress of Banality, staving off the inevitability of Winter. By enchanting mortals, Kithain give them the gift of inspiration, a brief return to the sense of childlike innocence and wonder where dragons lurked in every dark cave and magic was everywhere. Even though the Mists eventually cloud the mortal's memory, a small spark of the experience still lingers like a wonderful dream, and is sometimes enough to encourage the mortal to see life a little differently. Kithain call this practice "planting the seeds of Spring," and hope that it will help to increase the Glamour in the world and loosen Banality's grip.

The most common mortals to be enchanted this way are dreamers that the changeling patronizes as a muse, so that the dreamers can create new things that generate more Glamour in the world and allow the Dreaming to survive. Enchanting and inspiring a mortal to a vision of the Dreaming can be a quest for a changeling looking to reduce her own Banality and regain some faith in the coming of Spring and the power of Glamour.

A mortal Dreamer may or may not know about her faerie muse, depending on the relationship between the changeling and the dreamer.

Methods of Enchantment

Here — Catch.

— Titania to Tim Hunter, *Books of Magic*

There are two ways that changelings may enchant mortals. One is through the gift of a token invested with Glamour that allows the mortal to see the world of the Kithain for some time. The other (considered the quick and dirty way) is to overpower the mortal's Banality with some of the changeling's own Glamour. It works for a shorter time than tokens, but usually long enough to suit the enchanter's immediate purposes.

Tokens

Tick, you can't fight evil with a macaroni duck!

— Arthur, *The Tick*

Tokens are physical gifts infused with Glamour used to bring about enchantment. They might be anything

from food to jewelry to a macaroni duck covered in glitter. Some tokens are more effective than others, especially if the changeling had a hand in making the token personally, or if it is something especially near and dear to the changeling or the mortal to be enchanted. A mortal is more likely to accept such a gift than something the changeling just picked up at random.

The Kithain must prepare the token by infusing it with some of his own temporary Glamour. The creation of a token takes time depending on what it is. Tokens such as food or handicrafts must be prepared by the changeling herself, and take time depending on the changeling's skills. A food token can be as elaborate as a gourmet meal created by a four-star chef or as simple as homemade cookies and milk. A handicraft could be a woven tapestry, a piece of jewelry, a crayon drawing or a Play-Doh sculpture. A simple flower plucked from the side of the road can be a token.

Tokens do not need to be made by the changeling (a ring, a bouquet or a baseball can serve equally well), but they must be something that the Kithain can give freely to a mortal. Items that are stolen or do not belong to the changeling are not suitable for tokens. As always, the Storyteller has the final decision on what items are and are not usable as tokens.

The other part of the enchantment process is for the changeling to offer the token to the mortal and have her accept it, although the mortal does not need to know the true nature of the gift. While mortals *cannot* be enchanted for very long against their will, they can be enchanted without their knowledge; changelings have many, many ways to trick a mortal into enchantment.

One trick is not to give the mortal in question too much time to think about whether or not she wants to accept the token. If the changeling makes a big deal about having someone take a cookie or a surprise present out of nowhere, the mortal may become suspicious, especially if she doesn't know the changeling very well.

A token can be left on someone's doorstep with a note saying who it is for. If the mortal accepts this anonymous gift, the enchantment takes hold. It can even be sent through the mail (although that's more likely a good way to lose a token and some Glamour). A token can even be thrown to the recipient with a simple "Heads up!" or "Catch!" as a means of acceptance, including picking the token up if it is missed or dropped. As long as the mortal receives the gift and willingly accepts it, the enchantment takes place. Gifts that are "planted" or forced upon a mortal are not gifts, and violate the spirit of enchantment.

Generally speaking, the Storyteller should keep in mind that most mortals have no reason to suspect that a changeling is trying to enchant them, unless they are especially superstitious or aware of the existence of the Kithain.

Most people look upon tokens as simple and charming gifts, and accept them out of politeness if nothing else. Mortals who know about changeling culture and customs (such as some of the Autumn People and superstitious country folk) follow the rule of never accepting any gifts from someone who might be fae to protect themselves from falling under the sway of enchantment. The legend of not accepting food or gifts in the realm of the fae has its basis in fact.

A token does not have to be designed for a particular person, and someone other than the intended recipient who accepts the gift of the token can be enchanted by it. For example, Higgins the boggan bakes some of his enchanted cupcakes for one of his mortal neighbors and puts them on a plate to cool. Another mortal friend drops by to visit, and asks if she can have a cupcake. Higgins absently says yes, and before he knows it, his friend is enchanted.

If it becomes an issue of how long a token lasts before being accepted, the Storyteller may make a judgment based on the nature of the token. Perishable tokens (like food) will last until they would naturally spoil, while other tokens might endure until they are used or broken. A changeling can even break or eat an unused token in order to extract the Glamour from it for his own use. Such tokens can be considered dross until they are used.

Forced Enchantment

A changeling can also briefly enchant a mortal by using Glamour to overcome the mortal's Banality. This requires only the expenditure of a point of temporary Glamour and a roll of the changeling's Glamour against a difficulty of the mortal's Banality. If a mortal is carrying or wearing anything made of cold iron on her person, the difficulty to forcibly enchant her is increased by one. A single success is enough to enchant the mortal. Kithain use this method of enchantment when a mortal has to be enchanted immediately and there is no time to prepare a token, or when a mortal must be enchanted against her will, usually so she can be more easily affected with cantrips or chimera.

A forced enchantment lasts for a fairly short time, usually about an hour, although the time can vary from one mortal to another depending on her Banality and personality. As with many things Glamourous, the time is rarely consistent. For most purposes the Storyteller can assume the enchantment lasts for the duration of the scene that it takes place in, and perhaps longer as the story demands. One of the reasons changelings prefer not to use forced enchantment is the fact that it provides so little return for their investment of Glamour. The mortal's Banality quickly reasserts itself, and the Mists cover her memories of the enchanted experience.

Forced enchantment can come as quite a shock to a mortal, especially if she is suddenly confronted by hostile





Kithain wielding chimerical weapons or chimera like dragons and griffins. Even under more pleasant circumstances, being pulled suddenly into the world of the fae can be a shocking experience for a mortal, especially one with high Banality. Changelings prefer not to use forced enchantment on mortals they like and trust for fear of harming them with the sudden shock to their senses.

Effects of Enchantment

For all intents and purposes, an enchanted mortal can interact with the world of the faerie just like Kithain. Simply seeing a changeling's fae seeming can be quite an experience for the newly enchanted. Add in the chimerical natures of buildings and landscapes, any chimera the changeling is carrying, and a few curious chimerical critters, and it's no wonder that shock overwhelms many mortals. Depending on where and when the mortal is enchanted, the scene might appear as a fantasy version of the mundane world, or an even more nightmarish rendering of the already dark Gothic-Punk reality. A mortal's first experience of being enchanted will color her future opinions of enchantment and the Kithain, depending on how much she recalls of the whole experience when the enchantment ends.

Enchanted mortals can be affected by cantrips without any need for the caster to overcome their inherent Banality, which has already been done by the enchantment itself. This can be a benefit in the case of cantrips like Heather-Balm or Oakenshield, or it can be quite dangerous if the changeling intends to ensnare the mortal's heart or transform her into something else. Unseelie (and even a few Seelie) changelings can use Haunted Heart and Captive Heart to make the enchanted their slaves, especially if they bring the mortal into a freehold where the duration of the enchantment is suspended. Such people simply disappear and return years later looking not a day older and with fuddled memories of what actually happened to them.

Enchanted mortals are all but helpless against cantrips, which makes enchantment so fearsome to hunters and those who oppose the Kithain. They fear it as much as (or more than) death, since they know that becoming enchanted means falling under the sway of their enemies. Some changelings simply toy with an enchanted hunter, leading him astray and tormenting him with pranks before letting him stumble out into the Mists. Others, particularly the Unseelie, are not so kind to hunters they enchant. They prefer to terrify their enemies with nightmare visions, sending them screaming into madness, or kill them outright. Redcaps are especially effective at seeing that the bodies of such unfortunates are never found.

The Experience of Enchantment

The result of enchantment is unpredictable at best. It's impossible to tell how any given mortal will react to experiencing the world of the Kithain for the first time. Some see their dreams brought to vivid life, while others find only horrors or weird hallucinations that challenge their beliefs in mundane reality. Changelings are advised to "cultivate" carefully before planting their seeds of Spring, but in the end, even they can never really tell what's going to happen. It is enough to make some changelings at least a little cautious about enchanting their friends and loved ones for the first time.

Enchantment can be a good trip or a bad trip, but it's always a trip. Some are inspired by their experience, and some are driven mad. Being exposed to the Dreaming is certainly never a dull ride. Only the most banal mortals can react to being enchanted with disregard, and even they may find themselves somewhat shaken by the experience.

Of those mortals who are aware of the existence of changelings, many see enchantment as a threat. The rationalists among the Autumn People consider enchantment to be some kind of delusion created through hypnosis or some kind of chemical. They, like Ebenezer Scrooge, doubt the evidence of their own senses, and attribute enchanted experiences to "a bit of bad beef, a blot of mustard, a crumb of cheese, a fragment of an underdone potato," or something else they can understand, rather than admit that faeries exist.

Changeling hunters who believe all Kithain to be threats to humanity consider enchantment to be an attack, a means for changelings to gain control of a helpless mortal's senses and drag her into their own shadowy realm. These hunters avoid contact with any potential tokens with considerable paranoia, and will either attack or flee from changelings who forcibly enchant them.

Inspiration

Many mortals find the experience of being enchanted awakens their imagination and fires it with the power of Glamour. They feel refreshed, renewed and inspired by the experience to create new things. The crushing weight of Banality is lessened on them, for at least a little while.

Enchantment can be used to "jump start" a mortal's efforts to create and produce a Reverie. It is somewhat like priming a pump, in which a changeling invests a bit of Glamour to enchant the mortal in hope of a greater return of Glamour when the enchantment helps inspire the dreamer. If a dreamer is enchanted, she may make an appropriate Attribute + Ability roll (difficulty 6) to

determine when she will feel inspired to create again (see the **Changeling** rulebook for more information).

Of course, regularly enchanting a mortal produces potential problems of its own. Changeling muses may find dreamers they frequently enchant in danger of becoming Dream-struck or slipping into madness from their experiences with the fae world.

Madness

Some mortals are driven mad by the experience of being enchanted. Their banal minds simply cannot deal with the Dreaming, and they snap. This is generally judged by the amount of Banality the mortal possesses; the more banal the mortal is, the more likely that enchantment is a threat to his sanity. Some Unseelie enjoy driving mortals mad; other fae are more careful about who they enchant since there is always some risk.

As always, the Storyteller has final say on which mortals are driven mad by the experience of being enchanted. As a general rule, such madness is fairly rare, and happens only to the most banal mortals. Whenever a mortal is enchanted, the Storyteller should roll the mortal's Banality against a difficulty of 10. Each success causes the mortal to experience one level of Bedlam (see **Changeling: The Dreaming**). One success results in the first threshold of Bedlam, two in the second, and three successes push the mortal over the third threshold into total madness.

Worse yet, the effects of this madness are cumulative. A mortal is enchanted once and gains one success on the Banality roll, causing him to slide over the first threshold of Bedlam. If he is enchanted again at a later date and scores two successes on the Banality roll, he is pushed over the edge into madness.

The unsettling effects of madness wear off over time as the mortal's memory becomes obscured by the Mists. Storytellers can use the Mists Chart (see **Changeling: The Dreaming**) as a guideline for how long it takes for one success from the Banality roll to fade. A mortal with a fairly low Banality will get over the mind-wrenching experience more quickly than someone with a high Banality, who might require years to recover fully from the experience.

Different Kinds of Enchanted

The enchanted come in as many varieties as regular people. Changelings choose mortals as companions and friends, and almost any person can be enchanted, depending on their level of Banality. Even people in traditionally

banal roles (lawyers, psychiatrists and such) can be enchanted if they have enough of an open mind.

The enchanted also serve many different roles for changelings. They can be servants, helpers, contacts, lovers, protectors, guardians, inspiration or infatuation. Some changelings become very attached to mortals they have enchanted, while others may prefer to "enchant 'em and leave 'em." Some Kithain work, live and play with mortals, while others retreat from them into their freeholds. Mortals represent the dangers of Banality and forgetting, but also the chance to recover a lost one and put her in touch with the Dreaming once again.

Retinues

The most common of the enchanted are the retinues of the Kithain. Many Kithain, particularly the nobles, maintain enchanted mortal servants for themselves. Since the Accordance War, most commoner changelings have been unwilling to blindly serve the nobility, so Kithain nobles exiled on Earth make do with human servants to make up their courts and retinues. Commoner changelings have taken to imitating nobles on occasion by having retinues. Others simply desire to have the help of a few humans and reward them with the gift of enchantment, welcoming them into their homes as friends and family rather than servants.

Sidhe nobles often have fairly large retinues, sometimes as many as several dozen enchanted mortals to maintain the great holdings and courts that the nobles demand as befits their stations. Many of these mortals are chosen from those that the sidhe encounters in her daily life, mortals who are sympathetic to the Kithain and will be loyal to their sidhe liege. Sometimes a sidhe (Seelie or Unseelie) is simply taken with a mortal she encounters, and she quickly enchants him and spellbinds him to serve in her retinue. Such people disappear without a trace, although wise sidhe make use of cantrips to fake the mortal's death and dissuade investigations by the authorities.

Enchanting such a large group of mortals requires a great deal of Glamour, which is why most noble retinues live within the bounds of the noble's freehold or that of the noble's liege lord. In the freehold, the enchantment upon the retinue remains permanent and requires no further Glamour from the noble to maintain it. Unfortunately, this means that the members of the retinue leave the freehold rarely, if ever, since the enchantment might be broken and cause them to wander away, their memories of service shrouded by the Mists. Nobles prefer to use kinain or changeling servants to perform errands outside of the freehold for them, since they are less likely to fall victim to the Mists while they are away.

Of course, keeping enchanted mortals in a freehold continuously is an invitation for them to become Dream-struck. Longtime servants may either be sent away for a time to recover their wits, or be ejected from the freehold if they can no longer be of use to their patrons. The Unseelie in particular are known for such cavalier treatment of their mortal servants; after all, there are always more mortals.

Former mortal servants have recollections of going to a party, or taking a walk in a lonely place, falling asleep and having a marvelous dream of the faerie court and all of its doings. When they awaken, they discover that days, months, sometimes even years have passed by in what seems to have been only a few days for them. The rest of the world has gone on while the mortal seems not to have aged or changed at all since she disappeared. Human doctors and therapists are baffled by the appearances and memories of these "Rip van Winkle" cases, and the Dauntain keep a close eye on such mysterious reappearances as a possible sign of changeling activity.

Commoner changelings have different views on retinues. Most prefer to surround themselves with small circles of friends as opposed to servants. Seelie commoners might enchant a few mortal friends or allies from time to time to enlist their aid or to offer them help or insight. They may even have some enchanted mortals living with them in a freehold, but this is generally quite rare, since space in freeholds is limited and is usually taken up by the nobility and their retinues. Seelie commoners also tend to be more cautious about the dangers of members of their retinues becoming Dream-struck, and rarely keep them enchanted for very long.

Unseelie commoners consider mortals nothing more than toys or nuisances. They might enchant a mortal for a night of fun or torment, but they rarely bother with mortal servants. An Unseelie might take an interest in a particular mortal and decide to enslave her for a time before dumping her back on the street, but most can't be bothered with mortals as anything other than prey.

Muses

Changeling muses and their dreamers have a special relationship among the enchanted. Changelings are strongly drawn to artistic and creative people as founts of Glamour, and work with them to encourage their talents and expression, acting as muses and inspirations. Within some rare humans — perhaps one in a hundred — is the spark of Glamour, the connection to the Dreaming that allows them to truly create something new.

Enchantment is actually a fairly rare tool for muses, because it requires an expenditure of Glamour in the first place, and because the experience of being enchanted can sometimes overwhelm a creative mind. Most muses prefer

to operate behind the scenes and inspire through example and their personal relationship with the Dreamer rather than such comparatively crude methods as enchantment.

Of course, there are those changelings who think that Glamour is made to be used, and that "you have to spend some to make some." Even these, however, must take into account the potential effects that enchantment has on the mind and spirit of a dreamer. The risk of madness is a very real one, even among open-minded mortals such as dreamers, and a changeling who really cares about a dreamer enchants with great care.

The other danger of enchanting a dreamer too often is the confusion between the source and the creation. Many dreamers who learn about the nature of Glamour and the Dreaming become obsessed with the idea of creating Glamour. They value their special ability to create that which is wondrous and new so much that they ultimately focus more on the idea of creating Glamour than art. Ironically, this means that whatever they create is drab and commercial, their idea of what is Glamorous rather than an expression of the true Glamour in the human spirit. The Storyteller can use this factor as a means of keeping changelings from too often "priming the pump" of a dreamer through enchantment. Consider a dreamer who falls victim to this syndrome the same as one alienated by a botched inspiration roll.

Mortal Love

Love for a mortal is the most dangerous and tragic of changeling love stories. Unless mortal lovers are enchanted, they can never know their changeling loves for what they truly are. Their fae nature separates changelings from their mortal partners; they are part of a world that most mortals simply cannot understand and cannot long be a part of. The conflict this raises in both the Kithain and the mortal is the subject of many great tragedies among the fae.

Some changelings decide to enchant their mortal lovers so that they can experience the world of the fae for themselves, as well as their lovers' true natures. This often ends in disaster, with the mortal shocked or repulsed at the true mien of her lover, or driven to madness by the revelation of the fae world. No changeling enchants a mortal beloved without serious consideration of these dangers.

Sometimes a enchanted mortal lover gladly accepts the truth about the changeling beloved. Even then, the relationship is strained and tested by the demands that are placed on both partners. The mortal cannot long recall the truth before the Mists take over and render the experience little more than a dream. The changeling must spend more and more time in mortal society to be with her love, away from the protection of a freehold.



Bringing an enchanted mortal lover into a freehold would seem to be an ideal solution, allowing the enchantment to continue forever and the lovers to live together happily, but it rarely works out so neatly. The mortal still risks the possibility of becoming Dream-struck, a hollow shell of the person the changeling loved, and few Kithain can bear to see their lovers suffer such a fate. Mortals also find themselves pining for the life and the world they have left behind, torn between their loves and the wish to belong. Many ultimately choose to leave and return to the world where they belong, forcing the couple to part.

Some rare couples manage to find a happy balance between the mundane and fae worlds, but these are few and far between. The Mists often come between such couples, and the changeling must struggle with a partner who must often be distant and apart from the world of the fae.

Most rare of all are the stories of changelings who feel a love so great for their human partners that they willingly give up their fae natures in order to live together with them in the mundane world. The changeling willingly passes his fae mien on through the Dreaming to another and becomes mortal forever after. These sacrifices make up some of the greatest love ballads and stories of the Kithain, and a fae spirit marked by such a great and noble sacrifice is said to be forever changed by it in its later lives.

Enchanting Kinain

With their Faerie Blood, kinain can be more easily enchanted than mortals for longer periods of time, even against their wills. This presents certain advantages for both changelings and the kinain such that kinain are very commonly enchanted.

Much of the time, these enchanted kinain are valued servants, retainers and even champions of a Kithain household or motley. Those with some faerie heritage acclimate more easily to the fae realm, and are usually less shocked by the experience than other mortals. Their ability to remain enchanted for longer periods of time outside of a freehold makes kinain the preferred mortal agents to operate outside the bounds of a faerie holding for any length of time. This gives the kinain more mobility and freedom than other mortal servants, who either remain in a freehold until they become Dream-struck or else are simply enchanted for a few days and then enveloped by the Mists once again.

There are some kinain who are not so fortunate to become valued companions or retainers. The kinain's susceptibility to being enchanted is often used by unscrupulous changelings to acquire useful slaves and servants without the need for tricking a mortal into accepting a token for enchantment purposes. These kinain are forcibly enchanted by changelings, spellbound through the use of cantrips (which

are also more effective on enchanted kinain) and brought into the bounds of a freehold to become the servants of their new faerie masters. Most of these unfortunates rarely leave the freehold, although they are sometimes used for short errands outside, since it takes considerable time for the enchantment to wear off.

Enchanted kinain have the most potential of all the enchanted to learn about changeling society and the powers of Glamour. Kinain can even learn Arts and Realms if they can find a teacher, using their own limited Glamour and any they can acquire from Kithain or sources like dross to perform their own magic. There are Kithain ballads and stories of kinain slaves sneaking into the libraries of their Unseelie masters and learning the magic necessary to escape. Such feats are rare, but kinain skilled in the use of Glamour do exist, and changelings respect their power and ability.

Enchanting Beasts

Humans are not the only mortal creatures that can be enchanted through the power of Glamour. Ordinary animals can also be invested with some of a changeling's own Glamour; many of the faerie beasts of legend, like the *cu sith* (faerie hounds) or the faerie cows of the Dun Hills, were in truth enchanted animals.

To enchant an animal, the changeling must have that animal's trust in some degree. The most common token used to enchant animals is food, since even suspicious beasts will usually accept a gift of food if it is presented properly. Other tokens include enchanted collars and even animal clothing like doggie sweaters that have been invested with Glamour.

A beast that is enchanted gains all of the benefits of a mortal human being enchanted; they can see and interact with a changeling's fae mien as well as any chimera, and they are more easily affected by cantrips. Childlings often enchant their family pets as companions or helpers, and can even speak with them through the use of the Primal Art. Such creatures are very loyal friends, and many a family dog has protected his young master from a hostile chimera while under faerie enchantment.

Animals' minds are not affected by enchantment like human minds are. Beasts live in a nonrational world, so the experience is not as frightening or disorienting for them. Beasts have no risk of madness from being enchanted, and there are legends that suggest that a beast enchanted often enough can even develop a fae nature of its own, becoming a kind of animal changeling, a true faerie beast with considerable intelligence and wisdom. Such beasts become boon companions and advisors of the Kithain who "awakened" them.

Enchanting Supernaturals

Generally speaking, the Kithain avoid contact with the other supernatural inhabitants of the World of Darkness. Many of these supernaturals can see or sense a changeling's true nature, and some even prey on changelings and their freeholds. Many Kithain believe they are unable to confront other supernaturals directly, although an angry troll protecting his charge is nothing to scoff at. Most prefer to use the powers of Glamour and the Mists to conceal their presences from others and operate from behind the scenes, avoiding direct contact and confrontation. Enchantment is used with care, since revealing Kithain existence to the other supernaturals takes a terrible risk, even after the Mists (which affect the other supernatural denizens just like mortals) move in.

Vampires

Changelings prefer to avoid the Children of Lilith when they can, using their cantrips and the Mists to conceal themselves right under the bloodsuckers' very noses sometimes. Some sluagh and members of the Unseelie Court are said to traffic with vampires such as the Nosferatu from time to time, but always on the fae folk's terms. Such

contact usually involves the exchange of secrets and gossip about the mortal world, since the Kithain have no interest in the intricate maneuverings of the Jyhad.

Changeling blood has an interesting affect on vampires who drink it. Because Kithain blood carries some of the Glamour, drinking the blood acts as a kind of token to enchant the vampire who drinks. Each Blood Point drained enchants the vampire for one hour, with all the benefits therein.

This experience can come as quite a shock to the unprepared vampire, and vampires risk madness much like enchanted mortals. The vampire must make a Courage roll against a difficulty of 3 + the number of Blood Points taken. Failure indicates that the vampire enters the second threshold of Bedlam. A botch indicates that the vampire enters the third threshold of Bedlam and gains a Derangement to boot.

The one exception to the limited interaction between the vampires and the Kithain are the Malkavians. The Malkavians are all insane by nature, making them very close to the source of Glamour and the Dreaming. With their madness comes insight into the nature of the fae and their world, and Malkavians themselves can prove to be a source of Glamour.

Some changelings, particularly the Unseelie, patronize certain Malkavians as muses, encouraging the vampires to spread their madness through more and more creative





pranks. A changeling muse can inspire a Malkavian to such heights that a Reverie can be achieved and the changeling can gather Glamour from the prank. Malkavians are also immune to the Bedlam-inducing properties of changeling blood. In many ways, Malkavians exist in a permanent state of Bedlam, so the madness of the Dreaming does not disturb them.

Intentional enchantment of vampires is rare among changelings. Even Malkavians are not often enchanted because the Kithain prefer to conceal their existences and true abilities. Muses work behind the scenes with their Malkavian protégés, and protect themselves with the veil of the vampires' madness; anything that the Malkavians tell others about their "faerie friends" will likely be considered a creative delusion at best.

Werewolves

Of all of the other supernaturals, the Kithain have the most contact with their Prodigal cousins, the Garou. Most of the Changing Folk are too occupied with their own battles to concern themselves with the affairs of the fae, and most changelings prefer to avoid being drawn into the werewolves' endless war, but there still exist ancient ties between the two peoples that can be called upon in time of need. The Fianna tribe in particular honors their ancient bonds of trust with the fae, and many of their Gifts concern interacting with them (see **Werewolf: The Apocalypse** for more details).

In general, Gifts that affect spirits also affect chimera, provided that the Garou is able to see or sense the chimera, either with a Gift or through being enchanted. This makes Garou warriors and shamans quite effective against chimerical foes.

Garou are also easier to enchant than mortals, much like kinain are. Changelings can enchant any Garou they can see with a simple expenditure of Glamour, and the enchantment lasts for twice as long (two days per point of temporary Glamour used). Their Prodigal fae natures and experiences with the spirit world make Garou immune to the dangers of Bedlam or becoming Dream-struck. Even Garou unfamiliar with the fae are used to the idea of visions and spirits, so these come as no shock to them.

Although some Kithain look down on the Prodigals, there can be no doubt of the Garou's reputation as fierce and honorable warriors, and Garou allies are often welcome in freeholds. The Fianna in particular often know the local changelings and their freeholds, and may sometimes call upon them for aid. In the same way the changeling liege of the area may request members of the Fianna to aid the Kithain as needed. Neither side calls upon such favors lightly, but the bonds of honor and mutual protection are regularly renewed in the courts of the Kithain and the caerns of the Garou.

Mages

Although Tradition mages fight against Banality in their own way, the Kithain prefer to avoid all mysticks as much as possible. Mages are usually power-hungry, and their conflicts are far more complex than any changeling wants to become involved in.

The Technocracy especially is the very essence of Banality, and most technomancers are so banal that changelings avoid them at all costs. This is wise, considering that the Technocracy is interested in acquiring more information about the fae, most likely by allowing the Progenitors to dissect a few of them for study.

Mages can be enchanted in the same way as mortals, but the power of their magick allows them to attempt to resist with a successful Willpower roll (difficulty 7). The mage must gain one success for each point of Glamour spent to enchant her.

Mages can use the Spirit and Prime spheres to interact with things of Glamour and chimera. Most mages consider chimera just another kind of spirit and sources of Glamour a means of gaining Quintessence. Freeholds are carefully hidden from mages for fear of Quintessence raids, and even a well-trusted mage is not shown the location of a freehold lightly. Doing so is considered a serious violation of the Right of Safe Haven and the protection of the freehold.

For the most part, changelings avoid enchanting mages; such people are simply too powerful, too inquisitive and too dangerous. Some few changelings seek to become muses to certain mages in hopes that their insights into the nature of reality can bring about a steady flow of Glamour, but such changelings play a dangerous game of having their own secrets pried from them by the mysticks.

The Restless Dead

Most changelings have nothing to do with wraiths. The Restless Dead are not of the mortal world and not subject to the powers of enchantment or Glamour. By the same token, wraiths usually have very little to do with the Kithain. There are a few exceptions involving changeling/wraith cooperation, however.

Some members of the Unseelie are said to have dealings with ghosts and spirits; these wraiths are often unfortunates drawn into the web of the Unseelie or, more commonly, Spectres. The slaugh have the ability to see and speak with any wraiths in their immediate area by spending a point of temporary Glamour. Wraiths and sluagh have a great deal to talk about, usually exchanging information for assistance, such as running certain errands best accomplished by living hands, or having the wraith spy in the places where not even a sluagh can squirm. It is said that some very powerful sluagh

can even bind wraiths to do their bidding, but such things are considered only rumor (particularly by the amused sluagh).

Slaves

A number of fae are known for making mortals (both kinain and ordinary humans) into enchanted slaves. Unseelie are the worst purveyors of this, although a few Seelie have indulged in the practice as well. The victims are taken into the freeholds until they become completely Dream-struck, whereupon they are dumped back into the world to be robbed of their memories by the Mists. The entire effect is one of years passing in a single, terrible night.

Unfortunately, a few of these people try to discover the truth of what happened to them. The truth does hurt, though, and this leads some to becoming hunters. This in turn has led some Unseelie to advocate killing mortal slaves when they are "used up" and too Dream-struck to be useful, so that they cannot turn against their former masters.

Although slaving is not specifically spoken of in the Escheat, many changelings feel that it is a violation of the mortal Right to Dream, since being spellbound in a freehold limits a mortal's vistas considerably. Others argue that it puts mortals more in touch with their own inner Dreaming, but since this produces no Glamour, it is a somewhat hollow argument. Generally, open slavery is not tolerated in the sidhe courts (especially the Seelie), but it is difficult to tell at times if a mortal retainer is in a noble's service by her own free will or due to enchantment.

Some changeling motleys have taken it upon themselves to liberate mortal slaves from the control of their masters. As long as the changelings protect the Dreaming and see that the liberated mortals do not turn against the Kithain, this practice is politely overlooked by the nobility, since the slavers do not wish to expose themselves, and the other lords and ladies silently approve of the liberators' activities.

The Enchanted in Freeholds

Life in a freehold can allow an enchanted mortal to remain that way effectively forever, although most mortals rarely last so long in the fae world. Mortals brought to dwell in a freehold with their changeling patron are especially favored, for they do not age while within the confines of the freehold.

Some mortals have lived in freeholds for a very long time, and would hardly recognize the outside world. Others are eventually returned to the world many years later with little or no memory of what happened to them courtesy of the Mists, a mystery that baffles many health professionals



treating these former enchanted and fuels the fire for faerie-hunters who believe that the kith prey on humankind.

Because space in many freeholds is limited, mortal residents of a freehold are not too common. Usually they are the servants and retainers of the important sidhe nobles of the freehold along with a handful of well-liked mortal advisors, allies or champions.

Fortunately enchanted humans do not draw any Glamour from the wellspring of the freehold, so they represent a minimal drain on the freehold's resources. This allows more mortals to dwell in the freehold than would ever be allowed for Kithain. The larger and more important the freehold, the larger the pool of enchanted servants and helpers in residence. The sidhe insist on maintaining a certain standard of living for themselves if at all possible.

An enchanted mortal who has dwelled in a freehold for any length of time learns a fair amount about Kithain society, the customs of court and even some of the intricacies of court politics and gossip. According to the sluagh, there is no better source of court gossip than the wagging tongues of the court's human servants (unless they have been spellbound not to speak of what they hear, but there are always ways around that).

Most humans living in a freehold are happy with their lot. Many were rescued from unpleasant or banal lives in their own world, and brought into the world of the fae by their changeling patrons. Some still long for the world they left behind, but most consider themselves better off than their fellow humans by being closer to the Dreaming.

Other enchanted find themselves in a freehold at the whim of a changeling master who has spellbound them to serve as slaves. These folk (when allowed to have a thought of their own) are unhappy with their captivity and desire escape or revenge against their masters. The Unseelie are very careful to keep control of their mortal slaves to prevent them from rising up against them.

Officially, the royal courts of Concordia do not allow enslavement of mortals by edict of High King David. However, the practice continues in the shadows, and is overlooked by the sidhe nobles of both Courts so long as it remains discreet and does not threaten the safety of the freehold.

Becoming Dream-struck

*Row, row, row your boat,
Gently down the stream,
Merrily, merrily, merrily,
Life is but a dream.*

— traditional children's song

The main reason a mortal leaves a freehold (other than her changeling patron becoming bored with her) is when she becomes Dream-struck. The nature of the Dream-

ing can eventually overwhelm mortal or kinain minds when they are exposed to it for too long.

Like Bedlam, the victim passes three thresholds of becoming Dream-struck, slowly losing herself in the warm embrace of the Dreaming. Eventually, the victim lapses into a state like a waking dream, where she does nothing but sit and stare dreamily off into space with a silly smile on her face. The amount of time this takes to happen is generally based on the mortal's Banality. Which mortals will become Dream-struck is difficult to determine. Some mortals live in freeholds for years without problems, while others become Dream-struck quite rapidly.

Just as with Bedlam, the Storyteller has complete control over the process of a mortal becoming Dream-struck (even more so if the mortals are not player characters). It can be used as a means to balance the power of enchanting and to make a changeling pay close attention to the status of his mortal retinue.

As a general guideline, the Storyteller should make a Banality roll for the mortal for each month he is kept enchanted (difficulty 8). This includes time spent in a freehold. A failure indicates that the mortal enters the first stage of being Dream-struck, while a botch indicates that he immediately falls into the third stage and becomes completely Dream-struck.

This means that, generally speaking, more banal individuals are less vulnerable to being swept up and lost in their inner Dreaming. Exposure to a great deal of Glamour or many chimera might require more frequent Banality checks; a mortal who is "insulated" from some of the more fantastic elements of life in the freehold may not need Banality rolls so frequently.

First Threshold

The first signs of a human becoming Dream-struck are an increasing amount of daydreaming and a distracted air. She may become enraptured watching a sunrise or studying the dew on the petals of a single rose, unaware of anything going on around her. The human is given to increasing flights of fantasy and a fascination with all things of Glamour.

While this is not unusual among enchanted mortals in a freehold, it can begin to interfere with the human's ability to function. The mortal quickly snaps out of this dream state with a touch or a word to get her attention.

Second Threshold

The second level pushes the mortal even deeper into the world of her own dreams. She sleeps a great deal and is difficult to awaken. She may notice elements of her own

daydreams appearing in a waking state out of the corner of her eye or in mirrors and other reflective surfaces.

The mortal slowly loses the ability to distinguish between dreaming and waking states, and believes that she is dreaming even while she is awake. Things around her seem to take on an increasingly unreal quality, and the mortal begins to display a certain reckless courage regarding danger because none of it is quite real to her.

Some mortals make it as far as this threshold without their condition being noticed, especially if their changeling patron cares little about their welfare. Some such mortals are injured or killed because they take risks they shouldn't; their normal fears and good sense no longer holds their other impulses in check.

Third Threshold

At this point, the mortal becomes completely Dream-struck. She falls into a waking dream created from her own inner Dreaming, and from there into a catatonic state where she does nothing but sit and stare happily off into space. She may interact with people in the waking world, but even under the best of circumstances she is sluggish and nearly incoherent, viewing everything as part of her dream.

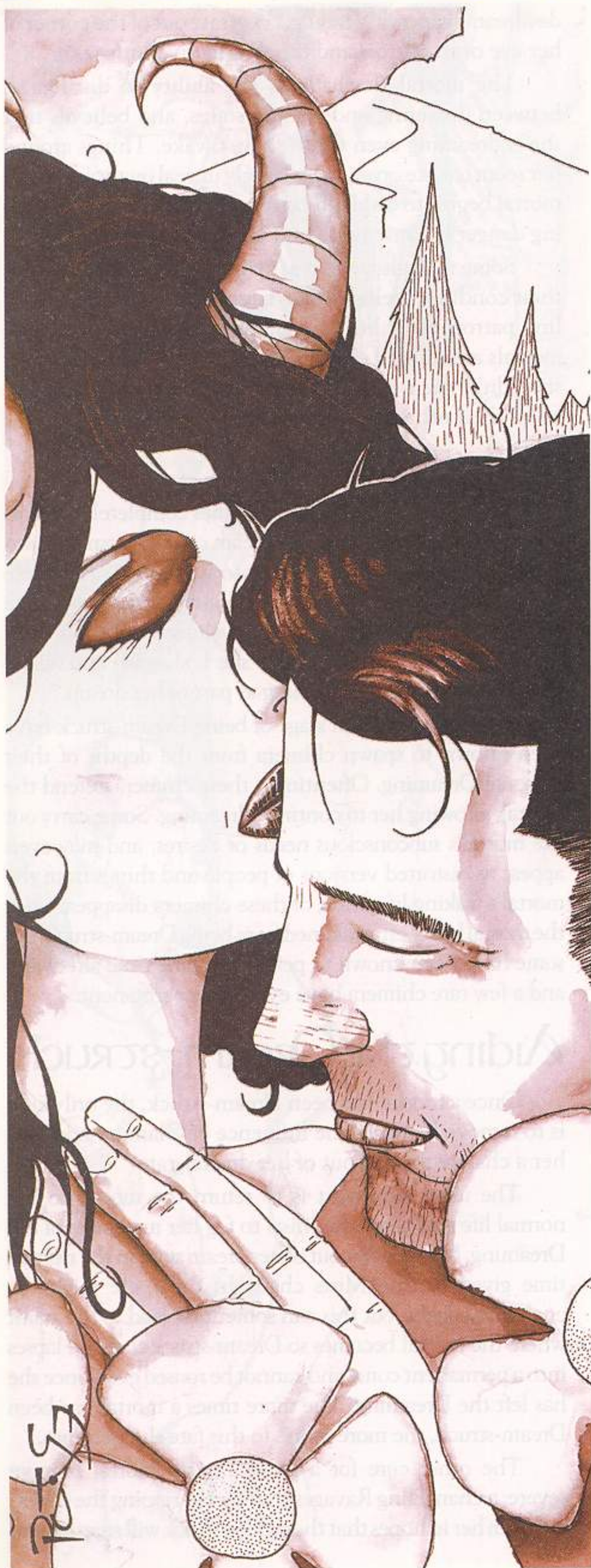
Mortals in the final stage of being Dream-struck have been known to spawn chimera from the depths of their personal Dreaming. Oftentimes, these chimera defend the mortal, allowing her to continue dreaming. Some carry out the mortal's subconscious needs or desires, and may even appear as distorted versions of people and things from the mortal's waking life. Most of these chimera disappear once the mortal has been awakened from being Dream-struck, but some have been known to persist for some time afterward, and a few rare chimera have even been permanent.

Aiding the Dream-struck

Once a mortal has been Dream-struck, the only cure is to remove her from the influence of Glamour and give her a chance to snap out of her dream state.

The usual treatment is to return the mortal to her normal life and allow the Mists to fog her memories of the Dreaming, bringing her out of her dream state in the normal time given on the Mists chart. In time, she might be enchanted again, but this can sometimes lead to the point where the mortal becomes so Dream-struck that she lapses into a permanent coma and cannot be roused even once she has left the Dreaming. The more times a mortal has been Dream-struck, the more prone to this fate she becomes.

The other cure for a Dream-struck mortal is more severe; a changeling Ravages the mortal, ripping the Glamour from her in hopes that the sudden shock will snap her out



of her Dreaming, like a splash of cold water in the face. Unseelie often treat their enchanted slaves in this manner to acquire some quick Glamour in the process of “helping” the hapless mortals, but even they are cautious about the method because of the risks of acquiring more Banality from it.

If the Dream-struck mortal is successfully Ravaged, she immediately snaps out of her dreaming state, but must make a Banality roll against a difficulty of 9. Each success results in the mortal suffering from one level of Bedlam, and three or more successes drives the mortal over the edge into permanent madness. If no successes are rolled, the mortal is returned to the state she was in before becoming Dream-struck. A botch on the Banality roll means that the mortal is also no longer enchanted, and must be re-enchanted (risking additional madness).

Although this method is cruel and dangerous, the Unseelie find it more convenient than losing a useful servant to the mundane world. Many Unseelie believe if they’re going to lose them anyway, one might as well get something out of their worthless hides. Waste not, want not.

Epiphany

One of the important elements of relations between changelings and mortals is the creation and collection of Glamour. This section looks at the different methods of gathering Glamour and their effects on mortals, particularly the enchanted. Information on Epiphanies is given in *Changeling: The Dreaming*.

Ravaging

By far the simplest means of acquiring Glamour, Ravaging is also perhaps the most dangerous, because it forces the changeling to rely on his own Banality to rip the Glamour from a mortal dreamer. Overuse of Ravaging can not only deplete and destroy dreamers, extinguishing the spark of originality within them, it can also cause the changeling to fall into a spiral of increasing Banality and reliance on Ravaging to maintain his fae existence. Some changelings become like parasites that survive by destroying the dreams of mortals because of this.

Ravaging is technically forbidden by the Escheat because it robs mortals of their ability to dream, which is considered a basic right for all. It also threatens the long-term survival of the Dreaming, which is born from the collective creativity of humanity. The more this “pool” is Ravaged and fouled, the swifter and colder will be the coming Winter. Like many ecologically concerned, the doomsayers who claim that Ravaging will be the death of the Kithain and the

Dreaming are largely ignored by the Unseelie and those others who prefer the convenience of Ravaging.

In order to Ravage a mortal, the changeling must first establish some kind of relationship with him, usually through roleplaying (or use of the appropriate Social traits, if the Storyteller allows). The relationship need not be a complex one; a few minutes of flirting and conversation can be enough. The Storyteller has final say on what relationships are sufficient for any kind of epiphany. Once this relationship has been established, the changeling can Ravage the mortal at will with a simple touch.

Ravaging leaves the mortal drained and feeling tired, listless and apathetic. All of the passion and verve is taken from his manner. There are no usually no physical effects associated with Ravaging, although some sensitive mortals and kinain have been known to display physical changes following an extreme Ravaging or series of Ravagings, most often as an appearance of greater age, with wrinkles and gray hair appearing.

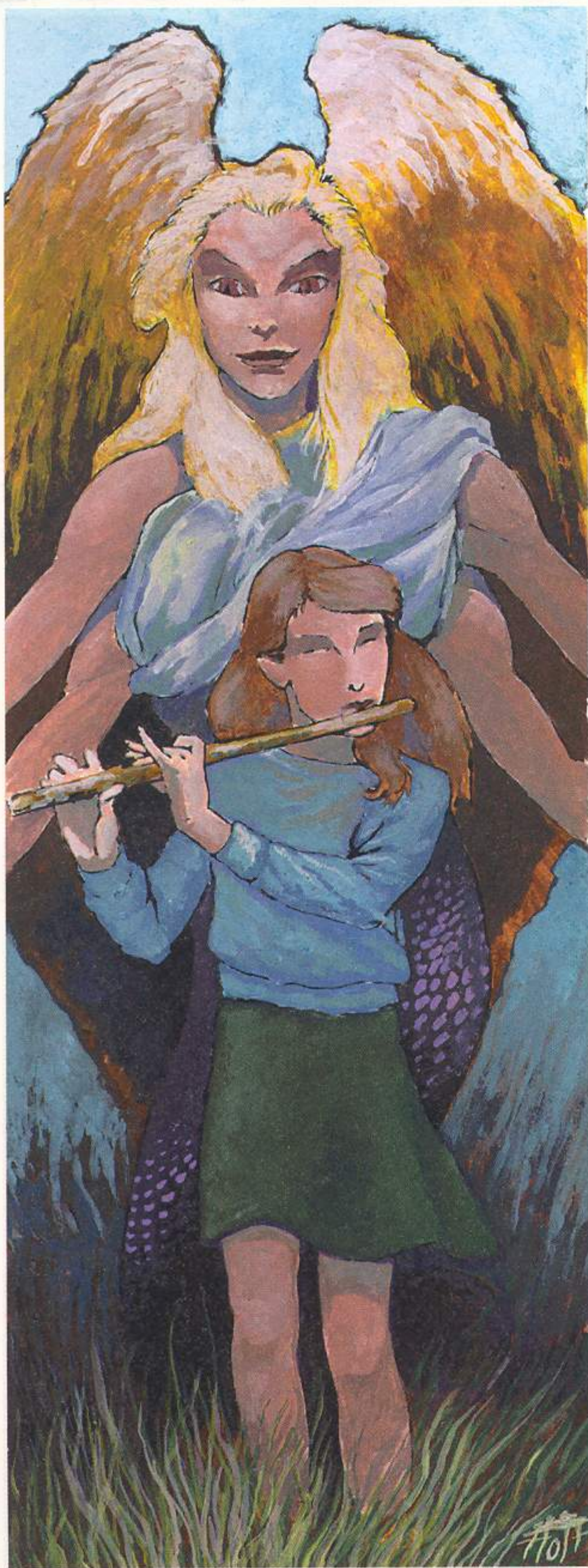
Once a human or kinain has been Ravaged, she is unable to do anything creative or passionate for a number of days equal to the Glamour points gained by the Ravager. She begins to recover after that period until an equal number of days has passed, at which point she is fully recovered. If Ravaged again before she is fully recovered, the mortal must spend even more time recovering from the Ravaging. A mortal who racks up 10 or more days of "recovery time" may (at the Storyteller's discretion) be permanently drained of the ability to produce Glamour and unable to recover. She is no longer a dreamer, and cannot be Ravaged again. This has led to the end of the careers of many artists and other creative souls who have been devoured by Kithain ravenously searching for more Glamour to sustain themselves.

There are certain differences in a changeling attempting to Ravage someone who has been enchanted. A changeling is automatically considered to have a relationship with anyone he has personally enchanted (with a token or forcibly), and need not further develop this if he likes.

Ravaging a mortal who is enchanted rips away the enchantment from her if the Ravaging is successful. The Glamour gained by the Ravager comes from any points used to enchant the mortal that have not expired before the mortal loses her own, providing a kind of buffer for the dreamer. The Mists immediately close in on the Ravaged dreamer once the enchantment is torn away.

So, if a changeling attempts to Ravage a mortal who has been enchanted with three points of Glamour, the Ravaging roll is made normally. The first three points of Glamour gained come from the enchantment itself, with the rest coming from the dreamer. If the changeling fails to completely drain the enchantment, it remains in effect but its





duration is reduced accordingly. So if the changeling had drained two of the three points from the enchantment, it would last for only one more day.

Rapture

The most difficult, but satisfying, source of Glamour is the Rapture, a union of a changeling's mortal and faerie natures to create something new from her own inner Dreaming. Rapture is a personal journey for the changeling, and does not involve mortals as anything other than a source of inspiration to spur the Kithain onward. Oftentimes the love of a mortal can be the catalyst for a changeling to reach conciliation with his own mortal side and inspire the creativity needed to achieve Rapture.

Waking from the Dream

Most people are only enchanted for a short time before the Glamour wears off and Banality exerts its hold over them once again. The Mists cause most such mortals to forget the details of their experience and recall their enchantment as a dream.

Children's Banality is low enough to completely recall their interactions with the fae. Many children with changeling friends continue to have adventures that their parents believe are only stories or games. Some even have chimerical "imaginary friends" that no adults can see or interact with. As children grow older, they believe less in such things and their Banality increases, causing childhood memories of a world of magic and fantasy to become blurred until even they believe that what they recall is nothing more than make-believe.

Very open-minded adults (those with a Banality of 5 or 6) retain vague memories of their enchantments, but are uncertain if the experience was real. They will find no support for any of their memories among most other people they encounter, causing most such mortals to keep silent about their experiences to avoid ridicule or persecution.

The kinain have a special connection to the Dreaming and the world of the fae through their Faerie Blood. Kinain should subtract their level of Faerie Blood Background from their Banality for the purposes of determining the effects of the Mists. Kinain recall more of their experiences with the fae, which makes them valuable friends and allies.

The more Banality a mortal possesses, the less she recalls about the experience of being enchanted. The most banal people recall nothing of their experiences with the fae, leaving great gaps in their memory or vague dreams at best. Some mortals may seek some kind of therapy or

treatment for these dreams, and usually find them pushed aside and forgotten altogether eventually.

This can cause complications if a mortal knows a changeling in both her fae and mortal seemings. A human friend of a changeling can have seen her fae mien, but recall nothing of the experience. It will most likely be chalked up as some weird dream that his friend was actually a faerie. He may even mention it to his changeling friend in passing (unaware, of course, of the truth of his words).

This saddens some changelings who have enjoyed the company of an enchanted mortal to know that she cannot recall the wonder of the fae realm. It also means that revealing the truth of the Dreaming to a mortal is usually a temporary matter unless that mortal is brought into a freehold, where she can remain enchanted.

If the mortal is enchanted again, she recalls all of her previous experiences with the fae, the memories bursting back into her consciousness. Adults may find themselves recalling encounters with changelings and chimera from their childhoods that they had long forgotten. More banal people find the memories somewhat hazy, but are able to recall what occurred to them the last time they were enchanted. Some changelings use cantrips to permanently erase or alter the memories of enchanted mortals to ensure they will not recall them (or not recall them correctly) the next time they are enchanted.

A mortal who has been enchanted more than once may gain a slight decrease in Banality, allowing her to be more easily enchanted in the future and to recall more about her fae experiences. However, Banality is also the shield that protects mortals from becoming Dream-struck, and they run the risk of becoming trapped in their inner Dreaming if they are enchanted too often, which then limits their ability to be enchanted in the future until they can no longer tolerate the touch of the Dreaming. For this reason, changelings take care not to enchant mortal friends too often.

Views on Enchantment

Enchantment is something of an issue for many Kithain. It is an ability that can and has been abused in the past, and can be dangerous to both changelings and the mortals they enchant. Some look on mortals as puppets and playthings, while others feel that enchantment is intended to share the wonder and truth of the Dreaming with as many people as possible. Uses and abuses of enchantment and the enchanted are supposed to be controlled by the nobles, but there is no real way to effectively police the ability. Many changelings give the nobles' proclamations lip service and

little else (although some elements don't give such edicts even that much).

Boggan

Seelie: All folk have some good in them, if you're willing to look for it. Most of the time all people need is a chance to open themselves up to things, and all it takes is a kind word or a thoughtful gift, just little things. Some folk have more trouble than that. They need more of a boost to see that there is still Glamour in the world for them. They are the ones who need the gift of enchantment the most. Enchantment is the greatest gift that we have to offer mortals because it gives them part of us and opens their eyes to see.

Our kinfolk are a source of strength, something to be valued like a good, solid home. They might not be as in touch with Glamour as we are, but they need our help all the more because of it. There is no crueler fate than to have the potential to touch the Dreaming and not have that potential set free because of the selfishness and shortsightedness of others.

Unseelie: Mortals aren't ready to deal with reality. They're just not equipped for it. So many of them go mad when they see things as they really are that it's not worth the effort, and the kinain are closer to being mortal than fae. Some of them might think they're ready, but they don't know what awaits them. Better the Glamour be reserved for the folk who really need it, to keep our hearthfires warm during the cold days ahead. Enchant the mortals that you must and leave the rest be.

Eshu

Seelie: I have traveled far and wide, and met many of our kinfolk. They range in all of the colors and shades of the rainbow, some good, some bad, others indifferent. They all have stories of their own. Sometimes, if the tale is a good one, I weave a bit of Glamour into my story and offer the kinain the gift of enchantment, for a while at least.

To show a mortal the endless vistas of our world in all their wonder is perhaps the greatest gift of freedom that can be given. With a simple token from my travels, I can open the eyes of a mortal to all of the many marvels there are to be seen. Some mortal folk are not ready to live out in the light, though; they are blinded by its radiance and must take shelter in the shadows of the Mists. Little by little, they can be shown the truth, even if it is only for a brief and shining moment.

Unseelie: The game of enchantment is one so old that it almost lacks sport anymore. Humans are so easy to trick into stepping into our world, where we hold all of the cards. Once they take that step across the threshold, they are ours

to do with as we please. A simple matter to befuddle them or spellbind them or convince them of anything you want. And best of all, once all is said and done, they recall little of what has happened to them. All in all, I prefer to make my marks the old-fashioned way, but for anyone looking for some sport or a quick score, there's nothing like it.

Kinfolk are nothing more than another tie to hold people down. We don't bother with such things, although I have encountered many kinain in my travels. Their ties to us mean that they sometimes have a better sense of our true nature, but most of the time it means that they are easier to trick with a simple spell or story. They hunger for any touch of Glamour, and most of them are willing to deal with anyone who they think can provide it.

Nocker

Seelie: Humans! Who can understand 'em? They're a !@#%\$ mystery to me. I've got no use for 'em one way or another. 'Bout the only thing that humans're good for is the fact that they appreciate good craftsmanship when they see it — most of 'em anyway. That, and they can usually take a good insult, not like those noble tight-asses. A few of 'em can be worth gettin' involved with, but be careful, 'cuz you never know what humans are going to do. They can be all fine and dandy one minute, but totally go off their heads if you don't watch out.

The kinain can be pretty !@#%\$* clever when it suits them. Not half so clever as us, of course, but they come up with some interesting ideas. Most of 'em have no eye for quality and wouldn't know a good idea if it bit 'em on the ass, but for every hundred of those losers there's one who's worth bothering to take the time to listen to. The rest of them just need to be taught to stay out of the &@#!ing way.

Unseelie: Most mortals wouldn't know how to find their own asses with both hands in broad daylight, and half-bloods are an even worse waste of space than the @#!\$ing goats. And enchanting them doesn't make them any smarter, either. About the only thing they're good for is lifting and moving heavy things around the shop from time to time, and even then you gotta watch them every minute to make sure they don't !@#%\$ things up. I've got better things to do with my time and effort than mollycoddle some !@#%\$ mortal who wants to play faerie for a while.

Pooka

Seelie: Enchanting mortals is some of the best fun of all! I mean, there's nothing like seeing the light of Glamour in a person's eyes when she looks at the world like she's seeing it for the first time. It captures the essence of mortals

that we love best, the child in everyone. And it can be even better, like most things in life, if it comes as a surprise.

Lots of mortals really want to be like us, and they have more fun with Glamour than a kid with a new toy. It's something that a lot of other fae have lost that we've always had. Of course, there are some mortals that are real sticks-in-the-mud who wouldn't know Glamour if it came up and shook their hands. You ask me, they're even more in need of a lesson in how to lighten up and have some fun! Play a few pranks on them, and teach them a sense of humor. If you find a mortal that has one, make friends with him, and get him to help you play a prank on the next one.

Unseelie: I almost don't know why we even bother investing Glamour in humans. Most of them wouldn't know a wonder if it came up and bit them. I know, I've done it many a time, and most humans didn't get the significance of it. Anyways, enchanting most of these poor slob just freaks them out. Sometimes a good freak-out can be just what the pooka ordered, but other times it just makes a bad situation worse. Don't waste the Glamour if you don't have to, although sometimes it's worth it just to get them to stop whining.

Most kinain need a real kick in the pants to show them what they've got and to get them to stop wasting it. Some of them can't handle the truth, and that's just too damn bad. The rest of them will thank you in the long run for yanking them out of their mundane rat-traps and showing them a little of what's really out there, that the world's wild and wonderful and not safe at all. We show our kin what's really going on and give them a chance instead of letting them sleep their lives away.

Redcap

Seelie: I don't bother mortals and they don't bother me, that's the way I see it. I don't have time to screw around enchanting saps except when they're being too boneheaded to deal with any other way. I treat 'em as the Escheat says, and that's that.

Unseelie: Fresh meat! If you're looking for a good game, it's worth joining up with one of the sidhe's Wild Hunts. There's nothing like chasing some mortal loser through the woods or the streets and listen to him tryin' to tell himself that it's all not real. There's some good sport with a human who walks through our turf alone late at night, too. Once you've got 'em on the other side, they're yours. Let the good times roll.

The kinain make a real meaty meal. They can be a feast, or you can pick at 'em for weeks for snacks. They ain't got the same protection as mortals do against being pulled into our world. Don't have to bother with all of that crap about gettin' 'em to take somethin' from you — just throw

in some Glamour, season with a few nightmares, and you got yerself a meal. 'Course, there's some says that kinain are almost too easy, that a steady diet of easy food can make ya lazy and rot your instincts, but they sure is good when you're lookin' for something quick and easy!

Satyr

Seelie: You can have some pretty fun parties with mortal friends, but for a *real* party, try enchanting them sometime and letting them loosen some of those mundane inhibitions! The Gift of Pan brings us closer to the Dreaming and holds the power of Banality back for a night at least, giving mortals a taste of what they're missing. The gift of enchantment is one of the finest that you can give to your beloved, so that you can show them the fabulous wonders of the world and sing to them of a beauty undying, like the beauty you see in them.

Kinain can be some of the best companionship you can find sometimes. They're often quite eager to experience things, and they have a... mortal quality that is compelling in its way. Unfortunately, like other mortals, they're only good for a twirl and not the dance, since it can be tiresome to keep them enchanted and away from their drab, mundane existences. Good people to party and enjoy time with, especially when there's a shortage of fae around.

Unseelie: Ah, enchantment is our finest art! It is the flute that we use to pipe the tune that brings mortals to us like rats. They thirst for a single drop of Glamour in this desert of Banality, and we provide it to them... for a little while, at least. Once they have had a taste of the wonders of our world, they can never go back to their simple lives without thinking and dreaming of what we have to offer. It always brings them back for more, whether they want to or not.

Kinain are so useful as fronts for setting up the very best parties to be found. They know all of the different ways to contact mortals who bury their deep, dark desires, and bring them together to release them in a celebration of wild abandon. A kinain who knows how to serve is valuable, worth a bit of the Glamour that we get from such occasions. Just a touch of the true power to remind him who's really in charge of the revels. There's nothing like a proud mortal begging you for what only you can give her and having her willingly yield up her Glamour for just another few hours of pleasure.

Sidhe

Seelie: Enchantment is the gift of Glamour that we give to mortals to help them understand us. It is the fanning the small sparks of the Dreaming into glowing embers within the hearts of humanity to sustain us all in the coming Winter. Those humans who are worthy can come and bask in the warmth of our hearthfires for a time and regain some of what



they have lost. It is our duty to see that the Dreaming is not extinguished here, and we can do so by warming the cold hearts of some of the humans we come upon.

Our poor kinain cousins are more mortal than fae, and it is important to remember that. Most kinain have no knowledge of what they are or who we are. They are like fire, a force that can be useful and illuminating on the one hand, but which can also burn anyone who gets careless enough to think that fire is their friend simply because it does their bidding. Some few kinfolk seem to have the mettle to be a part of our society, but even then they are a transient part, simply passing through in a dream before returning to their mortal lives.

Unseelie: Enchantment at least allows us to impart some spark of interest in the dull dishwater nature of humanity. It makes them useful and docile servants to attend our needs, and it can make a chase or hunt for human prey at least somewhat interesting by giving them a chance to know what they truly face. Most importantly, enchantment is power. It reminds humanity of the power of Glamour and the power we have over them. I know of few mortals who can be confronted with the true seeming of one of us and not quake in fear from it. Once they have been reminded of their place, these humans can make themselves useful.

Kinain are much like mortals, only with fae traits that make them more useful to us. They are easier to enchant and less susceptible to some of the dangers of the Dreaming that afflict mortals so easily. That allows them to serve us longer when we require it, and makes them more suitable to travel between our world and that of the mortals when a fae servant will not do. Their mortal nature insulates them from the cold touch of Banality, making them the perfect catspaws for handling banal matters safely, from a distance. And if a kinain should be taken from us by Banality, well, there are always more of them.

Slaugh

Seelie: Like the magical glasses of seeing, enchantment shows mortals the world as it truly is. Most people are not ready for such a gift. They prefer to wrap themselves in the comfortable blanket of Banality rather than risk the truth of Glamour.

Kinain dwell on the edges of faerie society just as we do, but they are mostly unaware of their nature and of their role in the great web of things, which we are not. Many kinain benefit from being shown what hides behind the curtain of mundanity, but some cannot bear the sights that are revealed when the curtain is pulled aside.

Enchantment shows mortals the truth, and truth is the only coin of value in this world. Make sure you get something equally valuable in return. Kinain often pass on secrets that they have learned, experiences of the mundane world that are so often overlooked by the Kithain

that can still be useful to us. Including the kinain allows us to cast our web farther than most can imagine.

Unseelie: The Mists are like a veil that conceals and protects mortals from the unpleasantness of the world, like a mask worn over a deformed and scarred face. Take that mask away, and see how mortals act when the creatures under the basement stairs stir and whisper to them, or when the monster in the closet wakes and shuffles in the still of the night. Some poor mortals have been driven mad by such things, but perhaps madness is just another kind of insight. That is our gift to humans, a few drops of pretty poison. If they're wise, they'll politely decline.

Our half-mortal cousins are outcasts and oddkin. Little wonder that some kinain join forces with the Autumn People or the Dauntain to hunt us, since they cannot be us. This is the key to understanding a kinain. Do they wish in their hearts to be fae? Then enchantment can bind them to you as certainly as the chains of addiction. Are they jealous of the Kithain? Do they hate and fear us for who we are? Then they are like a poisoned dagger placed in your hands to be used against your enemies. Learn their secrets and use them to learn others', and they are yours.

Troll

Seelie: Some mortal folk can make stalwart companions and friends in a time of need. There are those humans who have the mettle to enter the world of the fae and face us on our own terms. They are allies of great worth or enemies to be respected. The power of enchantment is not something to be used lightly, but it allows us to face our mortal foes that are deserving on the field of honor and to deal with others like the churls they are before the Mists befuddle their wits once again. It is unfortunate that not all Kithain choose wisely when picking mortals to enchant. Such shortsightedness is bad for both changeling and human.

Kinain are children of Danu like any other. Their treatment by some Kithain is shameful, as they should receive all of the protection of the Escheat as much as anyone with fae blood in their veins. Even more so, since they have not the advantage of fae power and insight to protect them. If torment comes to them from the Dreaming, we only drive our cousins into the waiting arms of Banality to shelter from the terror and wonder that is thrust upon them. If we chase away our own kin into the depths of Winter, what hope is there for us? I shall see to it that no kinain suffers unduly at the hands of our kind just as I would for any creature.

Unseelie: Mortals, bah! Soft and weak things, they are. I have not met any who was worthy to stain my sword with his blood, although many of them have been granted the privilege. Even their strongest are no match for us, and

they are no better than cowering creatures like the pooka — even less useful, in many ways. They should remain the enchanted servants of the sidhe and others and be grateful for that. Others would protect and nurture them as they seek to hunt and destroy us with their cold touch of their Banality. I say that war can have only one victor, and it shall not be mortals and their banal way of life.

House Dougal

The members of this most practical house tend to look upon kinain with some sympathy. The sidhe of House Dougal are themselves all physically handicapped in some way that they must overcome through their own cleverness and craft, and they see kinain as having similar troubles: limited by their mortal natures, but capable of overcoming such limitations through cleverness and skill. The members of the house are also fascinated by the mortal facility for working with machines and metal, and many Dougal nobles have been known to become patrons or muses of mortal artisans who make machines and mechanisms that fascinate them. Even in courts that are often unkind to mortals, a Dougal steward or clerk may show them kindness, even on the sly.

House Eiluned

Members of the so-called “House of Secrets” look on the enchanted as useful tools and sources of information. Kinain and humans are sometimes enchanted and spell-bound to provide information to nobles of the house, but more often they are cleverly manipulated without their knowledge. Eiluned sidhe prefer to conceal their existences from mortals unless the situation dictates otherwise, and many kinain and human spies serve the house without any knowledge of the fae or the Dreaming whatsoever. Those enchanted privileged enough to learn the well-guarded secret of the house’s existence are usually the personal protégés or agents of one of its nobles. Many of the kinain in the service of House Eiluned remain so in order to gain Glamour from the nobles of the house. Eiluned offers the kinain magical secrets and power in exchange for the information and service they value.

House Fiona

The pleasure-loving sidhe of House Fiona become muses to mortal dreamers who offer them some enjoyment through the creation of their art, particularly charming musicians, actors and other performers who are filled with the same kind of passion and fire that the Fiona live for. These relationships sometimes go quite far, and the Fiona often enchant their most favored kinain and human dreamers to bring them into their freeholds and

into changeling society, sometimes simply to shock others at court and provoke an interesting response.

Ever the agitators for change, the Fiona are vocal supporters of the rights of the kinain in faerie society and seeing that they receive the protections of the Escheat. This passion toward the protection of kinain is more often played out in specific cases rather than a movement to see the benefits of changeling society extended to all kinain. The nobles of House Fiona are simply too scattered and diverse in their interests to be united around such a long-term goal. Their interest usually extends only as far as their current paramour, protégé or conquest.

House Fiona has been known to employ kinain as messengers and agents in the mortal world when necessary, but the most important missions and communications are still entrusted only to changelings.

House Gwydion

The noble warriors of House Gwydion view mortals as poor souls to be protected, not equals of any kind. Kinain are sometimes taken on as squires or helpers by the nobles of Gwydion, but they rarely ever rise to any great station in their courts or houses, and are treated with polite condescension. The sidhe of House Gwydion are convinced of the superiority of the fae in general and themselves in particular. They hold no grudge against mortals, but consider mortals and “half-mortals” (kinain) to be beneath them.

The one area in which Gwydion nobles respect some mortals is in battle. If one of the enchanted proves to be a worthy and honorable combatant (a rare combination in modern times), a noble may take a great liking to that mortal and bring him into the house as a squire or even a knight. Some Gwydion sidhe are fond of testing mortals in chimerical duels and jousts in this manner to determine their worthiness, but few are up to the challenge.

House Liam

The exiled and discredited House Liam is ironically the most accepting of kinain of all kinds into their ranks. The scholars and sages of House Liam believe that the kinain have a unique perspective on the nature of both mortality and the Dreaming, one that many Kithain have lost touch with living and hiding in their freeholds. The Liam often use enchantment to bring kinain and human allies into the house to gather information and act as their companions and aides in the mortal world. Its alliances with helpful kinain has given House Liam much of its knowledge, influence and ability in mortal society, and House Liam has in exchange provided much of the information that kinain have about their heritage (sometimes to the displeasure of the other houses).



Chapter Three: The Turning Wheel

*Solomon Grundy, born on a Monday,
Christened on Tuesday,
Married on Wednesday,
Took ill on Thursday
Worse on Friday,
Died on Saturday,
Buried on Sunday,
And that was the end of Solomon Grundy.*

— Solomon Grundy, children's rhyme

This chapter looks at how changelings proceed through the different stages of their lives: childling, wilder, grump and into the realm of Winter and death. It shows how time and aging affects them, and how they mark the passage of time and the changes in their own lives.

Changelings are as much mortal as they are fae, and they are subject to the ravages of time just like any other creature of human flesh. A changeling is born into the world with a mortal life, grows up, ages and eventually dies. Her fae nature is passed on to her next life to start the cycle all over again. This is the fate of the exiles from Arcadia, to be caught up in the cycle of life, death and rebirth over and over again. Each time the wheel turns, a changeling moves from one life to the next, hopefully gaining some wisdom along the way.

The exceptions to this cycle are the sidhe nobles exiled from Arcadia. Once their spirits pass from this life no one knows what becomes of them. Death remains a

dark mystery for the nobility, and it is a passage that all of them fear in their heart of hearts.

Spring: Childling

Children are the most in touch with the Glamour and the Dreaming. Even mortal children often have a low enough Banality to see and interact with the things of the faerie realm. Changeling childlings are precious to the Kithain for their combination of childhood innocence and the wisdom and experience that comes from their immortal faerie natures.

Although childlings might seem immature according to the standards of most mortals, it is important to remember that their fae selves are far, far older than their mortal bodies. A childling may appear to be a *tabula rasa* in her mortal seeming, but her fae mien can reflect a deep legacy of experience and wisdom accumulated through a dozen mortal lifetimes.

The only trouble for childlings is accessing the information. To paraphrase the saying, they remember everything, they just can't recall it all of the time. Some childlings with significant Gremayre Backgrounds recall more about their fae existence than others, giving them surprisingly adult insights and thoughts at times. Otherwise, most childlings have returned to a state of grace that others can only dream of attaining. They are unburdened

by the cynicism and Banality that comes from living too long; their fae natures have been renewed by their rebirth into childhood innocence, with little or no memory of their past lives.

Walking the Balance

The existence of a childling is balanced between opposites: fae and mortal, wise and innocent, experienced yet new to everything in the world. It is this balance that gives childlings their greatest strength, and their greatest weakness.

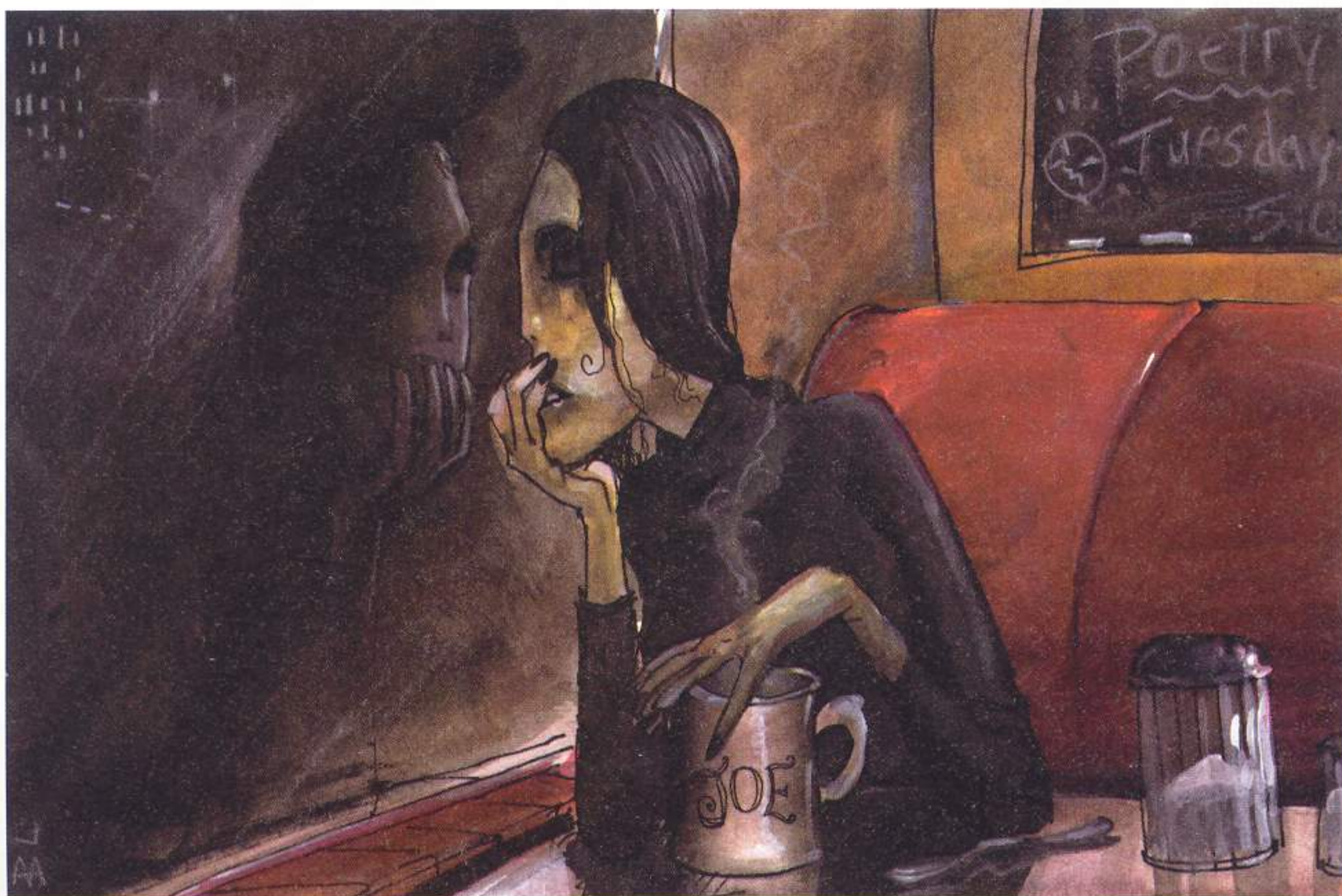
The greatest power of childlings is the power of Glamour, the embodied power of wide-eyed wonder at the world. Childlings are very close to Glamour and the Dreaming, and have the highest levels of Glamour. They also have very little Banality because they have not yet been infected with many of life's more mundane and cynical thoughts and ideas. To a childling the world is an amazing place where anything is possible, and, backed by the power of Glamour, they can make almost anything happen.

Childlings are quite capable with cantrips and in the creation of chimera. A childling undergoing the Chrysalis is the most likely of any changeling to produce chimera out of imaginary friends and figures from stories or ideas. Most

such chimera are usually protective or at least friendly to the childling who birthed them, but childlings have been known to create nervosa or nocnitsa out of their vivid imaginations as well, especially childlings whose Chrysalis is not an easy or pleasant one.

Although they have a great gift of Glamour in their natures, childlings are also limited by their lack of experience. Although a childling might have memories of many lifetimes with her fae nature, her seeming makes it difficult to recall them. Such things seem like hazy dreams or fantasies at best, like childhood games of pretending to be a faerie princess or a brave knight from an exiled noble family. Childlings are often ignorant of the rituals and practices of changeling society, and have to relearn a great deal before they are able to conduct themselves properly at court.

Childlings are also still considered to be children by other Kithain. Even though they are taken far more seriously by their changeling elders than by their mortal parents and other adults, childlings are still considered "too young" for many of the matters of changeling society. They are certainly not involved in the matters of leadership or making decisions about the future of kingdoms or even noble houses without the advice of regents and councilors. Older changelings, especially grumps, often attempt to shield childlings from some of the worst depre-



dations of Banality and keep them from some of the harshness of the mortal world. Too much protection, however, can result in childlings slipping into Bedlam and losing their grip on mortality altogether.

Mortal Family

One of the greatest problems faced by a childling is her mortal family, especially her parents or guardians. Parents who are not themselves changelings or kinain simply do not recognize the special world of their changeling child as anything other than the product of a vivid imagination (indeed, the Mists specifically prevent them from doing so). Even the most indulgent and tolerant parents eventually become confused by the attitudes and actions of a changeling child, especially if the child wants to hang around with teenaged and adult "playmates" or needs to run off to attend court at every full moon.

Some parents are open-minded enough to encourage their changeling child's "healthy fantasy life." They talk oh-so-seriously with the child about his "invisible friends," even leaving out extra cookies and milk for them, and make sure to leave the hall light on to chase away the monsters lurking in the closet. A childling fortunate enough to have such parents can get away with a great deal if he is careful and knows how to humor his parents' adult prejudices. Many childlings play the adults in their lives like well-tuned instruments.

Some childlings are not so fortunate. They live with parents or guardians who are very banal in nature and are confused by manifestations of their child's changeling nature. A childling's family might even be Autumn People, which places the changeling in great danger of being Undone by Banality if she is continually exposed to the disbelief and cold comments of her family members: "Why don't you just grow up?" "Act your age, little gentlemen/little ladies don't behave like that!" Even the most well-meaning parents may force Banality on a childling "for her own good" or take her to a therapist to "cure" her of the childhood fantasies that she seems to cling to.

The worst cases are the childlings who come from families without love or affection. These families are as cold as a dead grove on a winter night. They might even be physically dangerous to the childling, with physical or sexual abuse. Such experiences can drive a fae child into Banality with terrible swiftness, causing her to be Undone or, worse yet, twisting her Chrysalis and tainting it with Banality, causing the childling to become Dauntain. These are the dangers that have caused many changelings to take an emerging childling from her mortal family.

The Lost Boys

Some childlings are simply unable to deal with the demands of their mortal families and lives, either because there are too many questions that the changelings would prefer not to answer, or because their home lives are too great a danger to life, limb and spirit. Many of these childlings run away from home instead of facing their harsh and unyielding families. The Kithain call these young runaways "the Lost Boys," (although there are an equal number of girls, sometimes referred to as "Tinks" after *Peter Pan's* Tinkerbelle), and do their best to look after and provide for them.

Some Lost Boys are supported by their own motley or oathcircle, who may help them run away. If the group contains some "adult" supervision (wilders or grumps) who can see to it that the childlings are cared for and protected, most nobles are content to leave the matter be and let the group look after its own.

Some childlings are taken into the freehold of the local nobility and fostered to older changelings (usually grumps). Usually such fosterage is done to benefit both the childling and the guardian, but some nobles have been known to foist troublesome fledges off on others as a means of punishment (of the fledge, the guardian, or both) or to teach someone a lesson in humility.

The trouble with the Lost Boys comes when dealing with mortal society. Few mortal families ignore the disappearance of a child, and most assume that the child has been abducted. The disappearance is reported to the authorities, and the child's known friends and acquaintances (such as members of a motley known to the childling's family) may be questioned by the police or other authorities.

The Mists provide some protection from these intrusions, but a childling who is living with a guardian that is not approved of by her parents will be taken and returned to her mortal family. If the authorities can be convinced of danger to the child should she be returned to her family, she will most likely be put in the care of the state, which can often be as dangerous a fate for a childling as remaining with her mortal family.

In these cases, some childlings must be concealed through use of Glamour and judicious hiding in freeholds and other faerie realms where the eyes of the mortal authorities never look. Being on the run from their families and the authorities can be difficult on some childlings, while others think of it as a sophisticated game of hide-and-seek.

The greatest concern for other Kithain are those Lost Boys who slip through the cracks of changeling society.



These childlings are often lost to Banality when they encounter some of the harsh realities of the outside world; they are hothouse flowers that quickly wither in the cold Autumn air.

Some of these Lost Boys join together with others to form motleys and bands composed entirely of childlings. Most of these groups become wild-child gangs of feral changelings who live on the fringes of both mortal and changeling society. Many of these motleys fall into Bedlam, abandoning the mortal world entirely. As one member passes into Bedlam, others are drawn in as well. Such wild groups of changelings are sometimes known as "Bedlam boys" (although the gangs often include girls as well, and all-girl motleys of childlings are known).

Fostering

The prime means for Kithain society to deal with homeless childlings, and to see to the education and good behavior of childlings in general, is fosterage. When a changeling has completed the Chrysalis, he is brought before the ruling noble and officially recognized. The noble then chooses an appropriate guardian to see to the education and protection of the fledge until he is ready to leave the nest.

For grumps and even wilders, this process is usually a fairly brief one. Grumps have enough maturity under their belts to quickly learn the ropes of Kithain society and all of the do's and don'ts. Wilders learn the basics and then pick up the rest as they move through the complex world of Kithain politics and society, eager to be right in the thick of things. Even the most patient wilder won't remain under the direct care of his guardian for long after his Saining.

Childlings are a different story, however. Because they are so young, becoming a guardian to a childling is more of a long-term commitment than fostering a wilder or grump. The guardian of an older changeling is more of his mentor or older sibling, while the guardian of a childling is something of an adoptive parent. Childlings require greater care and knowledge to teach than others, and changelings who become guardians to these young fledges have their work cut out for them.

Changelings who are capable guardians are often assigned to foster more than one childling at a time, and the bonds created by such fosterage last throughout the changelings' lifetimes. Childlings who are fostered together often come to consider themselves adopted siblings, and their bonds of family remain strong as they grow older. Many young changeling nobles are fostered together to promote alliances between houses and families in later

years. The guardians of such fledgees also hold respected positions with them as well, such as True Thomas' fostering of High King David and his sister Morwen.

Saining

Saining is the ritual that truly makes a changeling Kithain, at least in the view of the nobility and most of their subjects. Saining is where a fledge is given her True (fae) Name and brought into changeling society after being taught by her guardian all of the things she needs to know.

Each changeling — and every thing — has a True Name made up of magical runes that symbolizes the inner essence of a person, place or thing. In each mortal existence, a changeling forgets her True Name and must relearn it. The Saining, or naming, is the ritual when the changeling receives her True Name once again, symbolizing a return from the far shores of death back into the world of the living again, a rebirth of Spring from Winter.

Very few changelings know or can find their True Names on their own. Those who can are destined for greatness — glory or tragedy, or perhaps both. Most Kithain learn their True Names on their Saindays from the court seer or another noble who uses the Naming Art

(described in the *Changeling Player's Guide*) to divine the runes of the fledge's True Name. This means that the court sorcerer is a powerful figure, knowing as she does the True Names of many of the court's Kithain, and sometimes having the power to alter them.

In addition to discovering her True Name, a fledge goes before the local ruler on her Sainday to be fully accepted into changeling society as a citizen of the noble's domain. The noble may also confer onto the fledge any titles or inheritances due her upon her Saining, quite common for sidhe, although commoners might receive some remembrance or pronouncement if they are notable enough. The acceptance of the nobility is considered a formality, but is important to the changeling's future within Kithain society. This is why the nobility makes far more of the Saining and other such rituals than commoners do.

Some changelings are never Sained, and this is considered to be terrible bad luck by other Kithain. Most of these unfortunates are those apart from changeling society with no others to help them and present them to the nobility. They may have undergone their Chrysalises spontaneously without any guidance from other Kithain.

These changelings often slide into Bedlam if they are not given the opportunity to take up their True Names and



heritage, much like those changelings who fail to undergo the other rites of passage, such as the Togail an Ainm (see "NeverGrowUp", below). Some of them end up as Dauntain, or else slip back into mundanity and forget their fae natures, soon to be Undone by Banality. Many changelings, particularly the Order of Eiliethyia, work to aid Kithain undergoing the Chrysalis to prevent these tragedies.

Saindays are always accompanied by parties celebrating the changeling's Naming, just like a human birthday or *bar mitzvah*. It is quite common for friends to offer gifts and to create art, poems or songs for the Sainday. A great deal of feasting and celebration follows the ceremonial rituals.

Many fledges, in addition to learning their True Names, take on "use names" or nicknames that they use in fae society. This may be something simple like "Shorty" among the commoners, or some of the longer and more poetic titles favored by the nobility. The name may be taken to honor a friend, ancestor, family member or other person the changeling respects. Such use names are considered serious business by most Kithain, and a changeling taking on a new name during her Saining will definitely find it used.

The Togail an Ainm

The sidhe call the ritual for a changeling to pass on to the next phase of his life the Togail an Ainm (which means "raising up the name" in old Scots Gaelic). Most other kith simply refer to the ritual as Gailday, the Togail or by the seeming that the changeling is assuming (Wilderday or Grump-day). By any name, the ritual is basically the same, although the nobility tend to carry theirs out with as much pomp and circumstance as possible. The rite is both a celebration of all the changeling has done and achieved and a somber recognition that, in passing onto the next stage of life, the changeling leaves a bit of his innocence behind him and draws one step closer to Winter.

A changeling recognizes when it is time for the Togail through Kenning. He senses that the time has come for him to move on with his life. Anyone with Kenning can make a Perception + Kenning roll (difficulty 4) to notice a Kithain who is nearing the time of his next Togail.

The changeling and his close friends and family (those the changeling wishes to invite) gather at a chosen place, usually the freehold of the local noble, for the celebration of the passage. Oftentimes a changeling enchants his mortal friends and family to allow them to witness his Togail, even if they won't recall it as anything more than a dream.

The celebration of the Togail an Ainm is not unlike a mortal birthday party, writ large. The noble hosting the ritual calls the changeling to appear before the court and formally announce to all of the gathered guests that he is ready to move

on to the next part of his life. The changeling often symbolizes this by giving away things from that part of his life to friends and family to show they are no longer needed.

As part of the process of growth and change, the changeling also leaves behind some of his childhood innocence, which takes the form of Glamour. This usually appears as a bright puff of flame or shower of sparks that bursts forth from the changeling's fae mien and is absorbed by him in a glittering cloud. The changeling gains two points of permanent Banality.

The Quest

Because of the great gain in Banality caused by the Togail, many changelings (especially wilders) choose to undertake quests shortly before the rite in order to lower their current Banality and compensate for what they will take on with the passage of age. Some consider this adventure something of a "last hurrah" for the changeling at that point in her life, while others see it as a grand, romantic gesture in the face of mortality to keep the spirit of Glamour alive.

A changeling may be accompanied by friends and allies on the quest, but ultimately it is a task she must perform alone. Some potential quests are described in **Changeling: The Dreaming**. If the changeling succeeds in her quest, she may lower her permanent Banality by one.

The Dreaming Present

It is customary to give a changeling presents on her Togail, just like on a mortal birthday. One special gift always comes to the Kithain from the depths of the Dreaming, created from some of the Glamour liberated on this special day and offered to the changeling as a sign of the new life and duties she is taking up.

The contents of the gift are up to the Storyteller, but nearly always reflect the changeling's needs and inner self at the time of the Togail. It might be a chimerical item or companion, or a treasure. Some gifts are taken as signs or omens about the changeling's future, and more portend some great deed or terrible doom coming for her.

The present always appears in an indirect and discreet way through the workings of Glamour. It might simply appear as a brightly wrapped box among several others for the changeling to open. It is also very common for the Glamour of the dream present to invest itself in another gift that is offered to the changeling by one of her loved ones. A gift that is given with love and affection can become infused with Glamour and enchanted to be a great boon to the changeling in the time ahead.

The dream present may also appear in a less direct way as a fulfillment of the changeling's greatest need at the time. If a childling is greatly troubled by one of her parents

being missing and away from home, the gift might bring that parent back into her life and restore hope and happiness. If the changeling needs to succeed at an important task, the gift may provide the right kind of help at the right time to see that she does.

The Storyteller is encouraged to be creative when making up dream gifts for the characters and getting the player's input to find out what she thinks the best gift for her character might be.

Togail Boon

It is customary for the local noble to grant a changeling a special boon on her Togail, a tradition that the sidhe take very seriously indeed. Depending on the relationship between the changeling and the noble who rules the area he dwells in, the boon might be a simple gift or favor, or it might be turned into a social or political tool for the complex maneuverings of the faerie courts.

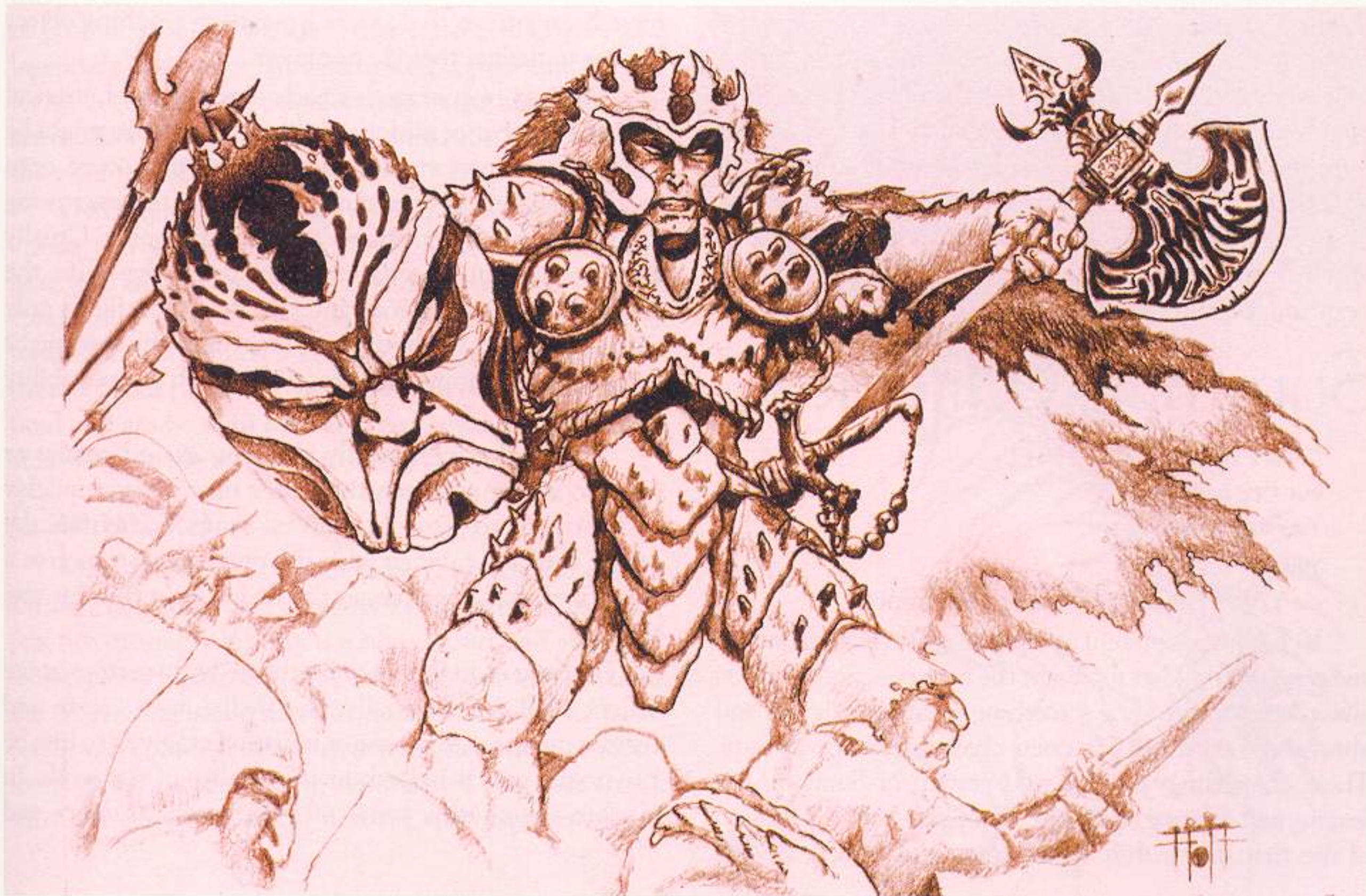
The noble will grant anything that is within his immediate power to the changeling who asks for it, but greedy changelings should be careful what they wish for, because they might just get it and wish they hadn't. The boon must be something that the noble can reasonably grant, and the changeling making the request will be judged by others on the worthiness of what she asks for.

It is common for a changeling to request forgiveness of a noble on her Gailday for some past offense, either for herself or another, and this is usually granted unless the offense was a very serious crime. Even in such cases, a noble may offer the criminal a chance at redemption as part of the boon, calling for a quest or other deed to clear her name.

Social advancement is also another use of the boon, and some changelings (mostly sidhe and trolls) request to be allowed to begin training as knights of the court. This is a very common request for childlings becoming wilders and, again, is usually granted by the noble, since the changeling still has to prove his worth to win his spurs.

Other boons are for the Storyteller to judge, considering the motives of the noble involved. Some typical boons include asking for the release of an enslaved mortal, requesting permission to court someone under the noble's care like a fledge or a relative, asking permission to bring someone (mortal or fae) into the noble's holding, a boon of dross, the noble's attention on some important matter or some similar favor.

Usually it is the noble of the area where the Kithain lives who grants the boon, but technically it is whatever noble the changeling chooses to appear before on her Gailday who grants the boon. Many changelings go on



quests to appear before some important or famous noble on their Gaildays to ask boons of them. High King David sees many changelings who travel great distances to appear before him for their Togail and ask their boons, and it is considered a great honor to be allowed to appear before the High Court for such an occasion.

Oaths

The Togail is often a time of making or renewing oaths to friends, family and liege lords. Some few changelings also use their Togail boons to get out of oaths they have sworn to that noble. Although doing so is never officially held against a changeling, it does carry a subtle prejudice with it.

Never Grow Up

Some changelings stubbornly cling to their current status and refuse to accept the fact that the time has come for them to take part in the Togail. Wilders are especially notorious about this, wanting to hold onto their youth for as long as they possibly can, but some childlings have been known to refuse to "grow up" and take up the role of wilder. This is especially true of changelings who have spent considerable time living in freeholds, many of whom are already bordering on Bedlam.

Changelings that refuse to go through the Togail begin to quickly slide into the first stage of Bedlam (or further if they have already entered Bedlam), and wrap themselves up in the trappings and wishes of the lives they cling to. Such a changeling can become lost if he is not helped to accept his duties and responsibilities and take part in the rite. No changeling can be forced to take part in the Togail, but others can attempt to persuade, cajole or convince their friend to do so, usually after some treatment to take him out of Bedlam and restore his wits.

Summer: Wilder

*I don't know,
but I've been told
You never slow down,
you never grow old.*

— Tom Petty, "Mary Jane's Last Dance"

If childlings represent a changeling's time of innocence and play, then wilders represent the time of action. Wilders always seem to be doing something, unable to sit still and always on the lookout for a new challenge or opportunity. These changelings are the wild growth of Summer, the leaping and dancing of a flame. They also hold the passion of fire that stirs within their hearts, and wilders are the

changelings most given to romantic liaisons and grand, tragic affairs that become the subjects of song and story.

Infused with the energy and vitality of their youth, wilders have passed from the true innocence of childlings into a place where they think they know it all. They've learned from the mistakes and successes of their childhood, and now they're ready to take on the world with their vision and drive. The grumps just shake their heads and grumble at the wilders' belief in their own infallibility. They know that these striplings all have to learn for themselves that things can't always be accomplished with nothing more than a ready hand and a willing heart.

The FIOR-Reigh

Meaning "the trial of kings," the Fior-Reigh is a tradition among the nobility of testing a fledge before he is Sained. It is intended to prove that the fledgling is worthy of his True Name and to give honor to the changeling, while at the same time weeding out those unworthy of induction into the court.

The Fior is conducted by the noble who presides over the fledge's Saining. The noble may call for whatever tests she wishes to prove the fledge's worth, but tradition dictates that the tests consist of three parts—courage, wits and artistry. Most nobles will not alter the traditional form of the Fior without good reason, although some nobles have been known to do so as a means of teaching object lessons to fledges they do not favor.

The test of courage is nearly always one of physical skill and combat or athletic abilities. The fledge might be called upon to perform some amazing feat of prowess, or to accomplish some task set out by the noble, such as crossing a chasm or fighting the noble's chosen champion. Usually the test will not directly endanger the fledge's life; the chasm is only an illusion, and the champion fights only with chimerical weapons, but sometimes the test might threaten the changeling's life, if only with the possibility of accident.

The test of wits usually revolves around puzzles or riddle contests in which the fledge must answer quickly and correctly to prove his mind is sharp. Sometimes the test of wits is combined with the previous test, such as a maze of physical challenges the fledge must find his way through.

The test of artistry requires the fledge to perform some artistic skill. Traditionally, the fledge must create and recite a poem based on one or two subjects given to him by the noble, and is judged on the quality of the work. In modern times, other forms of artistry such as dance and

drama have also been allowed to demonstrate a fledge's qualities.

Once the fledge has completed all of the parts of the Fior-Reigh, the noble declares her decision on his worthiness to be Sained. This is only a formality, but an important one. The results of the Fior-Reigh are usually not held against a fledge who demonstrates a strong heart and sincere effort, but politics have been known to taint the results from time to time. A sidhe who is not declared worthy must either wait a year and attempt the Fior-Reigh again, or appeal to a more powerful noble. The changeling remains a fledge under the protection of his guardian until such a time as the Fior is successfully completed.

Sometimes a noble exacts a *geas* from a fledge as his Fior-Reigh and sends him on a quest to test his worthiness. Fledges who fail the more traditional courtly tests often ask for such quests in order to prove themselves.

Quests

We don't go anywhere. Going somewhere is for squares. We just go.

—Marlon Brando, *The Wild One*

A favorite occupation for wilder changelings is to take on quests. Wilders hunger for adventure, and they often go out looking for it rather than letting it come to them. Many a wilder swears an oath to pursue some kind of goal as a quest, whether that be the discovery of a legendary treasure or chimera or simply performing a task for his liege lord. Quests undertaken in the name of a lover are especially popular and considered the most noble or the most foolish (sometimes both).

Other quests may come from a noble to his wilder vassal, and wilders take to these quests just as readily. Many sidhe nobles work to keep the restive wilders of their courts busy with such matters to prevent idleness from turning into scheming and court intrigue. Better to send the ambitious young bravos of the court out to slay dragons (and perhaps be slain by them) rather than having them at home plotting intrigues to while away the time.

Errantry

Most of the "quests" undertaken by wilders and other Kithain fall under the category of errantry. This is the practice of simply leaving the home court and going out looking for adventure. It may be a long journey that takes the changeling across all of Concordia or even the world (especially common for eshu), or it might be an afternoon's romp seeking something to do. Many wilders are struck with wanderlust to travel and see new and interesting



places, and take up lives as errant knights, traveling hither and yon seeking adventure.

For Seelie errants, such a journey might consist of the classical feats of the errant knight: righting wrongs, fighting chimerical beasts and aiding the weak and helpless. Sidhe and troll wilders often become such errant knights, charging in to fight their battles, while other commoners take a more low-key approach. Usually the changeling appears as a simple wanderer or runaway taking whatever opportunities that come along to do some good.

The Unseelie, when they can be torn away from court intrigues to go on quests, usually view errantry as more of

a means of having fun (their kind of fun) than any kind of duty. These changelings are troublemakers, gadflies and a definite danger to any hapless mortal or even changeling they happen to encounter. Sometimes Unseelie errants make a habit of challenging and fighting any Seelie errant they meet in their travels. This is especially common among trolls, who take any opportunity to fight, and the sidhe, who enjoy such noble affairs of honor.

Traditionally, a Kithain on an errant journey considers herself in the hands of Dán, or Fate. The road that the changeling follows is considered a metaphor for the road of life, and the changeling accepts whatever challenges are

A-Questing We Will Go

There are plenty of different kinds of quests that changeling characters can undertake in search of adventure and Glamour. Here are some of the classical quests that the Storyteller can use to introduce such adventures into the game.

- **Rescue:** The questor must save someone from a villain or danger. This could be a princess kidnapped by a dragon or evil sorcerer, or it might be a changeling in the hands of mortal authorities, Autumn People or the Dauntain. In either case, the questor must make his way past the challenges to reach the subject and bring him back safely.

- **Get Imprisoned:** It might not sound like much of a quest, but many questors are entrapped because of their quest. The changeling's jailer might be a Kithain or chimera looking to interfere with the quest, the forces of Banality or something as simple as the mortal authorities. Changelings can also become entrapped in enchanted places or freeholds that prevent them from leaving, requiring some friends to help them get out.

- **Champion:** The changeling swears to champion a person or cause. This could be championing someone in a formal duel between Kithain (trolls are particularly appropriate), or it might mean helping someone, fae or mortal, who is in need of the changeling's aid. Some Kithain apply this quest to a larger goal like championing the cause of a noble, house or family.

- **Battle a Beast:** The quest that stories and songs are made of, the changeling seeks to do battle with some enemy, usually a monster (dangerous chimera, nervosa or nocnitsa) that threatens others, but the foe might also be another changeling (such as an evil sorcerer or noble), a Prodigal or even a mortal enemy. The highest form of this type of quest is seeking out and battling a dragon.

Sometimes the beast that a changeling pursues may not even exist except in his own imagination (like

the legendary Questing Beast), but for the Kithain, imagination is a powerful thing, and Glamour can sometimes make such "make believe" quests a reality.

- **Do A Favor:** The questor might perform an errand or quest at someone else's request. This might be to win the favor of a noble or the object of the changeling's affections, or it might be a price exacted by a chimera or Kithain who has something that the changeling wants in exchange for performing the deed. Oftentimes, these errands are either nonsensical — chimera and sorcerers have their own obscure motives for things — or very difficult, such as the noble who sets an impossible task for the suitor seeking to win his ward's heart and hand.

- **Find A Treasure:** The object of the quest might be to find a legendary treasure that has important magical powers, such as the Cup of Dreams, the only known cure for third stage Bedlam. The treasure may have been lost for a very long time, and other Kithain and/or Prodigals might also be seeking it. Finding the treasure and overcoming its guardian(s) can make for a long and difficult, but rewarding, quest. There also comes the question of what the changeling will do with the treasure once he has it.

- **Seek Knowledge/Wisdom:** Many a changeling embarks on a quest in search of some arcane secret or piece of lore. This might take the form of an ancient book, scroll or other treasure, or it might be a person or chimera whose advice the changeling seeks. The Síochaín are often the object of quests to find them and ask their advice, as are many secretive sorcerers and ancient chimera who may recall things about the Dreaming and Arcadia that the Kithain exiled on Earth have forgotten.

- **Seek the Dreaming:** The ultimate quest for a changeling is to find a way back to Arcadia. The trods and gates to the faerie realm are long closed, but many changelings still search for a way to make contact again with their lost homeland and the heart of the Dreaming. Such an epic quest could be the basis of an entire chronicle.

put in front of her as the dictates of Fate. A changeling traveling out on an errant journey may have a seemingly chance encounter with a situation that she is especially well-suited to deal with, as if it were intentionally put in the errant's path. Many changelings consider this to be the work of Glamour or Dán.

Errants often become attached to the first cause or problem that they encounter in their travels and devote themselves to solving it. Some are notoriously single-minded about it, while other errants tend to address the symptoms of a problem without dealing with the cause. A gift of enchantment may help to lift the spirits of a mortal in dire straits, but once the gift and the changeling who gave it depart, the problem may simply return as bad as before. Many errants are only concerned with the adventure, and aren't interested in hanging around for the "clean up" afterward.

The Long Road

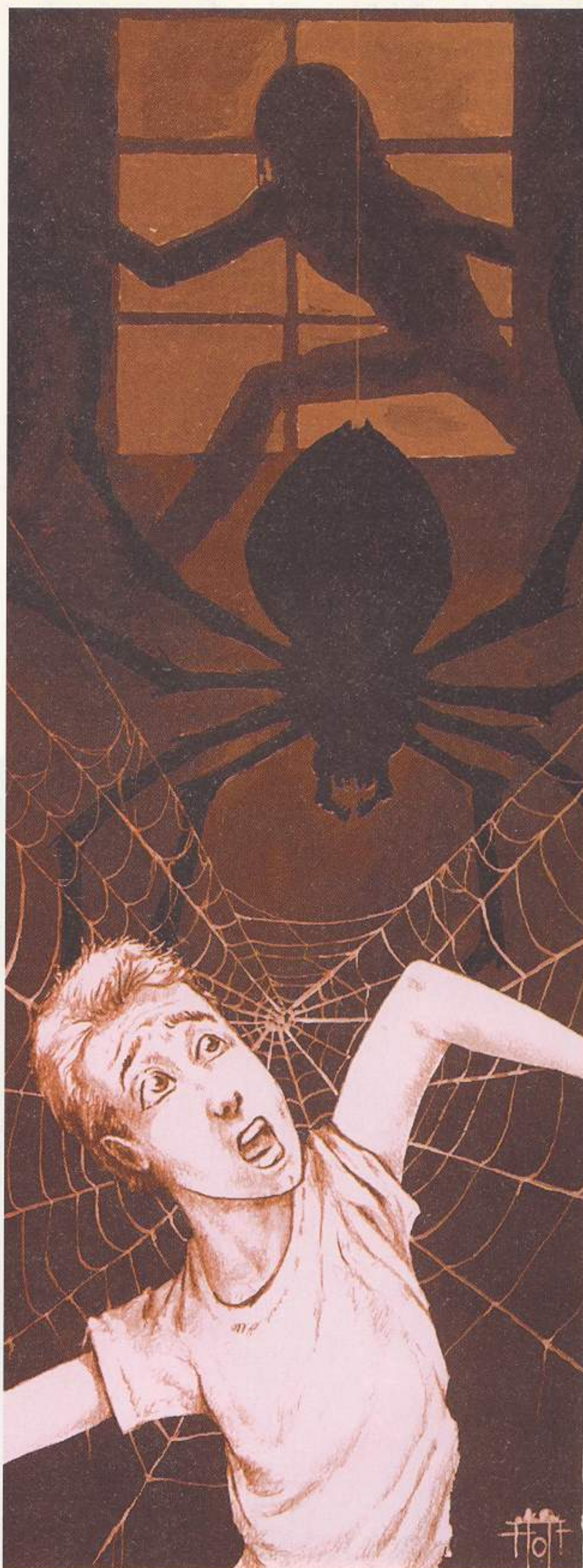
The other, and far more serious, quest that a changeling can undertake is the Oath of the Long Road, an oath sworn to complete some task which has very real effects on the changeling who makes it. Swearing the Oath of the Long Road commits the changeling to undertake the quest that is named to the exclusion of all else, and exacts a serious penalty if she fails.

The type of quest may vary greatly (see "A-Questing We Will Go"), but it is always a serious commitment on the part of the Kithain swearing the oath. Sometimes a whole motley or oathcircle may swear to follow the same quest.

Sometimes a time limit is placed on a quest, by the questor taking the oath, by the giver of the oath or *geas*. A year and a day is the traditional length of most major quests. If the questor is unable to complete her task in the time allotted, she fails. Other quests have no time limit, or a near-endless time limit such as "until the stars cease their journey across the sky." Such quests might take a changeling her entire life (or even several lifetimes) to complete.

The Right of Hospitality

A changeling (commoner or noble) who is on a quest receives special consideration from the Escheat. Such a changeling is due a certain amount of respect and hospitality from the kingdoms and freeholds encountered along the way. Nobles are expected to guest a changeling questor and offer him what aid is within their means. A questing changeling (or group of them) can reasonably ask for shelter in a freehold and expect to receive it in order to renew Glamour and to rest before continuing on his journey.



This hospitality does not protect the questor from the effects of bad behavior, and a host is perfectly within his rights to eject a rude or greedy questor.

Geasa

The other major source of quests is *geasa*. Meaning “bonds,” *geasa* are just that: magical bonds that require the changeling to fulfill some task or prevent the changeling from performing some action. They are created through the use of the Sovereign Art, and they are sometimes used by the nobility to enforce or require quests of others.

A changeling operating under a *geas* must still take a quest seriously, because *geasa* are often dangerous. Nobles almost never *geas* a changeling to go on a quest that is certain death (anything short of that is certainly a possibility), but the noble who does so will have to face the consequences of her actions at a later time. A noble who makes a habit of manipulating the people of his court with *geasa* too often is likely to become the catalyst for a rebellion, or feel the influence of King David’s courtiers politely “suggesting” that he desist such activity.

Some *geasa* are actually intended as rewards for a heroic changeling, an opportunity for a member of the

court to seek glory and Glamour on a quest. Most often, they are used as a means to keep some of the young bravos of the court busy and less able to interfere with the daily affairs of the court itself. *Geasa* are one of the tools by which the grumps are the real power behind the changing nobility.

Politics

I do have a test today. It's on European socialism. What's the big deal? I'm not European. I don't plan on becoming European. So why should I care if they're socialists? They could be fascist, anarchist pigs. It still wouldn't change the fact that I don't have a car.

—Ferris Bueller, *Ferris Bueller's Day Off*

Wilders are considered by most of changeling society (which is to say, by themselves) to be the movers and shakers of the Kithain courts and of changeling nobility. This, like many things about the Kithain, is both true and false.

Wilders are full of the energy and vigor that makes dynamic leaders, and many wilder nobles are quite effective and influential. High King David is himself a wilder, an ideal that other wilder nobles look up to as an example



of the young, dashing hero-king. Wilder nobles are active leaders and passionate about their politics.

However, wilders rarely have the kind of patience and tact required for the great game of politics. They may be very successful generals and heroic figureheads. Some even have a knack for diplomacy and the intricacies of court intrigue, but most prefer the "fun" parts of being a leader over the mundane (read: dull) tasks of keeping records, listening to disputes and handling the day-to-day affairs of the people of a kingdom, most of which are anything but exciting.

The wilders are the fire in Kithain politics; they are the agitators, the passionate speechmakers, the military commanders and the flamboyant heroes. Without them, the courts of the nobility would not be half so interesting, and Kithain society would not be nearly as dynamic.

By the other road, the wilders must be reigned in and tempered by the wisdom and experience of the grumps, or else they would turn changeling society into a chaotic combination of party, debating match and running war. The boundless energy of the wilders is like the summer fire itself; useful, powerful and bright, but capable of consuming and destroying heedlessly if it is not carefully bounded.

War

One of the things the wilders are best at is making war. Most of the great warriors and soldiers of the Accordance War were wilders at the time, and they are considered the best warriors of the Kithain. Most childlings do not have the skill or killer instinct to make them capable warriors, and fewer still have the authority needed to lead others into battle. Some grumps are amazingly skilled, but most of them lack the fire and passion that drives the warrior's spirit. Most grumps have also seen enough conflict to be less enamored of the idea of bashing someone's head in or cleaving him in twain with a sword.

Fortunately for the Kithain, wars among their kind are rare indeed. The only great war of kith against kith was the Accordance War more than 20 years ago. Before that, nothing that could be considered more than a skirmish occurred between changelings. There are legends of a war in Arcadia, perhaps one that resulted in the exile of the five sidhe houses to Earth, but little is known about that apart from rumor and speculation.

Sometimes there are conflicts with chimera, especially nervosa or nocnitsa, that require the skills of changeling warriors, and the Dauntain are often fought by the paladins of the noble courts, but these conflicts are always short-lived battles, not true wars. Most changeling battles are fought against the forces of Banality, and that

is a war of an entirely different kind. Banality cannot be fought directly with sword and skill; it must be confronted indirectly with the powers of Glamour and imagination. The most important changeling war is ongoing, and the greatest warriors of that conflict are the muses, artists, dreamers and bards.

Still, the arts of war are a major pursuit for many wilders, especially wilder sidhe and trolls. Nobles and their retainers still train in the old ways of honorable combat in their freeholds, learning to use chimerical blades and bows. Trolls especially retain a strong martial philosophy that calls for every troll to be trained as a warrior and ready for battle with the forces of Banality or anything else that would harm their charges. Commoner wilders are less often trained in the arts of battle. While most would prefer talk or trickery over a fight, they are still handy with such at-hand items as brooms, frying pans or the occasional pipe-wrench.

The best commoner fighters are without question the redcaps. These bulldogs have a natural talent for brawling and fighting that seems bred into them. Many redcaps augment their natural aggressiveness by learning how to fight in their mortal seemings. They learn combat in street gangs and back-alley rumbles where the elegance and grace of courtly combat are as far away as a dream from a nightmare. Redcaps learn to fight for real, and they rarely do so with any grace or honor. To them, the purpose of fighting is winning to survive for another day, and having a little of their idea of fun along the way.

Romance

Although any changeling can feel the stirrings of love and romance, the time of courtly love belongs to the wilders in many ways. The wilders have learned some things about love that are not told to childlings, and they lack much of the cynicism about affairs of the heart so common to grumps. Many a wilder feels the thrill of passion and hears the call of romance.

Wilders live up to their name with their romantic pursuits. They live the ideals of courtly love to the fullest, wining, dining and serenading their heart's desire. Adventures are undertaken and great deeds accomplished in the name of love, and many a wilder is made a fool for the sake of a kind word or a gentle glance from the object of his affection.

Betrothal and Marriage

One of the results of all of this romance is marriage, with which most wilders generally don't concern themselves. It is not the goal, but the chase that is important in

the world of romance. Marriage is a sign of the kind of settling down that wilders like to avoid.

More common among wilder sweethearts is a betrothal, a commitment to each other that is less binding than a formal marriage. Oaths are often exchanged for a betrothal, usually ones that are only binding for a short time. Traditionally, a betrothal lasts for a year and a day, and then is either renewed or not depending on the feelings of the couple at that time.

Autumn: Grump

Age and treachery will beat youth and skill every time.

— bumper sticker wisdom

Very few changelings survive the cold and banal world long enough to become grumps. Perhaps only one in 20 make it this far with their fae miens and memories of Glamour and the Dreaming intact. This makes grumps the rarest of changelings, and gives them the respect of the Kithain.

Grumps are also objects of some humor and sympathy on the part of the other changelings, because one doesn't make it to being a grump without showing some scars from it. Grumps are the most cynical and banal of changelings, their youthful vigor and innocence worn down by the passing of years and their experiences. Other changelings see grumps as wet blankets and fuddy-duddies oftentimes, while only the grumps know the lessons that come with age and experience.

Grumps are respected for their knowledge and wisdom, at least when they deal with wilders and childlings who can sit still long enough to listen to them rattle on about their stories and such. They are also the real movers and shakers of changeling politics, culture and society. They protect the ancient knowledge and see that it is passed on and kept alive, if only because no one else can.

Family and Children

Some changelings say that having children of your own is one of the sure signs of becoming a grump. Childlings are children themselves, and only think about families in terms of playing house or going to court. Most wilders become positively green at the idea of being tied down with a family and offspring. Only the grumps understand the important role they play in having and raising children, both their own and those of the fae community.

Since few changelings have permanent marriages or even long-term relationships, grumps often cooperate to raise their children, both natural and adopted. Most grumps feel a kinship to others their age who have similar experi-

ences and backgrounds, and they often work together to share the load of caring for and teaching the children.

Many grumps are single parents, and it is fairly rare to find a changeling couple with children. Rarer still is a changeling/mortal marriage that has managed to survive the difficulties of living between two worlds for very long. Some changeling/kinain marriages have managed to work out well and produce children with a fair likelihood of being changeling or kinain.

Whether a child is changeling, kinain or mortal, a grump parent cares for her and loves her just the same. Some kith are less hospitable to children in general, and mortal children in particular. Boggans, obviously, make wonderful parents, giving their children all of the love and attention they could possibly want. Other kith, like the redcaps and the sluagh, often abandon their children or leave them with mortal families to raise them, leading to no few confused childlings and wilders in later years.

Kinain children raised by changeling parents grow up around changelings for much of their lives. They tend to be less banal than other kinain, and they are often enchanted, allowing them to spend time in freeholds and with changeling friends and playmates. Kinain children still need some reminders of their mortal heritage, however, or else they will become Dream-struck.

Mortal children can be both a joy and a sorrow for changeling parents. A mortal child has much the same innocence as a childling, and grump parents often recapture some of their own innocence through the act of raising a child. A child's first steps or first new game can even prove to be an epiphany for a parent, who sees the Dreaming reflected in her child's happy smile.

But mortal children eventually feel the call of the mortal world. Mortals cannot long dwell in the world of the Dreaming, and there comes a time when a fae parent must let a mortal child go out into the world. The child's innocence fades, and the parent must watch Banality gain a foothold in the child's spirit.

Sometimes it can be delayed, but it can never really be prevented. A mortal child who lives too long in the world of the fae becomes Dream-struck and helpless, while a child who becomes too wrapped up in mortal, mundane life is lost to Banality and forgets the Dreaming forever. Such is the struggle and the tragedy of changeling parents.

With the power of Glamour, it is possible for a changeling parent to outlive her mortal or kinain child. Many changelings cannot stand the pain of losing their children or watching them suffer the ravages of age, and many grumps choose the Forgetting rather than live with that possibility, slipping into their mortal seemings permanently and forgetting painful memories of a life that could have been.

Mentoring

Part of their roles as parents gives grumps the responsibility of caring for the childlings of changeling society. The wilders simply can't be bothered to look after the younger ones, and the grumps know well that the childlings represent the future of the Kithain and must be protected. Grumps and childlings are often close and look out for each other while the wilders rush off on their adventures. Sometimes grumps insist on going along with childlings to take care of them. Grump members of motleys (both male and female) often become the den mothers of the groups by looking after the welfare of the childlings and offering advice to the wilders whenever they bother to listen.

Grumps make up the greatest percentage of fledge mentors, and mentoring new changelings is one of their greatest responsibilities. A mentor teaches the fledge all of the important things she needs to know about changeling custom, tradition, history and manners. A grump mentor is the best at this because the grumps have both the experience and (usually) the patience for this important task.

In this way, the grumps shape the new generation of changelings who will be Sained, and many well-known grump mentors have social and political influence far out of proportion with their stations. A grump who has

mentored many important fledges might be able to bend their ears when necessary to get things done, and such a grump could have a great deal of pull at court as an advisor or even power behind the throne. Although the wilders might do most of the work of ruling and holding court, the grumps have the knowledge, experience and the connections to make things happen when they so choose.

Custom and Ritual

A wilder is just a grump who has no use for tradition.

— popular grump saying

Grumps are the guardians of changeling custom and ritual. They have learned both the form and the deeper meaning that goes with those rituals. They have gained an appreciation for the formalities of changeling culture that wilders and childlings cannot quite understand. This makes grumps well-suited to be the guardians of changeling cultural traditions.

As the older members of the community, grumps have a duty to remind other changelings about the traditions of the Escheat, the celebrations and honorings of the Wheel of the Year, the customs regarding Saining, fostering, change and death. In short, the grumps are the ones who oversee all of the many traditions and customs described in this chapter and in other *Changeling* books.



Most important rituals will be presided over by the eldest grump in a changeling motley, community or freehold. This is one reason why court seers are often grumps in charge of rituals like the Saining and the Togail. Grumps take their role in sustaining changeling traditions very seriously, as tradition is one of the ways that the Kithain remember the Dreaming and keep Banality at bay. During the time of the Interregnum, their traditions were one of the few things that the exiled fae on Earth could cling to.

The Forgetting

Of all the things I've lost, I miss my mind the most.

— bumper sticker wisdom

The thing that grumps most fear, even more than mortal death, is the Forgetting. Grumps accumulate Banality just as they do gray hairs and little aches and pains. As they grow older, they become more and more in danger of forgetting their fae natures and lapsing back into their mortal seemings for the remainder of their lives. Most grumps are Undone by Banality long before the end of their mortal lives.

For changelings, aging has all of the effects that it has on mortals, but it also had the additional effect of a slow slide into mundanity. The wear and tear of mortal life leads to the slow accumulation of Banality, like a fine sculpture being worn away by years of rain and sand. So is the changeling's fae mien worn down by time in the mortal world. Eventually, when they acquire enough Banality, grumps slide forever into the Mists and forget who they really are.

The Forgetting is the reason that changelings struggle to hold on to their youth. Most of them do not fear mortal age or death because they know that they will return in another mortal life; only the sidhe fear the specter of death. What the fae truly fear about age is the Banality that it brings and the possibility that their fae selves might be Undone.

Rather than fall into mundanity and Forgetting, many older grumps take great risks and undertake quests like they may have done in their youth to reduce their Banality and perhaps recapture a spark of their youthful spirits. For many grumps this is almost certain death, but they would rather go out on a glorious quest and move on to the next life than be slowly smothered by the forces of Banality.

Other changelings also feel that grumps sliding into the Forgetting should be helped if at all possible in accordance with the Escheat. Others say that the Forgetting is a natural process and doesn't count as something that the grumps can be "rescued" from. Truly conservative changeling factions feel that a grump in danger of being Undone by Banality should be put out of his misery so his fae spirit can find renewal in the next life. Most changelings are shocked at this

prospect, sounding as it does like Dauntain propaganda and knowing that it leads only to spreading the taint of Banality.

Winter: The Journey of Death

All those memories, lost — like tears in rain. Time to die.

— Roy Batty, *Blade Runner*

Half of the heritage of the Kithain is mortal, and in time even they die. The death of a changeling is a sad occasion, but it is also a celebration of his life and his passing on into the Summerlands, where he will be reborn once again. Changelings are great believers in the idea that funerals are intended more for the living than the deceased, so they make them celebrations of life and a fitting way of remembering a departed loved one. Only the occasion of a changeling's True Death by cold iron, which destroys his fae form forever, is considered a tragedy by the fae.

The sidhe have a much different view on death. Since no one knows for certain what becomes of the sidhe after death, it is a frightening mystery for them. Sidhe funerals are somber and sad occasions where the sidhe mourn the loss of their immortality and the paradise they once knew.

The Passage

Death can come to changelings in all of the many ways that it does to mortals, and quite a few others that most mortals have never even imagined. Kithain mortal seemings are just as vulnerable to injury, illness and other forms of harm as any other mortal. The powers of Glamour, particularly the Primal Art, can be used to help changelings quickly recover from many forms of injury, but some damage is too great for even the most skilled healer to repair.

Physical harm is something that all changelings do their best to avoid. Among themselves, most changelings prefer chimerical combat to settle disputes when combat is necessary, since it causes no permanent harm to the combatants. The same is true of combat with chimerical creatures that changelings may encounter on quests or other adventures. Chimerical "death" can be inconvenient, even seriously debilitating as it brings the changeling one step closer to the Forgetting, but it is never fatal, an important distinction for changelings.

The Kithain's mortal enemies, however, know nothing of chimerical combat. The Dauntain prefer to attack changelings with their bane, weapons of cold iron. Although other physical weapons will overcome most

changelings, they do not bring the final death that is the Dauntain's goal. In their view there is little point to killing a changeling who will simply be reborn into the world somewhere else at some point. The final destruction of all fae spirits is their goal.

When a changeling accumulates too much physical damage for his mortal seeming to survive, he dies. The same is true of any changeling who falls prey to a serious illness or the ravages of old age beyond the power of Glamour to cure. When the time comes, as it must to all mortal things, the changeling passes from the mortal world.

Rebirth

Fortunately, most changelings who suffer mortal death have their fae spirits pass on to the Summerlands. Many changelings believe that their spirits return to the Dreaming in death for a time before being reborn into the mortal world again. No one can say for sure, since memories of the Dreaming are obscured by the Mists, and changelings are uncertain whether their recollections of the land of eternal Glamour are from before the Sundering or from times when their spirits have passed through the Dreaming between mortal existences.

Some time after passage into the Summerlands, a changeling is reborn into a new mortal seeming somewhere in the world. Oftentimes, changeling nature is passed through family lines, and the same changeling spirit may become part of many mortal lives in that line.

For others, their mortal seemings appear to have no connection to each other as far as they can remember. Most changelings recall nothing of their previous mortal seemings in the world. Each rebirth is a renewal of the changeling's innocence and fae nature, and he is allowed to see the world through the eyes of a child once again. Some rare Kithain have fragmentary memories of their other mortal lives. Such changelings are often seers, soothsayers or mystics.

Some Kithain scholars believe that changelings are able to recall all of their experiences in the mortal world, from all of their incarnations, during that time when their fae spirits dwell in the Summerlands. This gives the changeling an opportunity to reflect and learn from experiences in the mortal world. It is even speculated that changelings who achieve sufficient wisdom from their experiences are able to return to fabled Arcadia, but if this is so, no Kithain has returned to tell of it.





Final Death

One thing can keep changelings from their rebirth, tearing them from the Wheel of Life and casting them forever into the outer darkness. That is the power of Banality. Banality seeks to suppress and destroy all things of Glamour, including the fae spirits of changelings.

Cold Iron

This most common instrument of Banality used to destroy changelings is cold iron. Pure iron, the metal that brought the Golden Age to an end in blood and fire, is the physical manifestation of Banality in the mortal world. Fortunately for the Kithain, folk in modern times have tempered and weakened the power of iron with their science and imagination by changing iron and mixing it with other elements to form new metals developed from human creativity. The application of human thought and imagination to cold iron has weakened its power so that the different alloys of iron like steel have no more effect on changelings than any other metal.

For cold iron to be effective against changelings and other things of Glamour, it must be fairly pure iron, not an alloy or combination with other metals. Ideally, the iron should be worked as little as possible, so that the power of imagination and Glamour has not had the opportunity to blunt the banal power of the metal. This means that instruments of cold iron are often crudely worked and ugly.

The touch of cold iron causes discomfort to changelings, a kind of cold ache that seems to spread through the body. It is not painful, but it is very unpleasant. The discomfort causes enough distraction to increase the difficulty of any action the changeling takes by one. Cold iron chains or bonds are difficult to overcome. Additionally, cold iron acts as a kind of lightning rod for the power of Glamour, "grounding" it and neutralizing it. It is impossible for a changeling or kinain to gain Glamour through epiphany while in contact with cold iron.

The greatest threat of cold iron is its ability to drain the Glamour from a changeling's fae spirit. Attacks with cold iron weapons drain a point of Glamour for each successful hit along with any damage done to the changeling as the power of Banality gnaws at the changeling's spirit. Even if no damage is done, a successful hit with an iron weapon causes the changeling to lose Glamour.

If a changeling is killed with a weapon of cold iron, her fae spirit is drawn into the banal power of the iron and destroyed, cast into oblivion. Only the death blow must come from an iron weapon, since the iron draws forth the fae spirit and all of the Glamour within at the time of

death. The mere idea of death by cold iron is enough to make any changeling shudder with fear.

The dangers of Banality and life as a changeling sometimes leaves the Kithain no time to recover the bodies of comrades who fall to violence against mortal or Kithain enemies using physical force. These unfortunates make up part of the long list of children, runaways and eccentrics who simply turn up dead in the World of Darkness. Their deaths are usually blamed on gang violence, kidnappers, serial killers and other forces as the Mists close to conceal anything of the victim's fae nature or demise. If the mortal authorities notice anything strange about the occasional victim struck down by a cold iron blade or "random" act of violence, they keep it to themselves.

Undoing

The other way in which Banality can destroy the Kithain is through the Undoing. Unlike to touch of cold iron, the Undoing is not a swift death. It is a slow, creeping paralysis that comes over the changeling so gradually that it is sometimes not even noticed until it is too late for anything to be done.

The Undoing occurs when a changeling falls too deeply into the grip of Banality. Over time, the changeling forgets everything about her fae nature. She returns to her mortal seeming forever, and her fae mien slips away into the cold darkness of Banality to be smothered and then snuffed out. This is the fate of most changelings who live to a ripe old age, and the reason that the fae fear growing old. By the time the mortal flesh dies, the fae spirit is usually long since departed.

A changeling who is Undone by Banality has her fae mien entirely suppressed. She is forever a mortal thereafter, with no memory of her fae existence of the Dreaming. Of course, upon the death of the mortal flesh, the fae spirit is then free to join with mortal flesh once again, continuing the cycle of birth, death and rebirth.

Sidhe Death

The sidhe are unique among Kithain when it comes to the matter of death. They fear it, but they wouldn't have it any other way. Otherwise, they would be just like the rest of us commoners, a fate far worse than death.

— Ariadne, sluagh grump

The sidhe appear to be the only changelings who do not follow the Wheel of Life that brings the Kithain back to the mortal world after the death of the mortal seemings. Although the sidhe are incarnated into the world in mortal seemings in the same way as other changelings,

once they pass from mortal life, no one knows what becomes of them. There has been no evidence since the time of the Resurgence that the sidhe return to life in new mortal forms once their time on Earth is done. This mystery is like a doom that hangs over every sidhe, and their ignorance of their ultimate fates causes the sidhe to cling fiercely to life.

Many theories have been ventured on what happens to sidhe after their mortal deaths. Some are hopeful, while others are filled with doom and despair. Although they practice outward indifference, many sidhe nobles obsessively collect lore and scraps of wisdom concerning what happens after death so that they may perhaps glean some knowledge about their final ends.

One theory suggests that the sidhe exile to Earth is temporary. Once they have lived their mortal lives and, perhaps, learned some wisdom about the world they abandoned so long ago, their fae spirits are allowed to return to Arcadia after the deaths of their mortal selves. This is connected with the changeling belief that all changelings return to Arcadia before being reborn again into the mortal world, only the sidhe are back to stay. This is as close to an "official" view that the nobility hold about death, as many find it comforting, even if it isn't necessarily true.

At the other end of the spectrum, it is suggested that death is the final punishment visited upon the sidhe. At the end of their mortal lives, their fae spirits are cast into oblivion and destroyed, consumed by Banality. With the sidhe's greater sensitivity to Banality, scholars say, perhaps their spirits cannot make the journey that returns them to the mortal world without being devoured and destroyed. Without mortal seemings to protect them, sidhe are to the forces of Banality like sheep before a pack of hungry wolves, the sages suggest.

Between and around these opposing theories are many other possibilities as to the fate of the sidhe after death. Many believe that the sidhe do partake of the cycle of the Wheel of Life, but that they follow it in a way different from the other Kithain. It may be that the time before sidhe return to the mortal world is quite long. Since the sidhe have lived on Earth only since the time of the Resurgence, it is possible that there hasn't been time enough for any to return to mortal life yet, but that they may in the future.

A truly scandalous theory, put forth by some of the scholars of House Liam, is that sidhe do return to mortal life through the Wheel of Life but that they return as commoners, to give them some opportunity to partake of

the same existence as those who were left behind when the gates of Arcadia were closed, and perhaps gain some wisdom and humility by learning to understand the lives of those they rule firsthand. This idea is popular with many commoners (of course), some of whom even make claims to a previous incarnation as *sidhe*. The nobility as a whole rejects this idea as absurd, and wise commoners do not speak of it at court.

The Wake

Death is that state in which we exist only in the memory of others. No good-byes, just good memories.

— Lt. Tasha Yar, *Star Trek: the Next Generation*

The major changeling rite involving death is the wake. When a changeling dies, his family and friends gather to celebrate his life and remember him. Wakes are always the ultimate neutral ground. All divisions are forgotten in the remembering and honoring of the deceased. Commoner and noble, Seelie and Unseelie, all seemings and kith mix and mingle at the gathering.

Traditionally, the wake is held at the home of the changeling who has passed, among her possessions and works. If this is not possible, it is held in some place that had special meaning to the deceased in some way. The deceased's kin, oathmates and close friends hold places of honor during the


wake, and traditionally speak in turn to remember the deceased and celebrate her life. Friends comfort each other and bask in the renewal of ties of life, love and companionship.

Mortal and kinain relatives of the changeling are often enchanted to bring them into the wake and allow them to share in the celebration of life. Most of them do not recall the wake as anything more than a dream about the deceased, but they still find themselves comforted by the experience, their grief eased with the help of the Kithain.

The wake is a place and time for the releasing of all of the emotions associated with the changeling who has passed. There is crying and grief for the loss of a friend and loved one, but there is also celebration, recollection, laughter and fun. The Kithain believe that the best way to acknowledge the life of a changeling is by sustaining the Dreaming that gives them all life. Wakes are a way to honor and celebrate the Glamour of a changeling's life and keep that sacred fire burning.

During the wake, any last words or wishes of the deceased are heard, and many Kithain swear oaths to uphold those wishes or undertake some last request of a friend. The deceased's chimerical possessions are distributed to her friends and loved ones, who place them in the homes of the changeling's kin, often without the knowledge of mortal kinfolk.





Some Kithain do not like the tradition of the wake. They prefer to ignore death in hopes that it will go away, and refuse to attend wakes, funerals or other acknowledgments of death, even those of close friends. These changelings are certain candidates for Bedlam, since acknowledgment of death is one of the major ties to the mortal world. Fortunately, most Kithain understand the need for the wake and find comfort for their own fears about death in the celebration of another's life.

To the sidhe, the wake is an important ritual that eases their fears about death. It is believed that the wake and the remembrance of a deceased sidhe helps him to pass on to whatever awaits him on the other side of the great veil. If the ritual is not performed as it should be, the sidhe's spirit is doomed to oblivion, although some sidhe have said that they would almost prefer that fate to the possibility of returning to the world as a commoner.

Funerals

Give me a Viking funeral.

— Alan Moore, *V for Vendetta*

While wakes are considered an important part of changeling culture and traditions, the Kithain have little concern as a whole about funerals. The disposition of the mortal remains, once bereft of fae spirit and the spark of life

and Glamour, is not very important to the fae. So long as the body is treated with respect, it can be disposed of in whatever way the deceased or his friends and family see fit.

For most changelings, a humble grave is the most common disposition of their mortal bodies after death. Just as the changeling spirit emerged from its mortal seeming like a flower spreading open in the sunlight, so does the spirit eventually leave the body like a seed and the mortal flesh returns to the earth to continue the cycle of the Wheel of Life. Some redcaps carry this concept forward in their own strange manner, and honor the deceased by eating his remains and, perhaps, taking some small part of his essence into themselves.

For some Kithain, a mortal funeral will not do. The sidhe have their own somber ceremonies for the disposition of one of their own. Sidhe funerals are often very elaborate affairs, as if dressing a funeral up in enough ceremony and ritual can conceal its true purpose. A proper funeral is considered by some sidhe to be a part of the entire ritual needed to send their spirits on to what awaits them and is almost as important as the wake itself.

Trolls also consider funerals important. A troll warrior needs to be laid to rest with proper ceremony and ritual to honor his spirit. Usually the troll is built a great funeral pyre where his body and his primary chimerical weapon are laid out and the fire lit. Some trolls still follow the ancient custom of sending their dead out to sea aboard a burning boat.



Chapter Four: Kinain Characters

This chapter is all about creating a kinain character. It offers specific guidelines on choosing Traits that are appropriate, plus information on new Backgrounds, Merits, Flaws and special Faerie Gifts that are specific to kinain characters.

The Process

The process for building a kinain character is similar to that of building a changeling character. The two share many traits in common, including the same Attributes and the concepts of seeming, Legacy and (to a degree) kith.

- **Step One: Character Concept**

Choose concept, Legacy, age category and heritage

- **Step Two: Select Attributes**

Prioritize the three categories: Physical, Social, Mental (6/4/3)

Choose Physical Traits: Strength, Dexterity, Stamina

Choose Social Traits: Charisma, Manipulation, Appearance

Choose Mental Traits: Perception, Intelligence, Wits

- **Step Three: Select Abilities**

Prioritize the three categories: Talents, Skills, Knowledges (11/7/4)

Choose Talents, Skills, Knowledges

- **Step Four: Select Advantages**

Choose Backgrounds (5) and Fae Gifts (5)

- **Step Five: Finishing Touches**

Record beginning Glamour, Willpower and Banality as determined by your seeming

Spend freebie points (15) for Merits and Flaws, Faerie Marks, Arts or Realms or to raise other Traits

Concept

As with any character creation, the place to begin is with a character concept. Give some thought as to the kind of kinain character you want to play and how that character might develop. The kinain are different from their fae cousins and are more strongly connected to their mortal lives and families, so consider what the kinain's background and role in mortal society is.

Kinain come from every walk and stratum of mortal life as well as every race, creed and background possible. The Kithain are by no means the sole changelings on Earth, and many kinain are descended from fae ancestors from other places and cultures around the world. This is especially true in Concordia (North America) because of the rich cultural and ethnic diversity found there.

Most kinain tend to be expressive and creative in some way, which often leads them into occupations that allow them to use their talents. That does not mean all kinain are artists or even Dreamers. Most kinain are not

aware of their heritage, and channel their talents into a variety of occupations, including science, farming, sales and even accounting.

Kinain may know little or nothing of changeling society or even of the existence of changelings. Players should consult with the Storyteller to find out how much their kinain characters know about the fae at the start of the chronicle. This can affect the concepts and Backgrounds that will suit new characters.

Legacies

Kinain characters have Seelie and Unseelie Legacies just like changelings do; however, they do not have more than a token allegiance to either Court. The kinain simply chooses which Legacy is the dominant one and follows it. Most kinain follow their Seelie Legacies in the modern world, since many of the Unseelie Legacies often result in the person being ostracized from society at best, and being killed or sent to prison at worst. Despite that, there are plenty of kinain who follow their Unseelie Legacies.

Both Legacies contribute to making up the kinain's personality, just as with a changeling. Some kinain follow one Legacy and then the other for a time, depending on the circumstances. In fact, kinain seem more likely to switch Legacies because they generally do not owe their fealty to one Court or the other, and do not concern themselves with the social or political implications of their behavior.

Age Category

A kinain character's age category is based on her mortal age. This is her physical age, just the same as it is with a changeling. Most kinain are rarely able to benefit from the age-suspending effects of life in a freehold, so their age category is usually the same as their actual age. Kinain advance in age categories as they progress in mortal years, gaining Banality along the way and slowly losing touch with their faerie identity for the most part.

Kinain do not usually go through the Togail an Ainm ritual. Fae society rarely recognizes the changes in the lives of kinain in the same way as it does changelings. Kinain do gain the same increase in temporary Glamour as changelings do when they pass from one stage of life to the next, along with the same increase in permanent Banality. The various rituals, boons and Dreaming gifts of the Togail only occur for kinain if they are allowed to take part in the ritual by a faerie mentor or patron.

Age category determines a kinain's beginning Tempers much like it does for changelings. See Chapter One for more information on kinain age categories.

Heritage

All kinain have some measure of Faerie Blood in them. This blood usually comes to them from a fae ancestor or ancestors. It may be as recent as a parent or grandparent, or as long ago as the family founder in the distant past. The blood can be hidden in a family for generations before appearing again, and many mortal families of fae descent had kinain and changeling children following the flood of Glamour released by the Resurgence in 1969.

Most of the time, a kinain's blood calls strongly to one particular kith from which the kinain is descended. The kinain takes on some of the physical aspects of that kith just like a changeling's mortal seeming does. Troll kinain are usually very tall and broadly build, and boggan kinfolk are smaller and rounder. Details of the appearances of particular heritages are given on pp.14-15 in Chapter One.

A kinain's heritage may also affect the Fae Gifts and Faerie Marks that appear. Certain heritages are more prone to particular gifts and marks than others. Satyr kinain, for example, often manifest the Bardic Gift. The player and the Storyteller should take the kinain's heritage into account when considering gifts, marks and other aspects of the character.

Abilities

Kinain have access to most of the same Abilities that changelings do. Additional Abilities can also be found in the **Changeling Player's Guide**.

Talents are inborn Abilities that are usually not learned, but gained through experience and trial and error. Particularly appropriate Talents for kinain characters include Artistic Expression, Empathy, Persuasion, Fortune Telling (especially for kinain with the Second Sight), Style and Subterfuge.

Skills are learned through training and practice. Kinain can know virtually any Skill, but some of the most common include Animal Ken, Drive (for almost any wilder or grump kinain), Etiquette, Fast-Talk, Game-Playing and any appropriate to the kinain's occupation or hobbies.

Knowledges are gained through schooling and application of the mind. Many of the more arcane Knowledges are rare among kinain unless they have some experience with the occult or with changeling society. More common

Knowledges include Computer, History, Law, Linguistics, Politics, Science and other such “mundane” Abilities.

Kinain characters cannot start with more than three dots in any Ability, but you can later use freebie points to give your character up to four or five dots in an Ability.

Backgrounds

Kinain characters have different Backgrounds from those of their changeling kin. They may have the Contacts and Resources Backgrounds from the **Changeling** rulebook, but cannot have any of the other changeling Backgrounds, which are connected to the changeling nature and culture of the Kithain. Instead, kinain characters have their own unique set of Backgrounds to choose from. The most important of these determines the kinain's relationship to the fae, and the gifts given to kinain by their faerie heritage, as well as advantages they have in the mortal world.

Fae Backgrounds

Fae Backgrounds are part of the heritage of a kinain's Faerie Blood. They are unique abilities, many of them resembling things that changelings themselves can do. The number of Fae Backgrounds a kinain may have is dictated by the number of dots she has in Faerie Blood Background. No kinain may have more than five Fae Gifts.

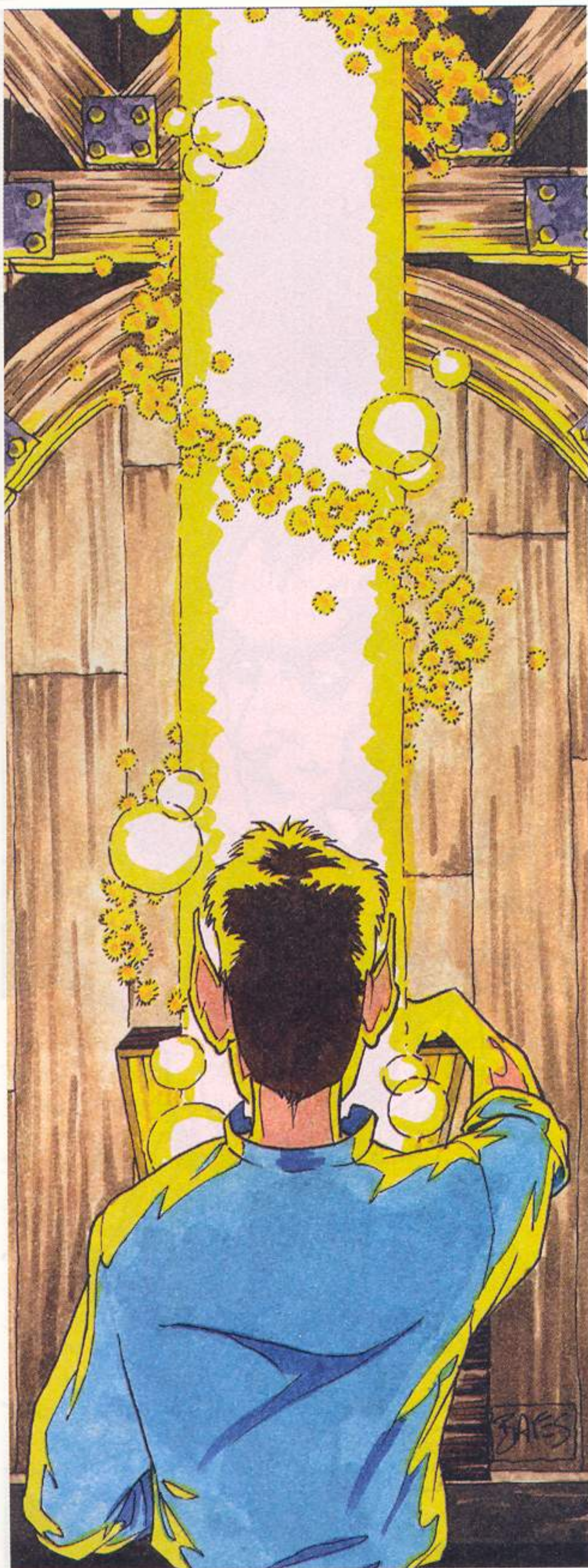
Like the rest of their fae heritage, some kinain are unaware of the nature or origin of the Fae Gifts they have. Low levels of some Fae Gifts may be passed off as coincidence, imagination or even mental illness by kinain and other mortals. The higher levels of Fae Gifts often convince a kinain that there is something unique about her, but other mortals may think that the kinain is insane.

Chimera Companion

You have the attention, interest and possibly loyalty of an intelligent chimerical creature of some kind. This might be an “imaginary friend” from childhood, some other character who has caught your imagination, or a chimera that finds you interesting for some reason.

Normally you are unable to see chimera or interact with them unless you are enchanted. This means that even you can't see your companion much of the time. You can hear your companion speak to you sometimes (Perception, difficulty 5), and the companion can help you by protecting you from chimerical dangers and telling you what it sees and hears in the faerie world. If you are enchanted, you can see and interact with your companion normally.





Characters are sometimes surprised to discover that the image they perceived from the voice does not match the chimera's true appearance. A deep and booming voice could belong to a chimerical bullfrog, or a soft, sultry tone might actually come from a chimera that is frightfully ugly.

Players should consult their Storyteller about what type of chimerical companion they can have and what its appearance and abilities are. More powerful chimera may have their own goals or plans for the character.

- A minor chimera with the intelligence of a loyal house pet. The chimera cannot speak to you, but can communicate through various noises (growling, meowing, burbling and such). The chimera and you may even come to understand a simple system of signals that allow it to pass on basic information. ("What's that, Lassie? Timmy's fallen down the well again?")
- A useful companion with human-level intelligence but no significant powers. This companion is smart enough to talk (regardless of its appearance) and tell you what it knows, but it is not powerful enough to use Arts or be a significant threat in chimerical combat.
- A chimera with some real power (one dot in an Art or an equivalent magical power). Keep in mind that the chimera may have trouble using its power on the real world or even on its companion if the companion is not enchanted and her Banality needs to be overcome.
- A powerful companion with up to three dots in Arts. This may be a mythical creature, a spirit or even a weird alien or fictional character.
- A legendary companion with up to five dots in Arts. This could be a chimerical dragon, genie, "guardian angel" or other mystical figure. The chimera is highly intelligent, and may be able to impart some information about the Dreaming to you, but it may also have its own agenda to follow and its own reasons for helping you.

DROSS

You have access to a source of dross (see **Changeling: The Dreaming**) like a faerie glade, a crystal cave, a particularly eccentric antique/junk shop or even a fount. This allows you to periodically gather dross that you can use for casting cantrips and for your Faerie Gifts rather

than having to use your own limited amount of Glamour for them.

Dross can also give you a valuable edge in changeling society by giving you some "coin of the realm" to exchange for favors and aid on occasion, but you will have to keep to source of your dross a well-guarded secret against the Kithain and other kinain who will desire to seize it for themselves.

The rating of the background indicates how much dross can be "harvested" from the source at any given time.

- 1 point of dross is available per week.
- 2 points of dross are available per week.
- 3 points of dross are available per week.
- 4 points of dross are available per week.
- 5 points of dross are available per week.

Faerie Blood

A kinain's closeness to her fae side determines how close to the Dreaming and Glamour she is. In game terms, being kinain is a Background that all kinain have to some degree. All kinain characters automatically have one dot of Faerie Blood, and may spend Background and/or freebie points to increase their rating.

The degree of the Background shows how close you are to being a changeling, rated in levels from 1 to 5. The rating also affects your access to Fae Gifts. Some people have only a trace of Faerie Blood in them, just enough to make them a little eccentric, while others are much closer to being changelings themselves and are pretty offbeat dreamers and visionaries.

A character with Kenning can determine if a person has Faerie Blood by looking at her. The difficulty of the Kenning roll is 10, minus the character's level of Faerie Blood. Success tells the seer that the person is kinain or reveals that she has no Faerie Blood in her, if she are mortal. A failure reveals nothing, and a botch gives the seer false information, telling him that a kinain is actually mortal.

- A faint trace of Faerie Blood, most likely from a distant ancestor that has skipped several generations to you. You are slightly more creative and in touch with the Dreaming than a mortal, but not much more than that. You may have one Fae Gift.
- A stronger glimmer of Glamour from a faerie grandparent or great-grandparent. You may have two Fae Gifts.
- Enough Faerie Blood to draw the attention of changelings (Kenning, difficulty 7). Most kinain who become involved in fae society

for any length of time have at least this level of the blood. You may have up to three Fae Gifts

- Faerie Blood likely inherited from a changeling or kinain parent or a strong bloodline that has been born true for some time. You may have up to four Fae Gifts.
- First-generation kinain, born of one or two changeling parents. You are very clearly kinain to any changeling who takes the time to notice you (Kenning, difficulty 5), and have the potential to learn fairly substantial cantrips of your own. You may have up to five Fae Gifts.

Faerie Mentor

You have the good fortune to have been taken under the wing of a changeling mentor who has taught you something of changeling society and your heritage. Your mentor can offer useful advice and aid to you from time to time, based on the value of this Background. A faerie mentor can also teach you different Arts and Realms up to the level of your Faerie Blood Background, allowing you to cast cantrips.

A mentor can also serve as an introduction to Kithain society for you, providing you a protector and a sponsor to introduce you to the court. Your mentor may prefer to keep his relationship with you discreet, or he may treat you as an equal and bring you into a freehold from time to time.

A faerie mentor can be from any kith and either Court, and may have his own motivations for helping and teaching you. The mentor may be related to you and feel some bond or debt to you, or he might want something from you with or without your knowledge. Some changelings teach kinain some useful tricks in order to make pawns of them, while others are fair and just teachers and friends. Some of the Changeling Ties Merits and Flaws can help further define the nature of the mentor.

- The mentor is not of significant status or ability. He can teach you one Art of the Storyteller's choice and offer you some basic information about changeling society, but he is not very involved in it.
- The mentor has some valuable pieces of information to pass on to you, and may teach you two Arts. The mentor has a fair involvement in changeling society.
- The mentor is a good teacher and can tell you any basic information about changeling society. The mentor also knows who all of

the major Kithain (nobles, etc.) are in the area, and can teach you up to three Arts.

- Your mentor has great knowledge or influence, and may be a noble or advisor to the court. They may teach you up to four Arts.
- You mentor is a person of great influence and knowledge, almost certainly a noble or other Kithain of importance. He can teach you up to five different Arts and have great wisdom to pass on, if you're prepared to listen and learn. Such significant mentors often have equally significant enemies.

Feth Fiada

The Mists cloak your presence and actions to some degree, just as they do with changelings and other things of the fae. You can use this to your advantage to conceal any of your more unusual qualities or activities. It also makes you more elusive than most people; mailing lists and databases lose track of you eventually, and most people tend to forget about you once you have moved on. Only close friends and family remember you as anything more than a vague impression; other people forget once they are no longer interacting with you, requiring a Perception roll against a difficulty of 5 + plus your level of Feth Fiada, to recall anything about you.

While not true "invisibility," the Feth Fiada does allow you to sneak around more effectively, as people forget about your presence as soon as you have passed by. You can add your dice in this Background to your Stealth rolls and subtract them from any Perception or Investigation attempts to find you. This ability can frustrate faerie-hunters to no end, but it can also isolate you from the rest of mortal society.

The ability does not affect changelings, enchanted mortals or chimera, who are all perfectly able to notice and recall you.

- Yeah, he was here a minute ago, I think. Didn't really notice that much about him, though.
- Huh? Yeah, I guess so, but there's a lot of people who come and go here, y'know. Could have been here, but I couldn't say one way or another.
- I'm telling you, I don't know who took it. I don't remember seeing anybody, and I can't imagine how anyone could have gotten back here without me seeing them, there's just no way.
- Yeah, I know it's on the sheet for the day, but I swear I don't remember giving out a ticket then, and there's nothing in the database on the guy for when I would have called

it in, so it must be a mistake. Don't worry about it.

- No, officer, I don't know who attacked me. I just can't remember anything about him, or maybe her. I don't know. Can I go home now?

Kenning

Although this is a Talent for changelings, some kinain gain the ability of kenning as a gift of their fae heritage. This gives you the ability to detect things of Glamour even without being enchanted, allowing you to sense Glamour and the presence of changelings, chimera and other things of the Dreaming. This Background works exactly the same as the Kenning Talent (see **Changeling: The Dreaming**, for more information).

Note: This Background does not allow you to see or interact with any chimera or anything other than the mortal seeming of a changeling. You merely sense the presence of those things, and (at higher levels) can ken some information about their nature and power.

Mortal Backgrounds

One of the greatest advantages of the kinain is their ties to mortal society. Kinain have more active mortal lives than their changeling cousins; they are less caught up in matters of the Dreaming and pay more attention to the mundane details. While this means that kinain are more banal than changelings, it also leads to them having more power and influence in the mortal world, influence that can be useful to the Kithain and can help kinain smooth things over to allow them and their allies some latitude in doing the things that need to be done.

Allies

You have human friends who can help you out when you are in need. Allies are not at your beck and call, but they will do what they can to help you out, and will even go out of their way to help as long as it is not dangerous for them to do so. By definition, Allies have some useful abilities, influence or contacts that can benefit you. For each point of this Background you have, you have one Ally.

Allies are generally trustworthy friends who will not betray your interests. They may or may not know of your fae nature. If they do know of it, they are willing to keep it a secret. An Ally may also ask a favor of you at some point (you are supposed to be friends, after all), and you should do what you can for them or risk losing the Ally's help the next time you need it.

- One Ally, of moderate influence and power
- Two Allies, both of them of moderate power
- Three Allies, one of them quite influential
- Four Allies, one of them very influential

- Five Allies, one of them extremely influential

Fame

You are widely known among mortals, perhaps as a famous writer, performer or athlete. Your fame gives you certain advantages (like preferential treatment), but it can also get you a lot of unwanted attention sometimes. Fame gives you a great deal of pull with the media, gives you the chance to influence others through your work, and perhaps spread the power of Glamour a bit (although the Glamour fades the more your work is distributed).

The Storyteller may allow you to use Fame + a Social Attribute to accomplish some tasks, like convincing a maitre'd to get you a table immediately or to convince someone that he should listen to you. Your rating in this Background is a measure of how famous you are.

Fame cannot be combined with the Feth Fiada gift; the concealment of the Mists precludes becoming famous, which is why few changelings achieve any great level of fame in the mortal world. They prefer to work behind the scenes and let the mortal Dreamers take all of the credit, while they take the Glamour. Mortals famous for their creative or artistic abilities often attract changeling muses, one of whom may become a mentor.

- You are known by a select subculture of the city you live in.
- Your face is recognized by the majority of the people in your home city; local celebrity
- You are fairly famous; your name and face are known by many
- You are quite renowned; everyone has at least heard of you
- You are nationally or even internationally famous — a movie star, politician or major athlete.

Influence

Your influence is a measure of your political power in mortal society. It is not unlike having a title in changeling society. Few kinain have titles, but many of them are quite influential with other mortals, something that most Kithain tend not to bother with.

Your rating in the Influence Background is a measure of your influence and what you can accomplish in the social and political scene. Occasionally, the Storyteller might call for a roll using Influence in place of an Ability to determine how effective you are at getting what you want out of the political machine.





A kinain does not have to be vastly influential to affect things in the mortal world for the good or ill of changelings. Someone on a local school board can make decisions and bring about changes that can have considerable effects on the local childlings and wilders.

- Moderately influential; a factor in local politics
- Well-connected; a factor in city politics
- Position of influence in state politics
- Broad personal power; a factor in regional politics
- Vastly influential; a factor in national politics.

Fae Gifts

Fae Gifts are signs of a kinain's special heritage, benefits of the Glamour of their faerie nature. Some are purchased similarly to Backgrounds with varying degrees of potency while others are advantages that the kinain either has or doesn't have. The character's degree of Faerie Blood defines how many Fae Gifts can be taken, one for each dot in the Faerie Blood Background. The level of Fae Gifts purchased is not affected by the Faerie Blood Background, however. So a character with one dot in Faerie Blood may only have one Fae Gift, but this may be five dots in Bardic Voice or even Honored Birthright. Some of these gifts are the same as those allowed for changeling characters, while others are unique to the kinain and appear to be a function of their combined faerie and human heritages.

An-da-shealladh: (2 point Fae Gift)

You have the "spirit sight" that lets you see and hear chimera and the fae mien of any changelings in the vicinity as if you were enchanted all of the time. However, you cannot interact with any chimera unless you are enchanted; they are nothing more than solid-looking phantasms to you. This can have some advantages in rendering you immune to chimerical attack, but it also prevents you from benefiting from any chimera unless you are enchanted (which can have interesting results if you try to walk across a chimerical bridge or sit on a chimerical flying horse). You also can't necessarily tell if something is a chimera or not unless you try to touch it, which means that caution is always advised with dealing with something strange.

This gift can quickly get you certified as insane in the mortal world if you continually tell others about seeing things that aren't there, especially when those things are faeries and mythical monsters.

The Bardic Gift

Your Faerie Blood gives you the gift of the true bards of old. Through the use of the Performance or Persuasion Abilities, you can inspire deep feelings in others. Traditionally, those with this Gift were trained as musicians, but the use of the Gift does not require singing. You can use any aspect of the Performance or Persuasion Abilities to convey emotions: poetry, speeches, song, dance or music. The only limitation is that you must perform live for the gift to have an effect. Your written or recorded work may still be brilliant, but it will not carry the power of Glamour with it.

- **Strain of Soothing:** With a successful Charisma + Ability roll (Persuasion or Performance, difficulty 7), you can create a pleasant atmosphere where everyone feels comfortable and at ease. The difficulties of Social rolls for the remainder of the scene are reduced by one.
- **Strain of Laughter:** A successful Manipulation + Ability roll (difficulty 8) sends your audience into screaming fits of laughter at your performance. The audience members are all but paralyzed with laughing for a number of turns equal to the successes rolled, and will not respond to anything but a direct threat. This ability can be especially effective if used to make someone else the subject of satire or ridicule.
- **Strain of Sorrow:** A successful Manipulation + Ability roll (difficulty 8) sends your audience into a storm of weeping. The audience members will be caught up in the emotion for a number of turns equal to the successes rolled, and will find themselves very sympathetic to the subject of the strain and/or you. Kinain have been known to use this gift to gain boons from the most hard-hearted nobles and chimera.
- **Strain of Slumber:** A Charisma + Ability roll with a difficulty equal to the subject's Willpower can place the subject in deep, enchanted slumber for a number of minutes equal to the number of successes rolled. During that time the subject cannot be awakened except by some kind of violence (including grabbing and shaking him vigorously).
- **Strain of Truth:** A Charisma + Ability roll (difficulty 9) allows you to convince your audience that whatever story you tell with your performance is absolutely true. A masterful storytelling (4 or more successes) results

in a Rapture for you; roll Charisma + Ability against a difficulty of 8 and gain one point of Glamour for each success. A botched roll on a Strain of Truth gains you a point of temporary Banality.

Fith-fath

This is a minor ability to call upon the power of the Mists similar to Feth Fiada (above), except that it works at your will, and can actively conceal you or something else from detection much like the cantrip Veiled Eyes (see **Changeling: The Dreaming** rulebook). It requires a point of Glamour spent and a Fith-Fath roll against a difficulty of the highest Banality present (which may well be your own Banality).

The obscurement lasts for one turn per success rolled. The difficulty to penetrate the Fith-Fath with Perception + Kenning is 4, plus the number of successes rolled in the casting. Few mortals will even know that a Fith-Fath has been cast, so they will not even try to penetrate it unless they have reason to be suspicious (such as well-trained guards or faerie-hunters alert for such tricks).

Honored Birthright: (5 point Fae Gift)

You Faerie Blood is strong, and you have inherited the Birthrights of your faerie heritage (see the individual kith for details on their Birthrights). That means a sidhe kinain gains two extra dots of Appearance, a troll kinain gains benefits to Strength and Willpower, and so on.

If a Birthright requires interaction with chimera or other things of the Dreaming (such as the chimera creation of the nockers), you can only perform that Birthright while enchanted.

You do not suffer from the Frailties of your heritage unless you take the Flaw *Inherited Frailty*.

Nine Lives: (4 point Fae Gift)

You have a remarkable ability to bounce back from chimerical "death." Whenever you suffer enough chimerical damage to "kill" you and drive you back into the mortal world, you are thrust into a comalike state as normal, but you are treated as if your Banality were only 1, regardless of your actual Banality rating. So, you remain unconscious for only an hour, and awaken with total recall of everything that happened while you were enchanted right up to the moment you were "killed."

You can do this trick a total of nine times during the course of a chronicle before exhausting this Merit. After your ninth chimerical death, or if your permanent Banality ever reaches 10, you lose the use of this Merit and are affected by chimerical death normally, as dictated by your Banality rating.

Parted Mists: (5 point Fae Gift)

The Mists do not fog your memories or perceptions of things in the fae world. You recall everything that happens to you while you are enchanted, and can remember any manifestations of Glamour or the faerie that you experience. You may still be killed by chimerical damage, and you remain unconscious for the normal time dictated by your Banality, but once you awaken, you recall your experiences exactly. This ability allows you to function very effectively in changeling and mortal society, moving into and out of enchantment without any difficulty. Such a kinain can make a valuable ally for the Kithain, but can also be a dangerous enemy, able to penetrate the Mists to locate changeling prey.

Riastradh: (5 point Fae Gift)

The battle frenzy of many warriors of legend can fall upon you when you engage in chimerical combat. By spending a point of Glamour upon entering such a combat, you gain two additional dice to all of your combat rolls (both attack and defense) for the duration of the combat. You must attack with a chimerical weapon or attack of some kind. You receive only half the bonus (one extra die) for physical combat of any kind.

The drawback of the Riastradh is that once you have invoked the battle-frenzy, you cannot withdraw from the combat until you or your opponent is unconscious or dead, and there is a clear victor. You may spend a Willpower point to attempt to snap out of the battle frenzy by making a Willpower roll against a difficulty of 8.

Once you come out of your battle frenzy, you will be weak and tired for some time, suffering +1 difficulty on all rolls until you have rested for at least 30 minutes.

The Second Sight

You have the gift of the Second Sight, the ability to know what is to come in the future. You receive information about the future as flashes of insight and visions as well as prophetic dreams and omens.

The Storyteller can make a Perception + Second Sight roll at any time to see if you might learn some insight about a particular event, person or place. The basic difficulty is 8, and each success gives you one piece of information about events involving that person, place or thing. A failed roll gives you no information, and a botch gives you a false vision about the future that may lead you astray.

You have no real control over the visions; they come to you unbidden and are never predictable. Oftentimes what you see is a direct vision of future events, but just as often the information may be couched in metaphor and

symbolism, requiring you to interpret what you saw. The Dream Interpretation Ability can be useful for this.

The Storyteller is encouraged to use this ability to provide the characters with hints, foreshadowings and useful clues about what is to come without letting it dominate the story. The players should generally not feel locked into a single future that they cannot change, or else their involvement in the story becomes somewhat moot.

- You can see up to two weeks into the future
- You can see up to six months into the future
- You can see up to five years into the future
- You can see up to 50 years into the future
- You can see any distance into the future, but any time further than 50 years ahead is very difficult to predict accurately and has a difficulty of 10.

Spearman's Shield

Your belief in your own invulnerability can protect you from chimerical damage. Each dot in this Background gives you an additional soak die against any form of chimerical attack. The only limitation is that your "shield" is a function of your belief and bravery; if you suffer from fear or doubt, the protection fades. Any cantrip or similar effect that causes you to lose your courage forces you to make a Willpower roll (difficulty 8) each turn to maintain your protection. A failed roll means that you lose the benefits of the shield for the duration of the encounter. A botched roll causes you to lose the shield for a full day and a night.

The Spearman's Shield only protects you from chimerical damage; it does not affect physical damage in any way. It *does* protect against cantrips and other forms of Glamour that cause real physical damage, such as the effects of the Pyretics Art.

Taghairm: (2 point Fae Gift)

You have the ability to call the spirits of the dead and speak to them. Such spirits are not under any obligation to come when you call, nor are they required to do as you ask, but you can use persuasion, bargaining and even threats (either bluffs or ones you can back up) to get them to do as you want. The spirits can provide advice on the doings and dirty secrets of the mortal world as well as use their own powers to aid you. The Restless Dead will never do anything for free — they will want something in return.

Taibhsear: (1 point Fae Gift)

You have the ability to see the spirits of the dead. You cannot speak to them or hear them unless you have the Taghairm gift, but you can see the spirits as clearly as you

can anyone else. At times the Storyteller might require a Perception roll against the local strength of the Shroud to see a spirit (see **Wraith: The Oblivion** for more details). This gift does not allow you to see chimera, only the dead. Many times this gift can prove a double-edged sword, since you often see things that no one else can, and many wraiths can be an unexpected and frightening sight indeed.

Weakened Mists: (1-3 point Fae Gift)

You have a greater ability to recall things that happened to you while you were enchanted. The Mists do not cloud your memory as much as they should. Subtract the rating of this Merit from your Banality (to a minimum Banality of 1) when determining the effects of the Mists on you. You recall more about your enchanted experiences, and tend to recover more quickly from being "killed" in chimerical combat.

Tempers

Kinain have the same Tempers as their faerie cousins, but they deal with some of them in slightly different ways, particularly Glamour and Banality. A kinain character's beginning Tempers are decided by her seem-

ing, plus any freebie points that the player chooses to spend on them.

Willpower

Willpower is the one quality that starts out the same for kinain as it does for changelings. Kinain can have just as much Willpower as any changeling, and many kinain are extraordinarily willful. Kinain use Willpower in the same ways that changelings do. They may also spend a point of temporary Willpower to overcome being Dream-struck for a short time.

Each time the kinain needs to break out of the trance of dreaming to act or notice something, a Willpower point must be spent. If enough Willpower points are spent, the kinain can overcome being Dream-struck for an indefinite period of time (determined by the Storyteller). Recovering from being Dream-struck still requires the kinain to spend some time in the mortal world away from things of the fae.

Kinain recover temporary Willpower in the same manner as changelings: generally each time the kinain sleeps and dreams, one point of Willpower is regained. At the end of each story, all temporary Willpower points are regained.

Glamour

All kinain have a spark of Glamour in them, their heritage from their Faerie Blood. It is very precious to them



because it is their tenuous link to their fae side and they have a very finite amount of it. Kinain cannot replenish their temporary Glamour as easily as changelings can. They can only gain Glamour in two ways: having a changeling give it to them through enchantment, or creating it themselves by achieving a Rapture.

Fortunately for them, kinain need to use Glamour less frequently than changelings. Few kinain know many cantrips, and only some Fae Gifts require the expenditure of Glamour to function. Those kinain who know who and what they are and understand the nature of Glamour use what they have sparingly, since they never know when—or if—they will be able to replenish it.

Like changelings, kinain lose permanent Glamour as they age, their Faerie Blood slowly giving way to their mortal heritage.

Banality

Banality is the other half of the kinain's heritage, as much a part of them as Glamour is. Kinain are strongly rooted in the mortal world and mundanity; they are human just as they are fae, and this makes them more banal than most changelings.

Kinain also slide more easily into the stable routine of Banality. Most of them were raised in mortal society with the idea of routine and structure worked into them. They are more susceptible to falling into mundane routines and forgetting their faerie heritage.

One reason for this is the fact that kinain gain Banality for most of the same reasons that changelings do, but they have fewer ways to reduce their temporary Banality, making it more likely for their permanent Banality to increase. Since one of the primary ways of reducing permanent Banality requires gaining Glamour, and kinain have very few ways to do so, they are usually stuck with whatever Banality they acquire.

On the other hand, kinain have the advantage that Banality is not so great a difficulty for them. Kinain are used to operating in the mortal world, and they are not as affected by having a higher Banality as changelings are. Kinain who make use of cantrips may find them less effective when they are not enchanted, since they must overcome their own inherent Banality to make them work.

For most kinain, the biggest problem of growing Banality is the deepening of the Mists. As their Banality increases, it becomes more difficult for kinain to recall their experiences with the fae and enchantment. If her Banality becomes high enough, a kinain's experience with all things of the Dreaming can be entirely erased or become twisted into a strange dream or nightmare. This

results in many kinain becoming lost to the Glamour, and a few of them becoming Autumn People.

Merits and Flaws

Many of the Merits and Flaws from the *Changeling Player's Guide* can apply to kinain equally well, and kinain characters are allowed to take Merits and Flaws. Kinain also have some unique Merits and Flaws based on their mixed heritage that are described in this book. Up to seven points of Flaws can be taken, giving characters a potential total of 28 freebie points.

Storytellers should decide if they want to allow Merits and Flaws in their own chronicle, and players should check with their Storytellers before they design characters that use these options or are based around having a particular Merit or Flaw. These options give players additional "hooks" to define and describe their characters, but they can also add some complications to the game, that some Storytellers might prefer not to use.

Kinain can have virtually any of the Merits and Flaws from the following categories described in the *Player's Guide*: Psychological, Mental, Awareness, Aptitudes, Mortal Society and Physical. Merits and Flaws from Changeling Society and Supernatural categories are different for kinain, and are described below. Some specific Merits and Flaws have special considerations for kinain characters that are described here.

Kinain can have the following Supernatural Merits from the *Player's Guide* as Fae Gifts: *Spirit Mentor*, *Unbondable*, *Luck*, *Sphere Natural*, *Guardian Angel* and *Poetic Heart*. The Merits *True Love*, *Danger Sense*, *Werewolf/Vampire Companion* and *True Faith* are not considered Fae Gifts, and can only be taken with permission of the Storyteller.

Psychological

Kinain may find a *Higher Purpose* in the protection of the Kithain or in gaining fame, glory or acceptance into fae society for themselves and other kinain. Such kinain may become good friends and allies of the fae. For some, this purpose can become corrupted into a *Driving Goal* that consumes the kinain's entire life.

Some kinain are *Addicted* to gaining Glamour for themselves, going through "withdrawal" if they are unable to find a regular source of Glamour and/or enchantment for themselves. Kinain who have forgotten their fae experiences because of the Mists may still suffer these strange cravings for something without knowing exactly what it is. This can cause kinain to lose touch with their mortal lives and usually results in the kinain eventually becoming Dream-struck from exposure to too much Glamour.

In the same vein, some kinain acquire an *Obsession* with the kith and all other things of Glamour. They collect every scrap of information they can about them and go out of their way to seek out more.

Mental

Iron Will is a very useful, if uncommon, Merit for kinain. Kinain with *Iron Will* are not easily manipulated by changelings or other outside forces, which helps to compensate for the kinain's vulnerability to being enchanted and spellbound. Some kinain with *Iron Will* might be enchanted and spellbound by changelings, only to later break free on their own and establish a place for themselves in changeling society.

Some kinain acquire the *Confused Flaw* as a result of their brushes with Glamour, and may seem somewhat addled or strange to mortals. The same is true of similar Flaws like *Absent-Minded* and *Amnesia*.

Mortal Society

These Merits and Flaws are even more common for kinain than changelings, and many kinain who might be lacking in areas such as Faerie Blood and Fae Gifts may still have considerable resources and influence in mortal soci-

ety enough to make them valuable allies, or dangerous enemies, of their fae cousins.

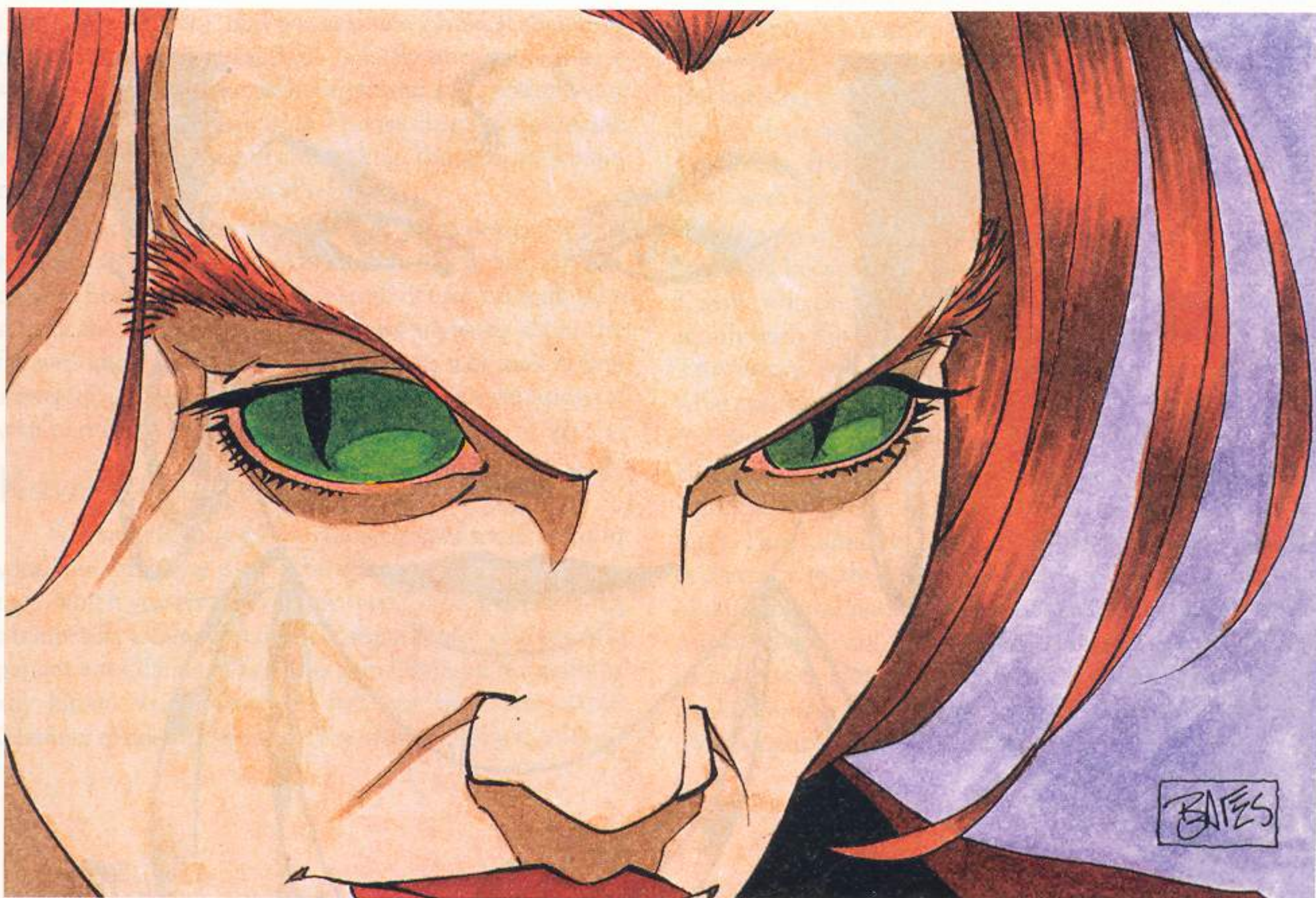
Kinain can be *Hunted* just as changelings and other supernaturals, and the Autumn People and many of the Dauntain do not differentiate between true changelings and those with some trace of Faerie Blood.

Physical

Unusual physical traits are fairly common among the kinain, and some deformities or physical changes can be considered Faerie Marks, such as a troll kinain being of *Huge Size* or a slaugh kinain being *Double-Jointed*. These and the other Faerie Marks (described below) often serve as signs to those alert for them that someone has Faerie Blood.

Changeling Ties

It is rarer for kinain to have extensive ties to changeling society, but the Storyteller may permit kinain characters to have some already established relationships with their fae kin when play begins. Any of the Merits and Flaws listed for Changeling Ties in the *Player's Guide* may be appropriate for a kinain character, although some of them require that the kinain have the Faerie Mentor Background. *Kithain Enemies*



can be a great danger to kinain, and should be taken with care. Many kinain may acquire a one-time *Boon* from a relative or noble, either a family member who is willing to help the kinain out or an ancient debt owned to the kinain's family or clan.

Faerie Marks

Faerie Marks are Flaws that result from a kinain's fae heritage. It might be a family curse, or the kinain just had the bad fortune to inherit some of the worst qualities of his faerie kith. Usually the freebie points gained for taking a Faerie Mark are used to purchase additional Fae Gifts, since kinain with greater degrees of Faerie Blood tend to have both more gifts and marks of their heritage. However, the freebie points can be used however the player wants, and a kinain may have Faerie Marks with very few gifts to make up for it.

Some of the Flaws described in the *Changeling Player's Guide* are appropriate for use as Faerie Marks, including: *Wyld Mind*, *Surreal Quality*, *Iron Allergy*, *Cursed*, *Magical Prohibition or Imperative*, *Bard's Tongue*, *Haunted*, *Changeling's Eyes*, *Dark Fate*, *Greedy Glamour*, *Psychic Vampire* and *Sidhe's Curse*. Other Faerie Marks are described below. Some of the Fae Gifts may also mark a kinain's true nature, and are sometimes referred to as "Faerie Marks," but true marks are always Flaws, not Merits.

Enchanted Blood: (1 point [Flaw])

Your blood carries some of the essence of Glamour in it, meaning that vampires who drink from you suffer the same effects as drinking the vitae of a changeling: temporary enchantment and possible madness (see the *Book of Storyteller Secrets* for more information). This makes you a curiosity for some Kindred and desirable to a Malkavian who is looking for some of the "quick inspiration" that can be taken from your blood.

Geas: (1-5 point [Flaw])

You are under some kind of *geas* at the beginning of play, most likely a Ban, but possibly a long-term quest. This *geas* may be a family curse or duty that you have inherited, or it may have been imposed on you by a changeling using the Sovereign Art. The difficulty of the *geas* determines how great a Flaw it is. Something minor, such as a Ban against harming animals or a requirement to give occasionally to charity, would only be worth one point. More difficult *geasa* are worth more points. A five-point *geas* is something that rules your entire life, like a Ban against sleeping in the same place more than one night or a quest that requires you to render aid to anyone in need you encounter. The Storyteller decides the exact value of whatever *geas* you choose.



Inherited Frailty: (5 point Flaw)

As part of your fae nature, you have inherited the Frailties of your heritage. This makes a pooka kinain a compulsive liar, or a causes a satyr kinain to suffer from Pan's Curse. In the case of sidhe kinain, this Flaw is the same as the *Sidhe's Curse* Flaw from the **Player's Guide**. The Storyteller is encouraged to enforce the effects of your Frailty, and some Frailties may cause serious problems for kinain in mortal society.

Iron's Curse: (2 point Flaw)

You are as sensitive to cold iron as a true changeling. Contact with cold iron causes you pain and discomfort, resulting in a +1 to all of your difficulties while you are touching it. You are unable to use Glamour while in contact with cold iron, and you cannot gain Glamour (through enchantment or a Rapture) while in contact with it.

Mark of the Blood: (1-5 point Flaw)

Your fae heritage manifests itself in some obvious physical characteristic based on your heritage. This may be one of the existing physical or supernatural Flaws listed in the **Player's Guide**, like *Huge Size*, *Short*, *Changeling's Eyes* or the like, or it may be some new physical change or deformity. A one-point Flaw is fairly noticeable, like a slight blue cast to your skin, bright red hair, pointed ears or eyes of a very unusual color. This is a clear sign to anyone who knows something of changelings that you are kinain or a changeling in a mortal seeming.

A five-point Flaw is a serious physical deformity that requires almost constant explanation, like a pair of horns on your head, cloven hooves instead of feet, brilliant blue skin or the like. Anyone who knows anything about the fae will know you are one, and mortals will look at you strangely, requiring some kind of creative explanation on your part concerning your "deformity."

Ravaged: (2 point Flaw)

You were Ravaged by a changeling at some point in your past, stripping you of the Glamour of your fae heritage, which you have yet to recover. You begin play with a temporary Glamour score of 0, regardless of your starting permanent Glamour. You may gain Glamour normally as any kinain would, but you will not have any initial Glamour to use for cantrips or Fae Gifts, making it unlikely

you would have learned much about either (unless you have a gift that does not require Glamour to use).

You may well be embittered about your experience, especially if it was your only contact with the fae. You may also strongly desire to find a way to gain new Glamour, throwing yourself into some creative endeavor seeking Rapture or even becoming a Dreamer for another changeling to inspire, although this is less likely, given your previous experience with the treacherous fae.

Cantrips

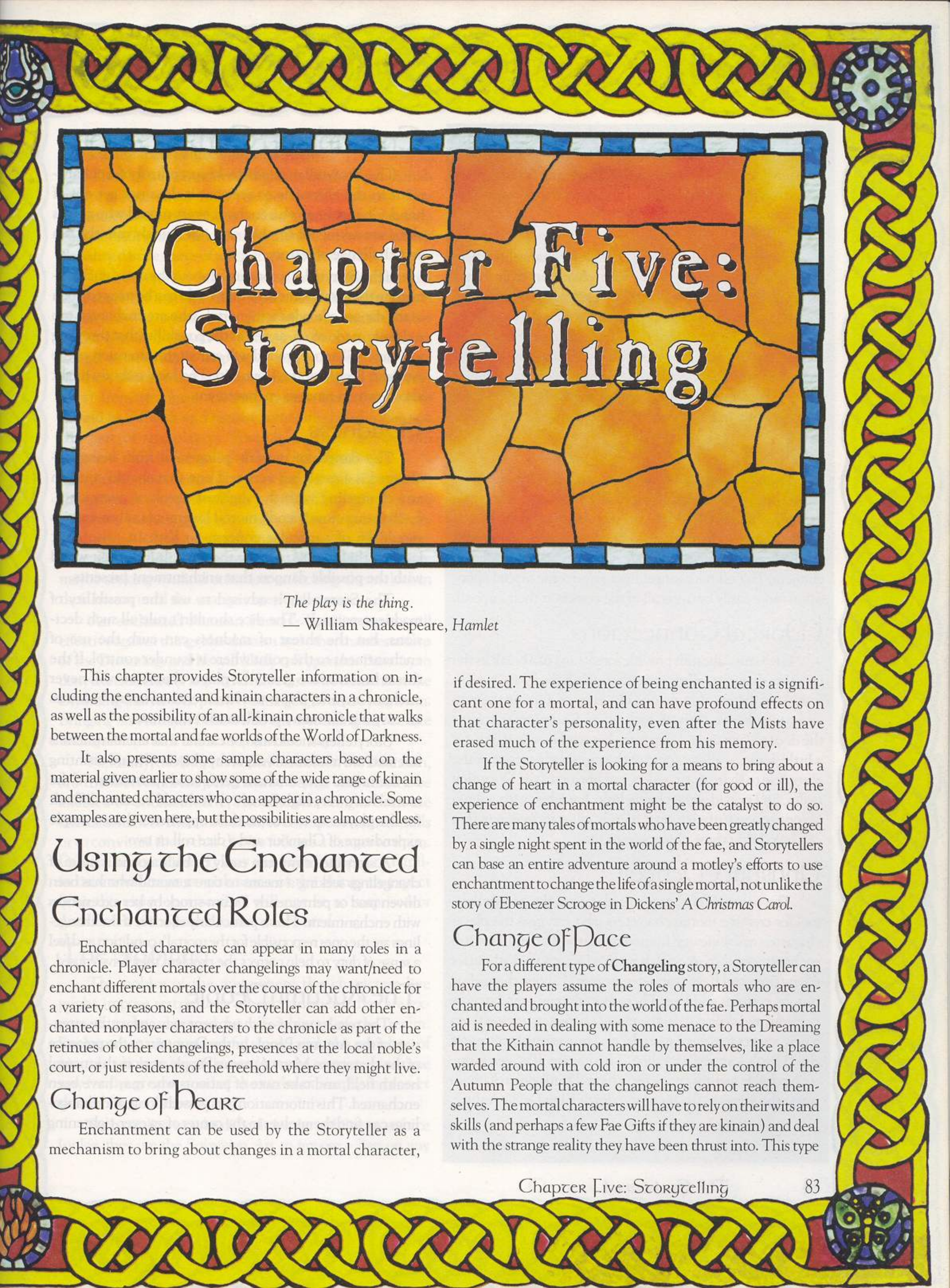
Kinain have the potential to learn to harness their own inner Glamour to use cantrips. Some very rare kinain have enough Faerie Blood to allow them to gain some substantial knowledge of the Arts and Realms on their own, but most do not. Kinain must learn their Arts and Realms from a changeling teacher or mentor, and can only begin play with Arts and Realms if they have the Faerie Mentor Background and have spent freebie points to learn the Arts and Realms. They do not begin with any dots in Arts or Realms for free like changelings do, but can learn them in play if they find a teacher.

A kinain is limited in the Arts and Realms that can be learned by her level of Faerie Blood. No Art or Realm can be known to a kinain at a rating higher than her rating of Faerie Blood, so a kinain with two dots in the Faerie Blood Background could not learn any Art or Realm at a level higher than two dots as well. The more Faerie Blood the kinain has, the closer she is to being true fae and able to work with the powers of Glamour.

Kinain who know how to use cantrips use them very sparingly because they have limited access to Glamour. Kinain who use up their own Glamour are able to regain it only with the aid of a changeling or through a Rapture. This means that kinain are very conservative in using what cantrips they know.

Kinain cantrips are more likely to fail than those of changelings simply because kinain exist in the mundane world and must contend with more Banality than changelings. They cannot enchant the subjects of their cantrips and must directly overcome their Banality. Sometimes a kinain's mortal nature betrays her, and her own disbelief causes them to fail. If the kinain's Banality is the highest of any of the characters present when a cantrip is cast and the kinain is not enchanted, then she must overcome her own Banality to cast the cantrip.





Chapter Five: Storytelling

The play is the thing.
— William Shakespeare, *Hamlet*

This chapter provides Storyteller information on including the enchanted and kinain characters in a chronicle, as well as the possibility of an all-kinain chronicle that walks between the mortal and fae worlds of the World of Darkness.

It also presents some sample characters based on the material given earlier to show some of the wide range of kinain and enchanted characters who can appear in a chronicle. Some examples are given here, but the possibilities are almost endless.

Using the Enchanted Enchanted Roles

Enchanted characters can appear in many roles in a chronicle. Player character changelings may want/need to enchant different mortals over the course of the chronicle for a variety of reasons, and the Storyteller can add other enchanted nonplayer characters to the chronicle as part of the retinues of other changelings, presences at the local noble's court, or just residents of the freehold where they might live.

Change of Heart

Enchantment can be used by the Storyteller as a mechanism to bring about changes in a mortal character,

if desired. The experience of being enchanted is a significant one for a mortal, and can have profound effects on that character's personality, even after the Mists have erased much of the experience from his memory.

If the Storyteller is looking for a means to bring about a change of heart in a mortal character (for good or ill), the experience of enchantment might be the catalyst to do so. There are many tales of mortals who have been greatly changed by a single night spent in the world of the fae, and Storytellers can base an entire adventure around a motley's efforts to use enchantment to change the life of a single mortal, not unlike the story of Ebenezer Scrooge in Dickens' *A Christmas Carol*.

Change of Pace

For a different type of **Changeling** story, a Storyteller can have the players assume the roles of mortals who are enchanted and brought into the world of the fae. Perhaps mortal aid is needed in dealing with some menace to the Dreaming that the Kithain cannot handle by themselves, like a place warded around with cold iron or under the control of the Autumn People that the changelings cannot reach themselves. The mortal characters will have to rely on their wits and skills (and perhaps a few Fae Gifts if they are kinain) and deal with the strange reality they have been thrust into. This type

of story can be a good introduction into the world of the Kithain for players new to **Changeling**. Such a chronicle could even advance into becoming fully **Changeling** as some characters discover their true natures and enter their Chrystalises.

Crossovers

Enchantment also makes it possible for changeling characters to interact more easily with characters from other Storyteller games in the World of Darkness. A motley of changelings might enchant a vampire, werewolf or mage, or they might call upon one of the other supernaturals to face a common threat, such as a plot to destroy a changeling freehold created by the Technocracy or Pentex, or a rogue vampire feeding on changeling blood against the wishes of the local prince, risking war between the Kindred and the faerie folk.

Helping Hand

The advantage to having enchanted allies for a group of changelings is considerable, especially if most of the group is made up of childlings and wilders who might need the help of an adult authority figure from time to time. Enchanted mortals are also easier to affect with cantrips, and can be affected by chimera. This allows changelings to overcome mortal opposition more easily by using all of the powers at their disposal.

Mortal Connections

Enchanted mortals provide something of a break in the isolation that normally surrounds the Kithain. They dwell in a world of dreams that no one else can see, forcing them to group together and rely on each other. Enchantment opens the door to let a mortal step into that world, even if only for a little while. It allows some of the mortal characters of the chronicle to share the wonders and horrors of the Dreaming realm, and provides the changeling characters with a sense of connection to their mortal friends, allies and enemies that can help bring those characters to life.

Unusual Mentor

The power of enchantment also gives the Storyteller a tool for creating mortal characters who can give the player characters a new view on humanity and the Kithain. Through enchantment, some mortals have lived among the Kithain for a long time and have learned a great deal about changeling history, customs and lore. These mortals may even be more powerful and skilled than the player characters, giving them a new respect for "mere mortals" and interesting mentors for the "Hero's Journey" storyline. Thomas the Rhymer is one such possible mentor character, a mortal bard wise in Kithain ways who serves as the mentor to High King David Ardry.

Enchanting Complications

The Storyteller needs to keep control of enchantment in the chronicle to see that it does not get out of hand. Changelings who enchant every mortal who comes along are asking for trouble, and can quickly ruin the fun and challenge of a story.

If the Storyteller is concerned about the use of enchantment in the game, some of its drawbacks can be stressed, such as the danger of madness in mortals who are enchanted too suddenly or too often, as well as the possibility that throwing too much Glamour around will attract the attention of the Autumn People or the Dauntain. The local nobility might also frown on random enchantment.

Madness

The danger of mortals going mad from being enchanted is a small but very real one that should concern any changeling with the slightest streak of conscience. Enchanting close friends, mortal lovers or family members should be of particular concern to Kithain, who must balance their desire to bring the mortals into their world with the possible dangers that enchantment presents.

The Storyteller is advised to use the possibility of madness sparingly. The dice shouldn't rule all such decisions, but the threat of madness can curb the use of enchantment to the point where it is under control. If the threat becomes too great, the player characters will never enchant anyone; if it is too little, enchantment becomes an easy out for many problematic situations.

Storytellers should also be careful that enchantment is not used too much as a weapon by players who are counting on the mortal they enchant going mad (particularly if the mortal has a very high Banality). It should be more difficult for the players to overcome their opponents than a simple expenditure of Glamour and a dice roll or two.

A storyline or two can easily be built around a group of changelings seeking a means to cure a mortal who has been driven mad or permanently Dream-struck by her experiences with enchantment. This is particularly effective if the changelings are the ones responsible for the mortal's condition and feel a sense of duty to help correct the problem they have caused.

The Autumn People

The regular use of enchantment may attract the attention of the Autumn People or the Dauntain to the presence of the characters. Many Autumn People work in the mental health field, and take note of patients who may have been enchanted. This information gets passed along, and changelings can find themselves in the center of an ever-tightening

net of information and enchantment “sightings” that forces them to use their abilities more sparingly.

The Kithain’s enemies rely greatly on their own Banality to protect them from the powers of Glamour. This advantage is lessened, however, if the changelings manage to enchant Autumn People, putting them in a state where their Banality can be more of a hindrance than a help.

The Storyteller has several ways to make this situation more difficult for the players. Any Autumn Person (even one who is not aware of the existence or true nature of the Kithain) should be difficult to enchant. Autumn People are naturally suspicious and cautious, and their mothers all warned them about taking candy (or any other gifts) from strangers. Getting tokens into their hands should be difficult and require some original thinking on the part of the players. Forcibly enchanting Autumn People is difficult because of their high Banality.

An Autumn Person who is enchanted will still deal with the experience as rationally as possible. They may presume they have been drugged (especially if they consumed faerie food or drink) or are suffering from some kind of hallucination. They will respond like any person would in such a situation, maybe seeking medical attention or locking themselves in their homes until the strange experience passes.

An enchanted Autumn Person’s Banality is also still effective against things like chimera and other manifestations of the Dreaming, and he will likely call upon his Banality to deny the existence of any of the more fantastic elements of the Dreaming that he sees, possibly damaging or destroying them. Bringing an Autumn Person into the Dreaming can be like letting a bull into a china shop in some ways.

Naturally, the Kithain’s other banal foes, the Dauntain, are themselves already enchanted beings and cannot be affected by enchantment. The Dauntain might even use enchantment to their own ends, to corrupt certain mortals or to convince them that the fae folk are a danger to them. Dauntain faerie-hunters may use enchantment to familiarize mortal hunters with some of the things to expect from the experience so they will not be so surprised or disoriented if they are become enchanted.

The Nobility

The nobles of the area where the characters live might impose restrictions on enchantment that are expected to be observed by all subjects of the realm. Enchantment is a powerful tool, and the number of mortals who can be enchanted may be restricted in some way for the greater good of the realm or simply to protect the nobility’s interests.

Such a ruling may be difficult for the nobility to enforce (unless they use the Sovereign Art to impose a Ban on any





violators and elicit oaths from other changelings to obey the decree), but it should make some characters more cautious about using enchantment due to the potential consequences. If enchantment is something that the nobility reserves primarily for themselves, there is likely a reason for it, such as a desire that only nobles have mortal retainers, protecting the secrecy of the changeling community, or perhaps preventing the commoners from gaining too many mortal allies for their cause.

Limiting enchantment in this way makes it less likely for players to make use of it casually while still giving them the freedom to choose and deal with the consequences of their actions as they happen. The noble can also give the characters special dispensation to use enchantment as the story calls for it.

Using the Kinain

Kinain can be used exclusively as nonplayer characters, or included as player characters in the chronicle, using the creation rules from Chapter Four. In either case, there are different advantages, disadvantages and concerns of involving kinain characters in a chronicle. The Storyteller should consider what the material in this chapter and in the rest of this book will do to her game before including kinain player characters or starting a kinain-based chronicle.

Roles Kinain Play

The kinain have many useful roles that they can play in a **Changeling** chronicle, not the least of which is their ability to operate more freely in the mortal world and be something of a bridge between changelings and mortals. Their greater resistance to cold iron also makes kinain valuable allies for a group of changelings... or dangerous enemies.

Allies

Many changeling communities and motleys have kinain allies who are aware of the fae and the Dreaming, and who may be enchanted to help the Kithain with matters in their world. More often, these helpful kinfolk aid changelings with problems in the mortal world that may be difficult for the Kithain to deal with themselves.

Having influential kinain allies can greatly aid a group of changeling characters. Kinain characters might make up part of the retinue of a changeling knight or noble who calls upon them to handle certain matters in the mortal world, and occasionally requires them to attend her in the realm of faerie as well. Such characters could form the basis for an all-kinain chronicle, as described below.

Antagonists

Kinain can be dangerous enemies for changelings. Faerie Blood combined with a mortal nature gives them many of the powers and abilities of changelings without some of the vulnerabilities. Kinain are not as affected by cold iron, and are better able to use weapons and tools made from it. They are also capable of using what Glamour they acquire in many of the same ways that changelings are, including using the different Arts and Realms to cast cantrips.

Kinain antagonists may be hostile faerie-hunters working with the Dauntain, seekers after whatever Glamour they can acquire to supply themselves, or madmen unbalanced by a brush with the Dreaming.

Kinain faerie-hunters are dangerous opponents, trained in the use of their Fae Gifts and abilities and knowledgeable about their prey. Some of these hunters might despise their fae heritage just as the Dauntain do, considering it to be impure or simply impossible. Other hunters might be jealous of full-blooded Kithain and desire the power of Glamour that they have. Although it might be possible to show such misguided souls the light and heal them of their twisted natures, more likely changeling player characters will have their hands full just surviving their attacks.

Some kinain antagonists desire only one thing: Glamour. Having touched the power of faerie magic, they desire more of it for themselves, but do not have the patience or talent for creating Rapture. Instead they seek to gather all of the Glamour they can, and loot sites of dross for their own use and to power what cantrips they have managed to learn. These kinain also lust after knowledge of the Arts and Realms, and seek changelings to teach it to them. There are even rumors of kinain attempting to increase the amount of Faerie Blood in their veins with transfusions taken from true changelings and other weird experiments to make a kinain into a true faerie.

Other kinain are simply unbalanced by their experiences in the Dreaming. They may have been mentally unstable to begin with, or they may have suffered greatly at the hands of hostile chimera or twisted Unseelie masters, giving them a desire for revenge against all Kithain. Kinain who have had the Glamour torn from them by Ravaging are particularly prone to become hunters of the Kithain who assaulted them, and then extend their mission to eliminate all changelings as dangerous parasites.

Dreamers

Many kinain have the spark of Glamour necessary to become Dreamers for changeling patrons. The relationship between a kinain and his changeling muse can form the basis of a story or even an entire chronicle, and the story of a group of kinain Dreamers who all have the same changeling muse can form the basis for an all-kinain chronicle (see below).

Family

Some changeling characters may have kinain relatives who have some amount of Faerie Blood, but not enough to manifest a true faerie soul. A sibling, parent or child of the character might be kinain, with some fae blood and gifts that can be used to aid the character in a time of need.

There are mortal families who have a long history of carrying Faerie Blood. Although most have forgotten such traditions and ancient pacts that their ancestors forged with the Kithain, some families still teach their children about the old ways and the times before the Sundering. Perhaps a childling heard something about the Fair Folk before her Chrysalis from a kinain grandparent or other relative. She could seek help and advice from her kinain relative, and even discover that she already knows a few of the local Kithain community.

Other kinain family members might not be as helpful to changeling characters. Perhaps they have always repressed their faerie heritage, or turn bitterly against it when the changeling reveals the truth to them. An embittered kinain relative can make a powerful and important antagonist like one of the ones described above.

Mentors

Just like enchanted characters, kinain can make interesting mentors for changelings or other enchanted characters off on a quest or journey, or simply new to the ways of Kithain society. Many kinain have lived far past their mortal spans through the power of Glamour, and may know valuable knowledge that can be passed on to the characters.

Protectors

Some kinain serve as the mortal protectors of their faerie kin. Those families who still follow the old ways and honor the changelings will do their best to protect the Kithain in their ranks from the dangers of the mortal world. Other kinain have been known to become the knights, champions and henchmen of various Kithain who enchant them.

Servants

Some Kithain courts and freeholds have well-trusted kinain and mortal servants who live there under the protection of enchantment. The enchantment lasts for as long as they dwell in the freehold, and kinain servants are often expected to perform tasks outside of the faerie domain because of their ability to retain enchantment longer than other mortals.

Kinain servants can be the loyal bondsmen and retinue of a Seelie changeling noble, or they might as easily be the enchanted slaves of an Unseelie. Some kinain servants do not become so willingly, and characters might take up the cause of helping mortals who have been enslaved through the power of Glamour.



Kinain Complications

Kinain characters (either player characters or other characters in a story) have certain difficulties associated with them that the Storyteller should be aware of. These complications can affect how a chronicle progresses and some of the stories that can be told with kinain characters.

Enchantment

Kinain are reliant, to one degree or another, on changelings for their ability to operate in the fae world. Most kinain are unable to perceive or interact with elements of the Dreaming on their own, unless they are enchanted. Since they are unable to enchant themselves, this must come from a changeling or some other outside source like a treasure.

This means that kinain characters in an all-kinain chronicle need some means of becoming and remaining enchanted when the need calls for it. This may be a changeling patron or mentor of one or more of the characters, or perhaps a unique treasure or other source of Glamour that allows the kinain to enchant themselves and remain so without the aid of the Kithain. Such a treasure would be an item of great value, and the kinain characters may find themselves spending a lot of time protecting the secret of their enchantment and keeping the treasure from the hands of others.

The Storyteller may also wish to consider running some stories for kinain characters that have little or nothing to do with the Dreaming aspects of the changeling world and take place entirely in the mortal world that the kinain are used to. This stresses the mortal nature of the kinain, and can serve as a useful contrast to the world of the Dreaming.

Glamour

Another major complication of the kinain is their limited ability to gain Glamour. Kinain can only gain Glamour through Rapture or through having it given to them by a changeling, chimera or other creature of the Dreaming. This means that kinain characters will have to be much more sparing in their use of Glamour than changelings, since they have fewer means to renew it.

Kinain also have fewer of the powers associated with Glamour and little knowledge of cantrips. Some kinain characters with a great deal of Faerie Blood might learn many of the Arts and Realms with the aid of a changeling mentor, but most kinain know considerably less magic than changelings do. The Storyteller should take this factor into account when creating challenges for the kinain characters. Some of the resources that would allow a group of changelings to simply walk through an encounter might not be available to a group of kinain.

Kinain characters may need to be offered some means of acquiring Glamour, either a changeling patron willing to share

some Glamour as mentioned above or a font or other source of dross that the kinain can gather to use in times of need for what cantrips and Fae Gifts they have available to them.

Prejudice

As described in Chapter Two, the Kithain have many diverse views of their mortal cousins. In some kingdoms and freeholds, kinain are considered to be equals and welcomed by the changelings there, but in others they are outsiders who are no better than any other banal mortal. Kinain characters who involve themselves a great deal in changeling affairs are going to face a certain amount of prejudice at some point.

Kinain do not have the ability to move as easily through changeling society, and may have to prove themselves to the local Kithain several times over before they are fully trusted. This can lead to different adventures and quests undertaken for the local nobility by the kinain in order to show that their spirits and hearts are as great as any champion of the fae, and that they are not agents of Banality.

The Storyteller can use prejudice against kinain as a factor to drive some plots and provide antagonists for the chronicle. An embittered Kithain who dislikes “half-breeds” and wants to see the kinain characters fail can be a powerful foil.

Kinain Chronicles

The possibility of an all-kinain chronicle can be interesting, too, with the players running kinain characters who deal with the more powerful changelings of their area. Perhaps the characters are the guardians, parents or older siblings of some changelings, or maybe they simply exist on the periphery of changeling affairs in their area and become involved due to some machinations between the Courts and nobles. Here are some ideas to get started on:

- **A Wild Night:** The kinain characters are unaware of their true heritage and Faerie Blood, but there are others who are. During some holiday or event like Samhain or Mardi Gras, the characters have a “lost weekend” (or week, or even month), which some of them may recall with strange dreams and images.

Not long after the kinain have returned to their mortal lives and started working on recovering from their strange disappearance, they are visited by a changeling from the local freehold. Apparently the kinain were abducted and enchanted during the revels and became involved in something they shouldn’t have been. The fae involved assumed that the Mists would erase their memories enough, but now they’re not willing to take that risk.

When the changeling messenger is murdered by a cold iron arrow in his back, what will the kinain do to protect themselves, and how will they deal with a Kithain enemy they cannot really remember?

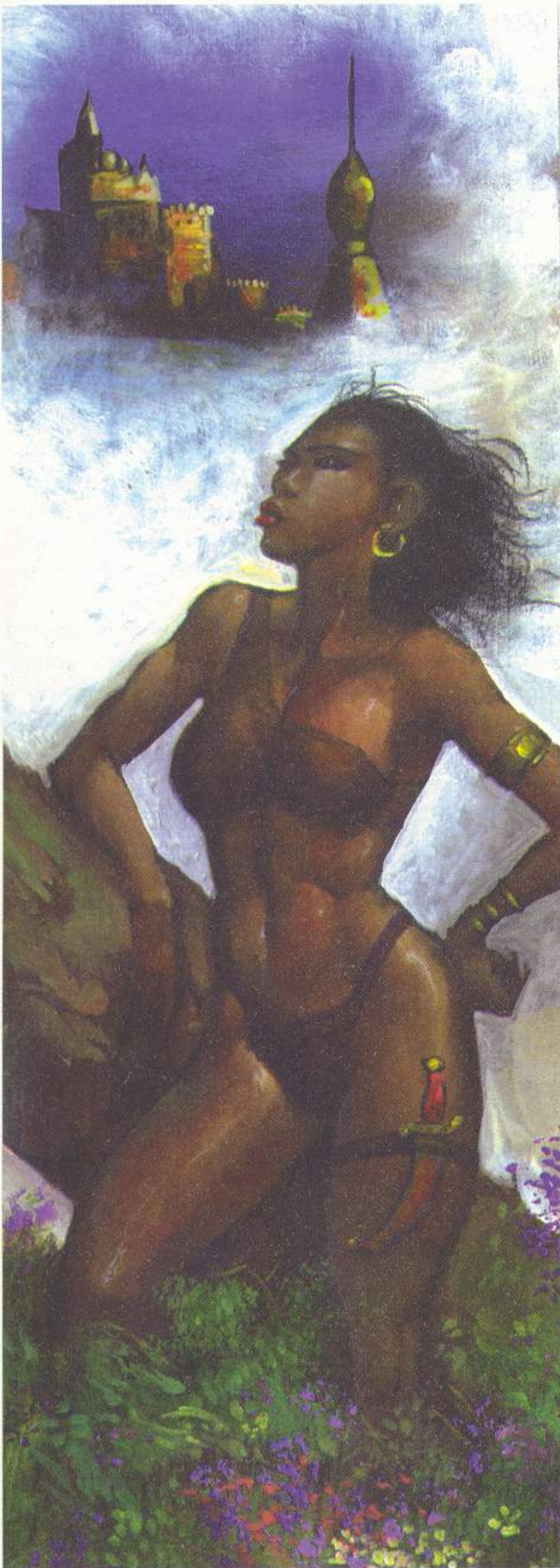
- **Family Ties:** The kinain are the distant relations of one or more true changelings in the area where the chronicle takes place, perhaps even some of the local nobility. Their family ties involve the kinain in the affairs of their faerie kin, perhaps unwillingly. The kinain characters must deal with the situations that their blood relations put them in, work to improve their own lot at court, and help their family with some of the troubles that arise in the kingdom. The mortal children or descendants of some of the important local changelings would make an interesting group of player characters for this kind of story.

- **Guardians of the Fae:** The characters are mortal champions of the local freehold or changeling court. Their Faerie Blood allows them to move freely between the worlds and perform some tasks in the mortal world that would be more difficult for their changeling cousins. The kinain defend their freehold against the depredations of Banality and the enemies of the fae while at the same time dealing with the prejudice shown them by some of the local Kithain.

- **Rebellion:** In this chronicle, the kinain characters are the prisoners or enchanted slaves of an Unseelie master. They might have been kidnapped from their mortal lives or seduced by visions and promises of the Dreaming. The kinain begin to talk to one another and learn some things about the Kithain and their culture. Perhaps one or two characters have even made their way into their master’s library to learn a bit of magic. The kinain might also be aided by a sympathetic changeling in their master’s freehold. They learn that not all fae are so cruel or controlling, and that there is a chance for them to escape and plead their case before a higher Kithain noble, perhaps even High King David himself.

The slaves must plan their escape and avoid the agents of their former master until they can reach safety and expose their master’s evil to the rest of the Kithain. After the kinain have gained their freedom, this chronicle might shift over to one of the other types described here.

- **The Mists of Time:** Time passes strangely in the world of the faerie and an interesting chronicle can be had using this concept. The player characters could be kinain that are especially favored by some changeling noble or patron, and have lived within the walls of a freehold for a very, very long time. Perhaps the characters are originally from the time of the Sundering and have been kept from aging with the power of Glamour. How will they react when their patron mysteriously dies or disappears and they are left alone in a strange and alien mortal world? Perhaps the characters are even from many different time periods, “col-



lected" over their centuries by their changeling patron. Such "immortality" can also allow otherwise mortal characters to enter into a long-term chronicle involving some of the other immortals of the World of Darkness such as vampires.

An Enchanted Gallery

This section describes some of the more prominent enchanted mortals of the World of Darkness. Most of these characters are known by some of the more important kingdoms of Concordia, while others (like True Thomas) are legends in their own right among the Kithain and are known wherever they go.

True Thomas

*He has gotten a coat of the elven cloth,
And a pair of shoes of velvet green.
And till seven years were gone and past,
True Thomas on earth was never seen.*

— "Thomas the Rhymer"

Thomas of Ercildoune, known as True Thomas and Thomas the Rhymer, Grand Bard of All Faerie and mentor and protector of High King David Ardry, is the most famous enchanted mortal of all of the Western kingdoms, and perhaps the most famous in the changeling world.

Thomas was born in the British Isles more than 600 years ago. Like many of the folk of the islands, Thomas had some measure of Faerie Blood in him. He was a bard and musician who happened to attract the attention of the queen of the faerie court of Arcadia, who became enamored of him. She approached Thomas one day in May and offered him a ride on her milk-white steed. Thomas accepted the gift, and was whisked away from the lands he knew on a ride through the green bowers and shadowed trods that led to Arcadia.

For seven years, Thomas abided with his sidhe hosts and learned something of the Kithain, their music and lore and the power of Glamour. His time in Arcadia seemed to pass quickly from his point of view, and he returned to the world after what seemed only days to him with the gifts of Glamour, song and wisdom. It is said that the faerie queen blessed, or cursed, Thomas with a tongue that could not lie, a gift that got the bard in trouble more than once.

After he lived in the mortal world for many years, the tales say that True Thomas was called back to Arcadia by a white stag, who led him through the trod to return him to the faerie court. Thomas of Ercildoune vanished from the mortal world, never to be seen again. Or so the mortal poets and bards of his time thought.

With the final closing of the gates to Arcadia, True Thomas became one of the few mortals allowed to dwell in the depths of the Dreaming. He abided in Arcadia for many years, singing his songs and learning the lore of many Kithain.

When the Resurgence came, True Thomas at last returned to the world of his birth. He came with the exiled sidhe sent to Earth from Arcadia with no explanation why he left behind the eternal Summer of the faerie kingdom. Perhaps he longed for mortal company once again, or his wanderlust finally got the better of him, and he desired the opportunity to travel the world and see what had become of it in his absence. Thomas keeps his own counsel on the matter, and has not shared his reasons with anyone.

On Earth, Thomas became the protector and mentor of many sidhe childlings, including young David Ardry and his sister Morwen. He helped to raise and teach the children the ways and lore of Kithain society and protect them from the troubles that brewed in the early days before the Accordance War. It is said by many that True Thomas, with his gift of Second Sight and his Bard's Tongue, already knew that his young charge David was destined to be High King of the Kithain, but that he waited and bided his time until the moment when Fate took a hand.

When the Accordance War raged in the streets of New York, Thomas fought valiantly to protect his charges. When David appeared with shining Caliburn in hand, Thomas cried to the gathered changelings, commoner and noble alike, "Behold! You look upon your king!" His prophecy was proven as true as all of his others, and David Ardry was crowned High King.

Thomas composed a treatise on the Kithain and their lore for the young king to help him learn about the people whom he was destined to rule. He worked behind the scenes in the first weeks of King David's rule to quell dissent and smooth the way for the new young king's rule. Then he took his leave of the court and went out to travel the world that he had not seen in so long.

True Thomas is known to appear at the court of Tara-Nar from time to time. He always seems to show up when King David most needs the advice and aid of his mentor. For the most part, Thomas travels the world in various guises created through Glamour, often as a wandering musician or storyteller. Where he goes, Glamour, change and adventure seem to follow, and any changelings who encounter Thomas are certain to have an interesting time of it.

Thomas has a fair amount of Faerie Blood, and has had his life greatly extended by the power of Glamour—in fact many among the fae courts whisper that he has been granted true immortality. He knows many cantrips, and has many sources of dross for his use in addition to being quite adept at Rapture through the performance of his bardic arts. Unlike most

changelings on Earth, Thomas recalls far more of his experiences with the fae and the lore he has learned over the past six centuries. While his memories of Arcadia are as dimmed as anyone else's, his considerable knowledge is as sharp as ever.

Richard Henderson

The Chief Executive Officer of Playtime Toys, Inc. is known to his employees as a grumpy old man with a heart of gold. Mr. Henderson started his company by himself and worked to make Playtime one of the largest toy-makers in the United States, heading for being one of the largest in the world. While doing all of this work, he never lost sight of the fact that his company's product was *fun*, a fact he drills into the heads of his employees every day.

Henderson himself is in many ways a child who never grew up. He takes personal interest in the toys that are put out by his company, and is often involved in the design, development and testing process. He considers his five grandchildren his "best test market," often bringing them new and different toys that he is developing, and playing with them on the weekends and family holidays.

As can be seen by any Kithain, the white-haired and red-cheeked Henderson is a kinain with a fair amount of nocker blood in him. He has an affinity for making and creating new things, and his gruff exterior masks a man who genuinely cares about his work, his family and his company.

Ever since he was a child, Henderson knew that he was a bit different. He often listened to his grandmother's stories about how his family had the Second Sight and Faerie Blood from the Old Country, before they came over to Ellis Island and changed their name. He always applied his agile imagination to whatever task was put in front of him, and it served him well all through school and when he decided to start his own business.

Up until recently, Henderson knew nothing of his heritage beyond the stories that his grandmother told him. That was until one of his granddaughters, Ellie, underwent her Chrysalis and became a childling nocker. Ellie seems to have inherited the full measure of her family's fae heritage. At first her parents thought that she was simply taking after her grandfather with her temper and her imagination, but Richard has been enchanted by Ellie and learned the truth of who and what she is.

For the time being, Henderson has chosen not to share the truth about Ellie with his son or daughter-in-law because he's not sure they would understand. He has increasingly become involved in Ellie's life and that of her siblings and cousins. He is looking out for the possibility that his other grandchildren might be changelings as well, and awaiting signs of any of them undergoing the Chrysalis.

Henderson has also been with Ellie to the changeling court in New York City. He has made contact with the nocker community in Goblin Town, and is in the habit of taking Ellie there on visits when he can get away. Richard is enchanted by her for those visits so they can go and see the "secret magic world" they both share. Henderson is learning just how true some of the stories his granny told him are, and he is slowly gaining the grudging respect of thenockers and other Kithain in Goblin Town. Playtime's toys are well-known among many Kithain, and some of thenockers in New York have offered Henderson their own unique design ideas.

Presently, Henderson, with his considerable wealth and business influence, stands to become a powerful ally for the changeling community, but there are elements of Goblin Town and the Shadow Court who do not like the idea of so powerful a mortal as Richard Henderson becoming involved in their affairs. They might well try and eliminate Henderson, or kidnap his granddaughter to apply some leverage to the old man. The question of who the girl will be fostered to before she is Sained has already come up, and it is likely that some Unseelie may try to take advantage of the opportunity.

Amanda DeFleur

Lt. DeFleur served with the U.S. Army for four years before she had her first encounter with the fae. She became involved with a handsome satyr off-base who was attracted to strong women. In time, her paramour enchanted Amanda to show her some of the wonders of the Dreaming. Although completely mortal herself, Amanda was surprisingly low in Banality for someone in her line of work. Her idealism and love of her country kept alive many of her childhood dreams. She was awed and truly enchanted by the wonders of the fae.

Unfortunately, the commander of the base on which Amanda served, Col. Holt, was one of the Autumn People, a rigid-thinking military man who enforced Banality of his troops. When her satyr lover was arrested, imprisoned and nearly Undone by the power of Holt's Banality, Amanda risked her career to help him and resigned her commission from the military.

Indebted to her, Amanda's paramour stayed with her longer than he might have otherwise. Eventually, their relationship cooled, and the two of them drifted apart. Amanda refused to be embittered by the experience, and was still



enraptured by the wonder of the Dreaming. She decided that she wanted to protect such things from men like Col. Holt and undertook a personal quest. She traveled the country looking for more information about the Kithain, and how she could fit into this wondrous society and help protect it.

In her travels, Amanda was something of a white knight for some Kithain. She, like the Autumn People and the Dauntain, kept a watchful eye out for any changeling activity, but Amanda—unlike the champions of Banality—offered a helping hand when and where she could to Kithain who were in trouble. She would stay with them for a time, and then move on to seek out others. Over time, changelings began to tell stories of the lady knight who arrived on her chrome-bright motorcycle to save them from the forces of Banality.

Eventually, these tales reached the ears of High King David Ardry himself in the court of Tara-Nar. He made it known that he wished to meet this remarkable mortal woman for himself, and word spread quickly throughout Concordia. In short order, the next changelings who encountered Amanda offered to bring her before the High King, and she quickly agreed.

Enchanted and brought into the grand hall of Tara-Nar, Amanda DeFleur stood before the High King of the Kithain and his sorceress sister. When King David asked her why it was she traveled his kingdom, risking her life for his subjects, Amanda replied, "What you have here is worth any risk, Your Majesty, even my life."

Impressed by Amanda's devotion to a people she hardly knew, King David decided on the spot to make her one of the paladins of Tara-Nar, a decision that sent ripples of shock through the court. Knighting a mortal? And making her a paladin? The idea was unheard of. But the king's will was done, and Amanda DeFleur knelt before the High King to receive the touch of Caliburn on her shoulders and brow, rising as Dame Amanda DeFleur, paladin and protector of the realm.

Amanda now serves her king as a knight who travels the realm working to right wrongs and combat the forces of Banality. As a mortal, Amanda is often able to avoid the notice of the Autumn People and the Dauntain more easily than the Kithain. But her spreading reputation is quickly making her a target for agents of Banality as well as those Kithain who do not agree with their king's decision to knight a mortal. Changelings are most likely to encounter Amanda DeFleur while she is on the road, on some mission or performing acts of errantry.

Adam Tierask

11-year-old Adam Tierask has made himself a local media celebrity with his predictions of the future. Last year,

Adam became prone to going into strange daydream trances and having visions. When he described his visions to his parents, teachers and doctors, he nearly always described some event that happened shortly after his vision with exacting detail. Some of the visions haven't been confirmed, but those that have are accurate enough to convince quite a few people that Adam can predict the future.

Raised in a very religious Christian family, Adam's parents and grandparents believe that his visions are divinely inspired, leading many to consider him some sort of prophet. Doctors of the paranormal believe young Adam may be one of the best documentable precognitives they have discovered. Adam himself hasn't formed any opinion of his visions apart from the fact that he would much rather be a normal kid out having fun with his friends rather than the center of all of the attention he is getting.

Adam is slightly built, thin and somewhat pale, with dark hair and wide, dark eyes. He is a sluagh kinain with a strong Second Sight gift that lets him intermittently see the future. He has no control over his visions—they occur seemingly at random, and he has been worried that he will see something terrible happen to someone that he cares about. Already Adam has seen many terrible things that have come to pass, and he has begun to associate his visions with making things come true. That has led to Adam censoring himself sometimes in hopes of preventing particular visions from happening.

Adam is also in danger from the banal forces that are slowly closing in around him. For every supporter and believer he attracts with his visions, Adam also gains at least one skeptic who does not believe in his abilities or thinks that he is touched by the Devil. These folk are bringing the force of Banality down on Adam fairly hard, and might even succeed in eventually snuffing out the boy's Glamour and suppressing his Fae Gift.

Adam has also attracted the attention of the Dauntain. The Apostates may attempt to destroy Adam's gift or twist it to their own ends. Some of the local Kithain have begun to take notice of Adam, and believe that he may be fae-touched. There has been talk of taking him into safety in a freehold, but there is concern that such an abduction could stir up the mortals against the changelings, as well as tipping off the Dauntain and Autumn People of the presence of the Kithain nearby.

Adam himself has seen a vision of a coldly handsome man coming to take him away from his family and home. He does not know this man or what his motives for the act might be. He is torn between the desire to escape the attention and hubbub surrounding him and fear of foreboding about the man in his vision. He hasn't told anyone about this particular vision yet.

Alternative Bard

Quote: *The power of the art flows in my veins, the ability to take my dreams and make them into something that everyone can share. I don't know if that ability comes from my human side or my other side, but it doesn't really matter to me. The art is all that matters.*

Prelude: Ever since you were young, you were considered to be a very creative and gifted child. You showed a talent for art that got you the attention of your parents, teachers and peers.

As you grew up, you began to explore your artistic talent more and discovered that you really were gifted. Your art had the ability to move people in ways that few other artists could match. You earned great praise for your work and your creativity, but somehow you didn't feel successful. You wanted to do more with your art, things that were meaningful, with your art as the vehicle.

You started to explore some of the *avant garde* and fringe styles. You abandoned traditional forms to look for something truly unique that you could call your own. A lot of the people who formerly praised your work told you that you were wasting your talent. With your abilities you could have had a successful commercial career, but you didn't want to prostitute your talent. You wanted to create.

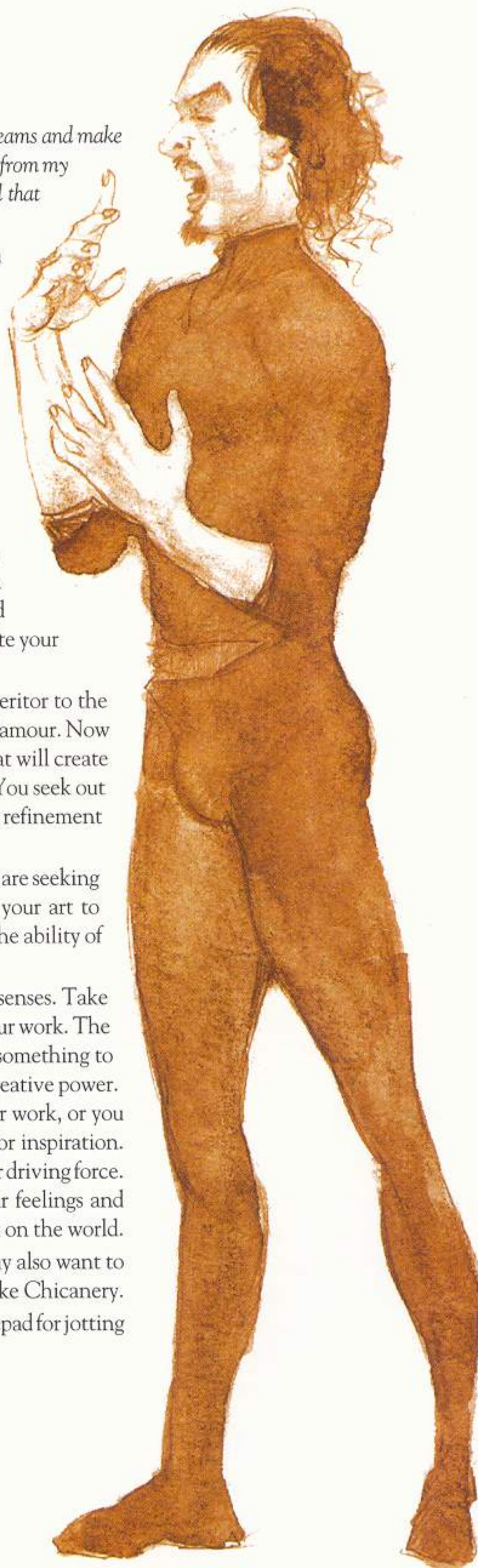
In time, you learned the truth about your gift, that you are an inheritor to the ancient bards, and that your ability comes from the creative power of Glamour. Now you've discovered that the goal you are searching for is the epiphany that will create Glamour of your own, adding something to the substance of the world. You seek out fae teachers who can tell you more about this while you work toward the refinement of your art on the road to Rapture.

Concept: Others consider your art to be strange or "out there." You are seeking to discover yourself and unite your fae and human heritage through your art to achieve Rapture and feel the power of Glamour for yourself. You have the ability of the old bards to really move and influence people through your art.

Roleplaying Hints: You experience the world through an artist's senses. Take in everything around you and keep it in mind as future inspiration for your work. The world is your source, your muse, and you are always on the lookout for something to fire your imagination. You want to know more about Glamour and its creative power. You might seek out a changeling teacher or muse to help you with your work, or you might prefer to rely on yourself and search your own inner Dreaming for inspiration. In either case, you are obsessed with your art. It is your life's work and your driving force. You seek to touch people with its power in some way, to convey your feelings and yourself, and to be some kind of influence. You want to leave your mark on the world.

Glamour: Your Fae Gift is the power of the bardic strains. You may also want to learn cantrips that relate to your art or the ability to influence others like Chicanery.

Equipment: Artistic tools and instruments for your chosen art, notepad for jotting down ideas, trendy but cheap clothes



THE ENCHANTED

Name:
Player:
Chronicle:

Court: *Seelie*
Legacies: *Troubador/Fatalist*
House:

Seeming: *Wilder*
Heritage: *Satyr*
Household/Motley:

Attributes

Physical

Strength ●●○○○
Dexterity ●●○○○
Stamina ●●○○○

Social

Charisma ●●●○○
Manipulation *Expression* ●●●○○
Appearance ●●●○○

Mental

Perception ●●●○○
Intelligence ●●○○○
Wits ●●○○○

Abilities

Talents

Alertness ●●●○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ●○○○○
Empathy ●●○○○
Expression ●●●○○
Intimidation ○○○○○
Kenning ○○○○○
Streetwise ○○○○○
Subterfuge ●○○○○

Skills

Crafts ○○○○○
Drive ●●○○○
Etiquette ●○○○○
Firearms ○○○○○
Leadership ●○○○○
Melee ○○○○○
Performance ●●●○○
Security ○○○○○
Stealth ○○○○○
Survival ○○○○○

Knowledges

Computer ○○○○○
Enigmas ○○○○○
Investigation ●○○○○
Law ○○○○○
Linguistics ●○○○○
Medicine ○○○○○
Mythlore ●●○○○
Occult ○○○○○
Politics ○○○○○
Science ○○○○○

Advantages

Backgrounds

Bardic Gift ●●●●●
Faerie Blood ●●○○○
Fame ●●○○○
Kenning ●●○○○
○○○○○

Arts

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Realms

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Other Traits

Glamour

●●●●○○○○○○○
□□□□□□□□□

Willpower

●●●●●○○○○○○○
□□□□□□□□□

Banality

●●●●○○○○○○○
□□□□□□□□□

Health

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Experience

Attributes: 7/5/3 Abilities: 13/9/5 Arts: 3 Realms: 5 Backgrounds: 5 Freebie Points: 15 (5/3/2/1)

Invisigoth

Quote: *We are the forgotten, the lost children, the dark side of society. We make people uncomfortable because we are intimate with the things they would prefer be forgotten. They throw a shroud over us to keep us from sight, but we use their shroud to our advantage. Thus hidden, we move through the world, and by the world's forgetting, we are ignored, to its detriment.*

Prelude: You always felt different than the other kids. You were attracted to things that other people thought best left alone: secrets and old things, and all of the gross stuff that nobody else would touch.

As you got older, your interests became darker and more morbid. You learned fast that the polite façade of the world was just that. You had already seen some of the dirty little secrets that were hidden behind that curtain. Most of your family and peers shunned you because of what you knew. That suited you fine; you didn't really want them around, knowing what you did about them.

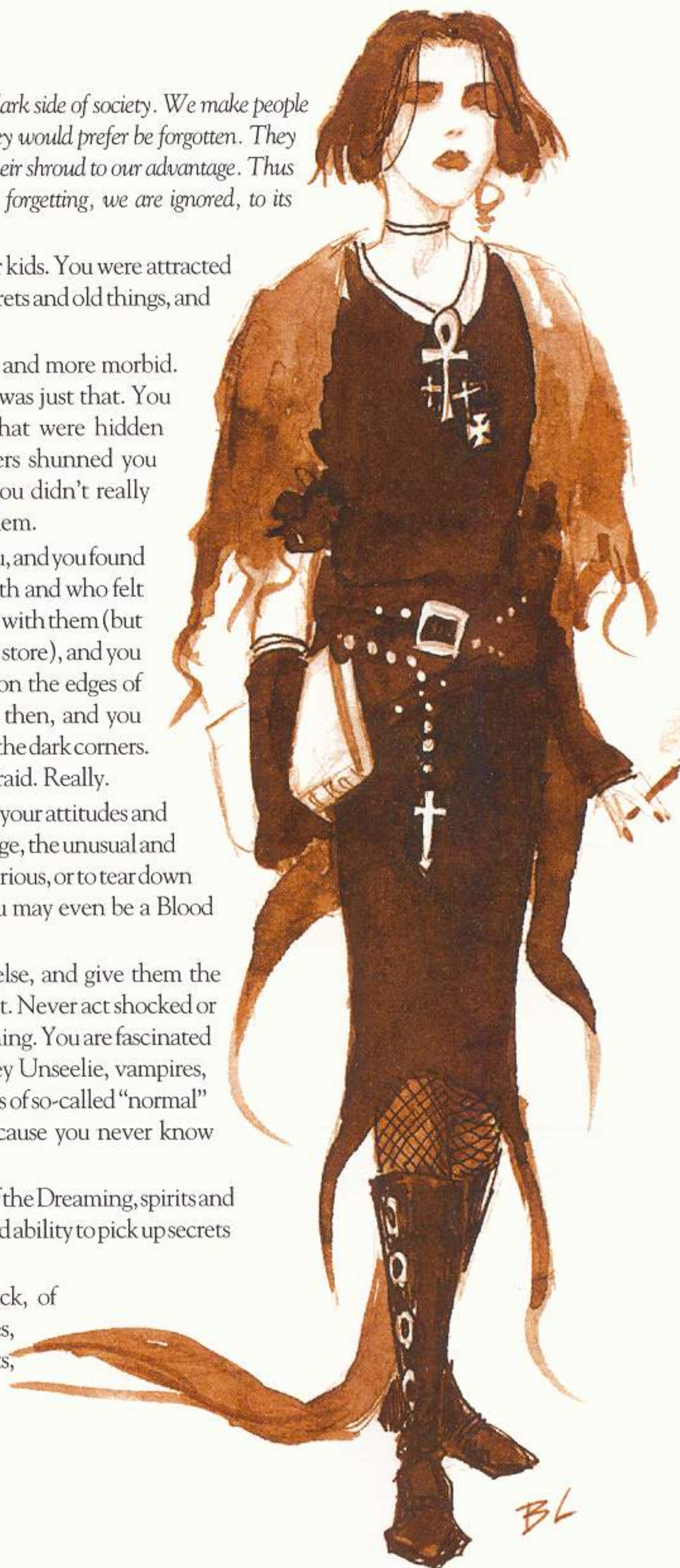
You sought out other friends, people more like you, and you found them. There were others out there who knew the truth and who felt apart from the rest of the world. You shared your secrets with them (but not too many; after all, it wouldn't do to give away the store), and you immersed yourself in the shadow world that existed on the edges of "straight" society. You've learned a great deal since then, and you know things that would drive most people mad lurk in the dark corners. You've spoken with some of them, and you're not afraid. Really.

Concept: You enjoy shocking other people with your attitudes and interests. You are a Goth fascinated by death, the strange, the unusual and the unseen. You often go out of your way to seem mysterious, or to tear down the illusions of others that they pitifully cling to. You may even be a Blood Doll, or trying to become one.

Roleplaying Hints: Act superior to everyone else, and give them the impression that you know many things that they don't. Never act shocked or scared or surprised; after all, you're above that sort of thing. You are fascinated with the powers and creatures of the shadows, be they Unseelie, vampires, ghouls or ghosts. You care nothing for the conventions of so-called "normal" society. Listen, learn and remember everything, because you never know when it might be useful.

Glamour: Your fae gifts relate to the darker side of the Dreaming, spirits and creatures of the shadow world, as well as some enhanced ability to pick up secrets and information.

Equipment: Goth wardrobe (completely black, of course), oversized cross and ankh, fake ID, club passes, personal journal with notes on various ideas, secrets, rumors and other esoterica



THE ENCHANTED

Name:
Player:
Chronicle:

Court: *Unseelie*
Legacies: *Grotesque/Sage*
House:

Seeming: *Wilder*
Heritage: *Slaugh*
Household/Motley:

Attributes

Physical

Strength ●●○○○
Dexterity ●●○○○
Stamina ●●○○○

Social

Charisma ●●○○○
Manipulation ●●○○○
Appearance ●●○○○

Mental

Perception ●●●○○
Intelligence ●●●○○
Wits ●●○○○

Abilities

Talents

Alertness ●●●○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ●●○○○
Expression ●○○○○
Intimidation ●●●○○
Kenning ○○○○○
Streetwise ●●○○○
Subterfuge ●●○○○

Skills

Crafts ○○○○○
Drive ●○○○○
Etiquette ●●○○○
Firearms ○○○○○
Leadership ○○○○○
Melee ○○○○○
Performance ●○○○○
Security ○○○○○
Stealth ●●○○○
Survival ○○○○○

Knowledges

Computer ○○○○○
Enigmas ●●○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Mythlore ●●○○○
Occult ●●●○○
Politics ○○○○○
Science ○○○○○

Advantages

Backgrounds

Faerie Blood ●●●○○
Feth Fiada ●●○○○
Kenning ●○○○○
○○○○○
○○○○○

Arts

Soothsay ●○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Realms

Actor ●○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Other Traits

Fae Gifts: Taghairm
Taibhsear
Flaws: Iron's Curse

Glamour

●●●○○○○○○○○
□□□□□□□□

Willpower

●●●○○○○○○○○
□□□□□□□□

Banality

●●●●○○○○○○
□□□□□□□□

Health

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Experience

Attributes: 7/5/3 Abilities: 13/9/5 Arts: 3 Realms: 5 Backgrounds: 5 Freebie Points: 15 (5/3/2/1)

Quixotic Knight

Quote: *And then the mighty dragon threw back its head and roared its fury to the heavens, and the princess screamed in fright, standing paralyzed near the great claws of the beast. Without hesitation, I hurled myself forward and thrust my trusty lance into the beast's black heart, and it fell dead at my feet. My background as a thespian was quite useful in explaining of all of the screaming and carrying on to the local constabulary.*

Prelude: You never quite left the world of childhood make-believe behind. Your imaginative world stretched on from those days of childhood games to performances in school plays and musicals, and eventually into a career on the stage performing around the world. You have been a beggar, a king, a knight, a villain, and everything in between.

When your stage career began to flag, you looked for new inspiration and found it in the world of dreams. You have found other patrons of the theatre who are not entirely human, and you have learned that your own gifts come from the touch of your fae side.

In the world of the Kithain, you have found a new stage. You have taken up the mantle of knight, protector and champion of that green and wondrous land. Some might consider you an old fool, and think that you do not have the strength or skill to fight trolls and dragons, but you have picked up quite a few skills in treading the boards, and you know that strength in the world of the Dreaming is far more the measure of a man's heart than of his biceps.

Concept: Like the knights of old, you do your best to right wrongs and protect the innocent from harm. Your knowledge of the mortal world can help your Kithain friends and allies while your understanding of the fae can sometimes protect hapless mortals from falling into danger. Honor and service are your watchwords.

Roleplaying Hints: You are courtly and gallant in an Old World manner. Chivalry lives on in your heart and soul, and others find you charming in a quaint and eccentric way. You value the world of dreams and your changeling friends and allies, and consider their kingdom yours. You wish to live with honor, dignity and glory, spiced with a bit of over-the-top theatrics. Others sometimes consider you a bit loopy, but they follow your lead nonetheless.

Glamour: Your fae nature lends itself to carrying out your duties: protecting the weak and fighting battles against monsters.

Equipment: Slightly out-of-date clothing, pocket watch and fob, walking cane (the mundane form of your weapon)



THE ENCHANTED

Name:
Player:
Chronicle:

Court: *Seelie*
Legacies: *Paladin/Peacock*
House:

Seeming: *Grump*
Heritage: *Sidhe*
Household/Motley:

Attributes

Physical

Strength ☐☐☐☐☐☐
Dexterity ☐☐☐☐☐☐
Stamina ☐☐☐☐☐☐

Social

Charisma ☐☐☐☐☐☐
Manipulation ☐☐☐☐☐☐
Appearance ☐☐☐☐☐☐

Mental

Perception ☐☐☐☐☐☐
Intelligence ☐☐☐☐☐☐
Wits ☐☐☐☐☐☐

Abilities

Talents

Alertness ☐☐☐☐☐☐
Athletics ☐☐☐☐☐☐
Brawl (*Fisticuffs*) ☐☐☐☐☐☐
Dodge ☐☐☐☐☐☐
Empathy ☐☐☐☐☐☐
Expression ☐☐☐☐☐☐
Intimidation ☐☐☐☐☐☐
Kenning ☐☐☐☐☐☐
Streetwise ☐☐☐☐☐☐
Subterfuge ☐☐☐☐☐☐

Skills

Crafts ☐☐☐☐☐☐
Drive ☐☐☐☐☐☐
Etiquette ☐☐☐☐☐☐
Firearms ☐☐☐☐☐☐
Leadership ☐☐☐☐☐☐
Melee ☐☐☐☐☐☐
Performance ☐☐☐☐☐☐
Security ☐☐☐☐☐☐
Stealth ☐☐☐☐☐☐
Survival ☐☐☐☐☐☐

Knowledges

Computer ☐☐☐☐☐☐
Enigmas ☐☐☐☐☐☐
Investigation ☐☐☐☐☐☐
Law ☐☐☐☐☐☐
Linguistics ☐☐☐☐☐☐
Medicine ☐☐☐☐☐☐
Mythlore ☐☐☐☐☐☐
Occult ☐☐☐☐☐☐
Politics ☐☐☐☐☐☐
Science ☐☐☐☐☐☐

Advantages

Backgrounds

Allies ☐☐☐☐☐☐
Chimera (Sword) ☐☐☐☐☐☐
Faerie Blood ☐☐☐☐☐☐
Fame ☐☐☐☐☐☐
Spearman's Shield ☐☐☐☐☐☐

Arts

☐☐☐☐☐☐☐☐☐☐
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Realms

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Other Traits

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Glamour

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Willpower

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Banality

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Health

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Experience

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Attributes: 7/5/3 Abilities: 13/9/5 Arts: 3 Realms: 5 Backgrounds: 5 Freebie Points: 15 (5/3/2/1)

Child Seer

Quote: *I had a dream, and I saw some funny people. They were all dancing and playing and singing, and having fun outside in the woods. Then this big, dark shadow with bright eyes and big teeth started munching down the trees, and everybody got scared and ran, and the woods all fell down. Then snow started falling and covered everything over. I think something bad is going to happen.*

Prelude: Ever since you were little, you always had lots of dreams, all kinds of dreams. Most importantly, you had "special dreams," dreams that you knew were happening somewhere or were going to happen. You tried telling people about your dreams once, but they didn't believe you. They just said that you shouldn't poke your nose into other people's business.

When you met some nice people who believed in your dreams, you were very happy. They had magic, too, they told you, and they said you were very special for being able to have dreams about things that hadn't happened. They always listen to your dreams, and take them seriously,

and try to help you figure out what they mean. They've even taught you some things to help you figure them out for yourself sometimes.

Concept: You are a seer coming into your power with the ability to know things from far away, into the future or in the depths of the Dreaming. Although adults consider you a child with a child's imagination, the kinain and your changeling cousins (and others perhaps) know that your powers are real and respect the wisdom of your foresight.

Roleplaying Hints: You are proud of your ability to see the future, but it also scares you sometimes. Knowing what is to come is a big responsibility that you shy away from now and again, especially when you have to tell someone bad news. You feel a strong sense of responsibility to do something about the bad things that you see, and you try to encourage your friends to help you.

Glamour: Your gifts are in the realm of the Second Sight; you see the future and other information that you could never otherwise know.

Equipment: Notebook of doodles and dream images, colored pencils/crayons, string and pretty colored rocks



THE ENCHANTED

Name:
Player:
Chronicle:

Court: *Seelie*
Legacies: *Sage/Riddler*
House:

Seeming: *Childling*
Heritage: *Eshu*
Household/Motley:

Attributes

Physical

Strength ●○○○○
Dexterity ●●○○○
Stamina ●●○○○

Social

Charisma ●●●○○
Manipulation ●●○○○
Appearance ●●○○○

Mental

Perception ●●●○○
Intelligence ●●●○○
Wits ●●●○○

Abilities

Talents

Alertness ●●●○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ●●●○○
Empathy ●○○○○
Expression ○○○○○
Intimidation ○○○○○
Kenning ○○○○○
Streetwise ○○○○○
Subterfuge ●○○○○

Skills

Crafts ○○○○○
Drive ○○○○○
Etiquette ●○○○○
Firearms ○○○○○
Leadership ○○○○○
Melee ○○○○○
Performance ●○○○○
Security ○○○○○
Stealth ●●○○○
Survival ○○○○○

Knowledges

Computer ●●○○○
Enigmas ●●●○○
Investigation ●●○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Mythlore ●●○○○
Occult ●○○○○
Politics ○○○○○
Science ●○○○○

Advantages

Backgrounds

Faerie Blood ●●●○○
Gremayre ●●○○○
Kenning ●●○○○
Second Sight ●●●○○
○○○○○

Arts

Soothsay ●●○○○
○○○○○
○○○○○
○○○○○
○○○○○

Realms

Actor ●○○○○
Scene ●○○○○
○○○○○
○○○○○
○○○○○

Other Traits

Glamour

● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Willpower

● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Banality

● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Health

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Experience

Attributes: 7/5/3 Abilities: 13/9/5 Arts: 3 Realms: 5 Backgrounds: 5 Freebie Points: 15 (5/3/2/1)

Rip Van Winkle

Quote: *The world these days is such a strange place, stranger to me in many ways than the fae realm was when I first stepped into the land beneath the hill. The world I once knew is gone forever, and my children's children's children would hardly know me. The Dreaming is my only home now.*

Prelude: Long ago, you discovered one of the fae folk and were enchanted by him. Brought into the faerie realm, you lived there as if in a dream. Even though the fae folk were few and threatened by mortality and the power of Banality on all sides, their realm was a world of wonder, comfort and plenty to you. The years in the freehold passed like summer afternoons. You served your faerie patron well during that time, and were rewarded by him with lavish gifts and the opportunity to remain in the freehold and enjoy its bounty.

Before you knew it, the world outside had changed. At first it seemed slow, but in time, the outside world seemed to flash past like a flicker, changes coming in the blink of an eye. It wasn't long (or it didn't seem so) before you hardly recognized even the place of your birth, your old home or any of the things that you once knew in the outside world.

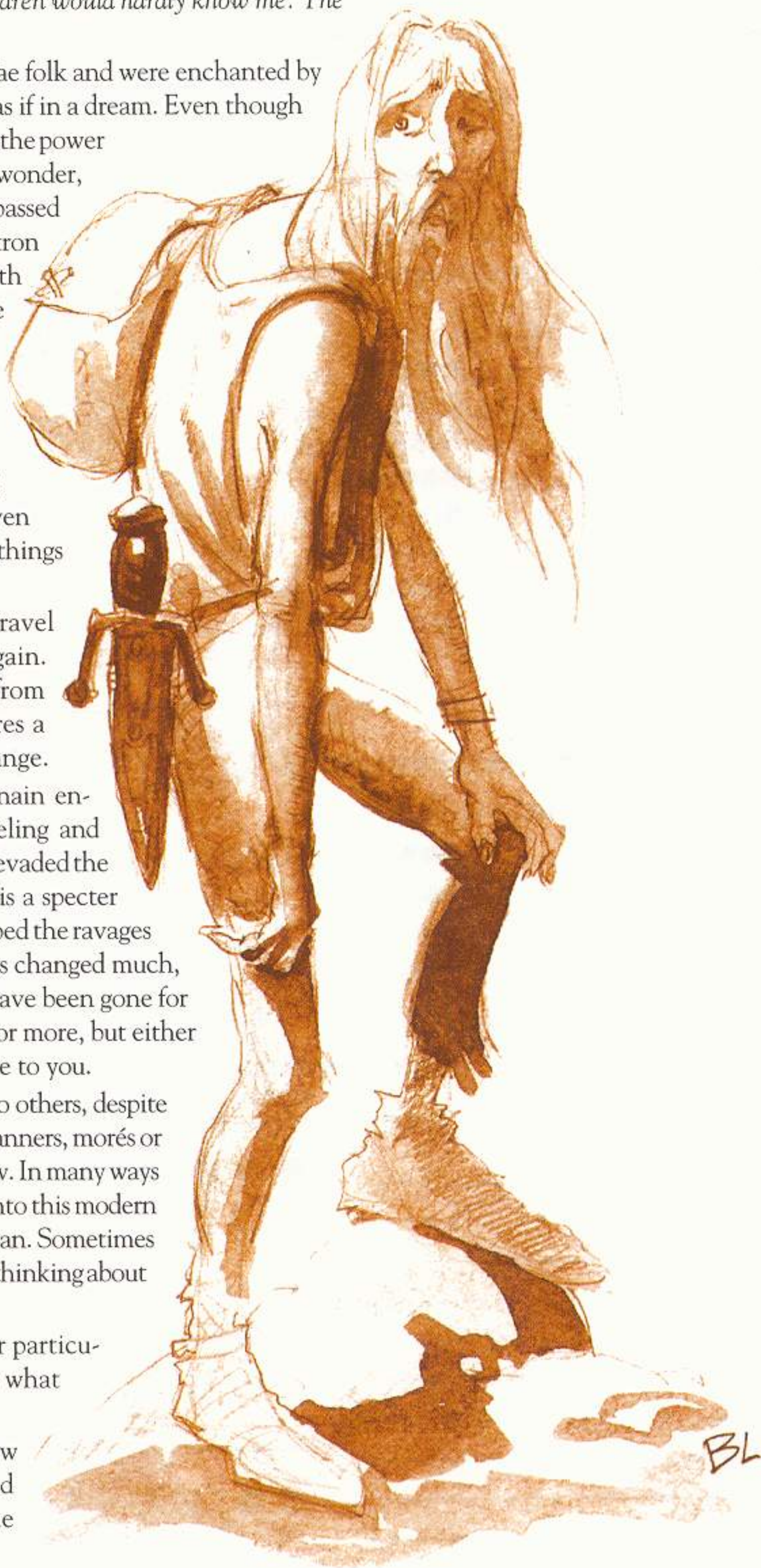
That was when circumstances forced you to travel into the strange and alien mortal world once again. Perhaps your mentor died and you were expelled from the freehold, or perhaps your faerie patron requires a mortal agent in the world outside in this time of change.

Concept: You are a person out of time, a kinain enchanted and brought into a freehold by a changeling and allowed to live there for many, many years. You have evaded the dangers of becoming Dream-struck, although that is a specter that always hangs over your head, and you have escaped the ravages of age and death. But in your absence, the world has changed much, so much that you scarcely recognize it. You might have been gone for 20 years, or it might have been as long as a century or more, but either way, the modern World of Darkness is a strange one to you.

Roleplaying Hints: You often seem confused to others, despite your intelligence. You are unfamiliar with modern manners, morés or technology, and you cling to those things you do know. In many ways you are more fae than the modern changelings born into this modern world. You try to conceal your ignorance as best you can. Sometimes you lapse into old habits or mannerisms without even thinking about it.

Glamour: Your Fae Gifts are what made your particularly attractive to your patron and allow you to do what needs to be done in the outside world.

Equipment: Old, out-of-date clothing, new clothing that doesn't fit quite right, faerie-crafted dagger, pouch with a few gold and silver antique coins



THE ENCHANTED

Name:
Player:
Chronicle:

Court: *Seelie*
Legacies: *Bumpkin/Wretch*
House:

Seeming: *Grump*
Heritage: *Troll*
Household/Motley:

ATTRIBUTES

Physical

Strength ☐ ☐ ☐ ☐ ☐
Dexterity ☐ ☐ ☐ ☐ ☐
Stamina ☐ ☐ ☐ ☐ ☐

Social

Charisma ☐ ☐ ☐ ☐ ☐
Manipulation ☐ ☐ ☐ ☐ ☐
Appearance ☐ ☐ ☐ ☐ ☐

Mental

Perception ☐ ☐ ☐ ☐ ☐
Intelligence ☐ ☐ ☐ ☐ ☐
Wits ☐ ☐ ☐ ☐ ☐

ABILITIES

Talents

Alertness ☐ ☐ ☐ ☐ ☐
Athletics ☐ ☐ ☐ ☐ ☐
Brawl ☐ ☐ ☐ ☐ ☐
Dodge ☐ ☐ ☐ ☐ ☐
Empathy ☐ ☐ ☐ ☐ ☐
Expression ☐ ☐ ☐ ☐ ☐
Intimidation ☐ ☐ ☐ ☐ ☐
Kenning ☐ ☐ ☐ ☐ ☐
Streetwise ☐ ☐ ☐ ☐ ☐
Subterfuge ☐ ☐ ☐ ☐ ☐

Skills

Crafts ☐ ☐ ☐ ☐ ☐
Drive ☐ ☐ ☐ ☐ ☐
Etiquette ☐ ☐ ☐ ☐ ☐
Firearms ☐ ☐ ☐ ☐ ☐
Leadership ☐ ☐ ☐ ☐ ☐
Melee ☐ ☐ ☐ ☐ ☐
Performance ☐ ☐ ☐ ☐ ☐
Security ☐ ☐ ☐ ☐ ☐
Stealth ☐ ☐ ☐ ☐ ☐
Survival ☐ ☐ ☐ ☐ ☐

Knowledges

Computer ☐ ☐ ☐ ☐ ☐
Enigmas ☐ ☐ ☐ ☐ ☐
Investigation ☐ ☐ ☐ ☐ ☐
Law ☐ ☐ ☐ ☐ ☐
Linguistics ☐ ☐ ☐ ☐ ☐
Medicine ☐ ☐ ☐ ☐ ☐
Mythlore ☐ ☐ ☐ ☐ ☐
Occult ☐ ☐ ☐ ☐ ☐
Politics ☐ ☐ ☐ ☐ ☐
Science ☐ ☐ ☐ ☐ ☐

ADVANTAGES

Backgrounds

Faerie Blood ☐ ☐ ☐ ☐ ☐
Faerie Mentor ☐ ☐ ☐ ☐ ☐
Fith Fath ☐ ☐ ☐ ☐ ☐
Kenning ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐

Arts

Primal ☐ ☐ ☐ ☐ ☐
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Realms

Actor ☐ ☐ ☐ ☐ ☐
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Other Traits

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Glamour

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Willpower

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Banality

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Health

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Experience

Attributes: 7/5/3 Abilities: 13/9/5 Arts: 3 Realms: 5 Backgrounds: 5 Freebie Points: 15 (5/3/2/1)



The Hidden Dreamers...

Sometimes mortals, fortunate or unfortunate, are chosen by the Dreaming to be a part of the world of enchantment. Some bear fae blood, though they are not changelings, and some are brought in under the spell of Glamour. However they come to the Dreaming, these people will never be same.



The Gift of Enchantment

This book offers a wealth of information on how changelings interact with the rest of the world — from mortals to supernaturals. Here are uncovered the secret alliances of the fae and the Prodigals as well as their ties with mortals and the magi.

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- Rules and clarifications on the effects of extended exposure to the Dreaming on changelings and mortals, from immortality to madness;
- Complete rules for playing kinain characters and information on how they interact with changelings;
- Clearly defined rules for the effects of enchantment on mortals and supernaturals.



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