

CHANGELING™

THE LOST



Free Rules and Adventure

YOUR JOURNEY BEGINS HERE

This free booklet gives you and five of your friends everything you need to play your first game of **Changeling: The Lost**, White Wolf's all-new Storytelling Game of Beautiful Madness. Discover the wonder and terror of the Lost in "Dwelling in Darkness," a complete introductory scenario.

All the necessary rules are included. All you need is a few 10-sided dice and you're ready to go.

CHANGELING: THE LOST

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Your Journey Begins Here

Like most people, you've probably had the sense — at least once — that things were not right with the world and that not everything was as it seemed. You've felt that sinister truths hid behind a façade of normality, veiled partially by the rational, orderly "natural laws" we call science. And when night falls, when the shadows grow long and the wind whistles through the trees, you shudder and remember the truths of your ancestors, who were right to fear the dark. You've just entered the World of Darkness, a world very much like our own, save that the shadows hide very real monsters (though most people fool themselves into believing it isn't so).

In **Changeling: The Lost**, the fifth Storytelling game set in the World of Darkness, you and your friends tell the story of some of these monsters, namely men and women who had their lives stolen from them, men and women who were enslaved and changed into something not fully human. They struggle to make a new life for themselves in a world of promises and dreams. Though they can control the thoughts and dreams of others as a maestro conducts an orchestra, their new existence is not an idealized fairy tale.

Kidnapped into slavery by the True Fae, your changelings escaped back through the Hedge, the magical barrier between our world and Faerie, to find that they do not fit into the mortal world. No longer having a place in the world, but not wishing to return to Arcadia, they are caught between the two, forever balancing the dual nature of their existence.

The life of a changeling is full of fear and uncertainty. Her Keeper could return at any moment, or the fetch left behind in her place could hunt her down, seeking to secure its place in mortal society. She is surrounded by deceit and illusion, and only the elaborate system of oaths and pledges she crafts around herself keeps her safe from the Others and their changeling allies.

THE GAME

Changeling is a Storytelling (or roleplaying) game. In it, a group of players cooperates to tell a story. Each player takes on the role of a single changeling, except for the Storyteller. This player essentially takes on every other role, describing the world to the other players, acting out the parts of other characters and determining what challenges the players' characters face. Players roll dice to determine if their characters

can overcome the challenges before them. In a typical exchange, the Storyteller describes the scene in which the players' characters find themselves. ("You rise from a night's rest in the small shack on the outskirts of town you use as a hideout. A scratching at the door tells you someone is trying to get in. What do you do?") The players then describe their characters' actions, usually in the first person. ("I sneak up to the door and look through the peep hole.") The Storyteller then describes the results of the action, going back and forth until the scene is resolved. Dice are rolled when players have their characters try things that aren't guaranteed success. Jumping out of a moving car without getting hurt would require a dice roll; leaving a stationary one wouldn't.

This booklet contains everything you and four of your friends will need to play your first game of **Changeling**, except for some pencils and paper (for notes) and several 10-sided dice (these specialty dice are available in most hobby shops and are sometimes called "d10"). Those of you who are going to be players should read over the character backgrounds in the back of this booklet and choose the one you want to play. The Storyteller should read the rest of the booklet in preparation before playing.

THE RULES

Changeling uses a set of rules called the Storytelling System. Many of the rules are introduced in the scenario proper or on the character sheets (special powers and so on), but there are a few basics to go over first.

- **Rolling Dice:** When rolling dice in the Storytelling System, you do not add the numbers together. Instead any single die that comes up 8 or better is considered a success. You usually only need one success to accomplish a task, but more is always better (causing more damage in combat, for example). Any die that comes up a "0" (considered a 10) counts as a success and can be rolled again (and potentially get another success). If you roll no successes at all, your character has failed that action.

- **Dice Pools:** The number of dice you roll to attempt something is called your dice pool. It is usually made up of the total of two traits on your character sheet (one Attribute and one Skill) and modifiers imposed by any special equipment your character uses or adverse conditions.

• **Modifiers:** The Storyteller determines what modifiers apply to any dice pool. These either add to, or subtract from, the dice pool (the number of dice rolled). These modifiers usually come from tools used (a bonus is listed with the tool), Merits that the character has (described in the character description), or general circumstances. The Storyteller should grant or impose a bonus or penalty (usually ranging from +2 to -2) if the circumstances are especially favorable or deleterious. For example, an attempt to climb a wall that is slick with rain and slime would suffer a -2 penalty, whereas doing so on one with plentiful handholds and ledges would gain a +2.

• **Chance Die:** If modifiers reduce your dice pool to zero dice (or even less), you should roll a single die (called a chance die). A 10 rolled on a chance die generates a single success, while any other result is a failure. Rolling a 1 on a chance die indicates a dramatic failure, and the Storyteller should describe especially troublesome results (a gun jamming, a blowout during a car chase, etc.).

• **Actions:** Almost anything a character does is considered a *simple action*. You determine the dice pool, roll the dice, and see if you succeed or fail. In combat you can perform one simple action per turn.

Sometimes, you'll be asked to take an *extended action*, which represents doing something over a period of time, like researching something in a library or searching a room. In this case, every time you roll the dice represents a fixed amount of time (usually 10 minutes, but it varies for some more involved actions). You accumulate successes from roll to roll until you get a certain number (described in the text), at which point something happens, or you run out of time.

Some actions can also be *contested*, which means that two people are working against each other, such as in an arm-wrestling match, or when a character tries to sneak past a watchful guard. In a contested action, each player (or the player and the Storyteller) rolls the dice pool for their character and the person with the most successes wins.

Finally, some actions are *reflexive*, which means that they happen automatically and don't take up any time—you can perform them and still perform a simple action in that turn.

• **Turns and Scenes:** A *turn* is a 3-second period and is used in combat. A *scene* is a longer period (usually as long as it takes for everyone to do what they want in a particular place). Some changeling powers function for a single turn, while others last the whole scene.

THE CHARACTER SHEET

This booklet contains character sheets for the five characters that players will use in “Dwelling in Darkness.” These sheets contain all the game numbers that define a character's capabilities, divided into a variety of types of traits. Most traits are rated from one dot (•) to five dots (•••••), much like a star rating system for movies. Different traits represent different things:

• **Attributes** represent inherent capabilities, such as Strength, Intelligence or Presence.

• **Skills** represent learned abilities, like Firearms or Medicine. A word or phrase in parentheses next to a Skill indicates a Specialty, an area of the overall Skill in which the character is particularly talented. If you are asked to roll a dice pool in which your character doesn't have the right Skill, you suffer a penalty of either -1 (for a missing Physical or Social Skill) or -3 (for a missing Mental Skill). If, on the other hand, you have a relevant specialty in the Skill in your dice pool, you get a +1 modifier.

• **Health** determines how wounded your character is, and it has both dots and points. Your character's dots are filled in on your character sheet, and they represent the total number available to him when he is uninjured. His Health points are recorded in the corresponding boxes, denoting his current state of health. (See “Health and Damage” for how to mark off Health points and the effects of wound penalties.)

• **Willpower** represents your character's reserves. You can spend one point (and one point only) of Willpower on any roll, and you get three additional dice in your dice pool. Alternatively, you can spend a point to raise your Defense trait by two against a single attack. Willpower is valuable, and you regain it only for acting in accordance with your character's **Virtue** and **Vice** (see individual character descriptions). It is ranked from 1 to 10, unlike most of the other traits.

• **Wyrd** represents the inherent power of the character's supernatural nature. It's a representation of how intimately they are tied to the magic of Arcadia.

• **Glamour:** This is the amount of supernatural energy currently in a changeling's system. Characters spend Glamour on various things from activating powers to enhancing their own supernatural natures.

• **Contracts** are special changeling powers, which are explained in the characters' descriptions.

• **Merits** are special edges a character has, such as Contacts or Resources or Stunning Looks. The effects of each are explained in the character's description.

- **Defense** and **Initiative Modifier** are traits used in combat and are explained in that section.

- **Speed** is the number of yards a character can move in one combat turn and still perform an action. A character can run up to twice his Speed rating yards in a turn if he sacrifices his action. Speed will most likely come into play in a chase.

- **Clarity** is a measure of your characters' sanity, of how well they can distinguish the elements of Fairie from those of the mortal world. Your characters can lose Clarity over the course of play. Clarity is ranked from 1 to 10, unlike most of other traits.

COMBAT

Violence is inevitable in the life of the changeling. When a fight breaks out, it can be important to keep track of who is doing what, and how badly they are hurting each other. When that happens, follow these steps:

First tell the players that their characters are entering combat. Until the combat ends, everyone acts turn-by-turn, with each character everyone getting one chance to act each turn. Next, have everyone roll Initiative, which is the result of the roll of a single die + the character's Initiative modifier as listed on the character sheet. (This is a rare case where you add the number that comes up on a die to the value of your trait, instead of rolling a dice pool and looking for a success.) Starting with the character with the highest Initiative result and continuing on to the lowest, each character gets to take a single action (usually an attack). The player can choose to yield her character's action until later in the Initiative queue, or until the next turn if she wishes. Resolve each character's action before asking the next player what his character does.

If a character attacks another character, the attacker rolls the appropriate dice pool:

- **Unarmed close combat:** Strength + Brawl, minus target's Defense and armor (if any)

- **Armed close combat:** Strength + Weaponry, minus target's Defense and armor (if any)

- **Touching an opponent:** Dexterity + Brawl, minus target's Defense

- **Ranged combat (guns and bows):** Dexterity + Firearms, minus target's armor (if any)

- **Ranged combat (thrown weapons):** Dexterity + Athletics, minus target's Defense and armor (if any)

Add bonus dice based on what weapon is being used or what effect is being performed, then subtract penalties for circumstance conditions. The player rolls

the remaining pool. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack. The Storyteller describes the attack and wound in narrative terms.

Once everyone has acted, a new turn starts and the player with the highest Initiative gets to act again. Players *do not* make new Initiative rolls every turn.

Complications

- **Avoiding Damage in Close Combat:** Your character's Defense trait represents his instinctive ability to duck and weave and make an enemy's close-combat attacks more difficult, and so serves as a penalty to incoming attacks. If your character hasn't yet acted this turn and is willing to forgo that action, he can dodge, which doubles his Defense for the rest of the turn. If your character is attacked multiple times in the same turn, however, it becomes harder for him to avoid being hurt. For every attack targeted at him past the first, reduce the character's Defense by 1 (to a minimum of zero). If your character is dodging, the doubled Defense reduces by 1 for each additional attack.

- **Avoiding Damage in Ranged Combat:** Unless a ranged attacker is close enough that he could just as easily attack in close combat (a few feet), or is throwing a weapon, Defense doesn't apply. To avoid damage in a firefight you can either find cover (hide behind something solid) or fall prone (drop flat to the ground). Falling prone constitutes a character's action for the turn but levies a -2 penalty on ranged attacks. Anyone within close-combat striking distance (a few feet) gets a +2 bonus to hit a prone character, though.

- **Concealment and Cover:** If your character is partially concealed behind an object, she is harder to hit with ranged attacks. The penalty goes from -1 (crouching behind an office chair) to -3 (poking up out of a foxhole). If you are *completely* concealed, the attacker suffers no dice pool penalty but has to score enough successes to shoot through the intervening object (called the cover). Piercing an object reduces the number of success rolled by a number based on the durability of the cover: from 1 (for wood or thick glass) to 3 (for steel). If this penalty reduces the number of successes to 0, the attack fails to penetrate the cover and you take no damage.

- **Range:** Every ranged weapon has three ranges listed in yards in the format short/medium/long. An attacker suffers no penalty when her target is within the short range. If the target is at medium range, she suffers a -2 penalty. At long range, this penalty goes to -4.

HEALTH AND DAMAGE

• **Damage Types:** There are three types of damage, each more serious than the last: bashing, lethal and aggravated. *Bashing damage* generally results from blunt or stunning attacks. *Lethal damage* generally results from cuts, gunshots and other more serious attacks. *Aggravated damage* generally results from especially vile supernatural attacks or fire.

• **Marking Damage:** When a character suffers damage, the player marks off that number of Health points, starting with the box under the leftmost dot of his Health trait and proceeding left to right. The symbol used depends on the type of damage.

Bashing damage is marked with a slash in the first available empty box. So imagining that Carlos (one of the characters in this scenario, who has seven Health dots) had just taken one point of bashing damage, his Health boxes would look like this:

☐ / ☐ ☐ ☐ ☐ ☐ ☐ ☐

Lethal damage is marked with an X, and it pushes any existing bashing damage right on the track (so that it always appears to the left of bashing damage). If Carlos next took a point of lethal damage, his track would be:

☒ / ☐ ☐ ☐ ☐ ☐ ☐ ☐

Aggravated damage is marked with a large asterisk (*) by adding a vertical bar to an X. It also pushes any existing lethal and bashing damage right on the track (so that it always appears to the left of lethal or bashing damage). If Carlos next suffered a point of aggravated damage, his track would be:

☒ ☒ / ☐ ☐ ☐ ☐ ☐ ☐ ☐

• **No More Health:** Marking off a character's last Health box usually means that the character has become incapacitated. If that rightmost wound is bashing (and the character is mortal) she falls unconscious. If that rightmost wound is lethal or aggravated, a mortal character quickly bleeds to death. Note that this would mean the character has no bashing damage at all, since it will always be the rightmost. Changelings suffer damage in the same way as mortals—their souls may not be intact after their abduction, but their bodies work just the same.

• **Additional Damage:** An unconscious mortal or a severely battered changeling can still be damaged by further attacks. Without further Health boxes to mark

off, you represent this damage by upgrading existing wounds. Any new bashing wound upgrades an existing bashing wound to lethal (make the leftmost / into an X), while new lethal damage can upgrade older wounds to aggravated (make the leftmost X into an asterisk). Additional aggravated damage also converts a point of bashing or lethal damage to aggravated (make the leftmost / or X into an asterisk).

• **Healing:** Mortals recover from damage thanks to rest and medical attention, and without the aid of magic or magical goblin fruits from the Hedge, changelings must rely on the same. Left to heal naturally, characters recover one point of bashing damage every 15 minutes, one point of lethal damage every two days, and one point of aggravated damage every week. Lost Health is recovered from right to left on the character sheet.

EFFECTS OF BEING A CHANGELING

The characters in this scenario are already familiar with their supernatural nature, but since the players can't be expected to know the inherent benefits and drawbacks of being a changeling, we have compiled the details into this comprehensive list.

• **The Mask:** Ordinary humans cannot see changelings for what they are. All things fae, including changelings, are protected by the Mask, an illusion that makes them appear to be mundane versions of themselves. Only the fae, such as changelings, can see through the Mask; all others see a hulking man instead of an Ogre, a bent old woman instead of a goblin crone. The fae can also ensorcell humans, granting them the temporary ability to see through the Mask.

• **Glamour:** Changelings have a trait called Glamour. It is the power that fuels all the wondrous and terrible miracles of Faerie. In game terms, it is a measure of how much magical energy is within each changeling. Glamour can be used to fuel Contracts as well as the following inherent powers:

• Many kith/seeming blessings require an expenditure of Glamour to activate. Details about these specific powers can be found under each character's description.

• A changeling may spend a point of Glamour to strengthen the illusion of the Mask for a scene, preventing other fae from seeing his fae mien. His shadow still betrays him, however.

• By spending his entire pool of Glamour at once, a changeling may temporarily dispel the Mask for a

scene, allowing anyone to perceive his true mien. This ability is an exception to the usual limitation of only being able to spend a number of Glamour points in a turn determined by Wyrd.

Though there are numerous ways for changelings to regain Glamour, the characters in this story do not have access to the resources necessary for most of them. For the purposes of this story, the characters may only regain Glamour by harvesting the emotions of mortals. To do this, a changeling simply must find a human who is experiencing strong emotions and attempt to leech some of that energy. Both “positive” and “negative” emotions can potentially provide Glamour; the strength of the emotion is what truly matters, not the type. Exactly what kind of roll is required to gain Glamour in this fashion depends on the action or situation taken to obtain. For example, an Ogre who wishes to get a quick rush of fear might pick up a hapless victim and slam him against a wall, requiring a Strength + Intimidation roll; a Spring Court club kid might use Manipulation + Socialize to entice a naïve young thing to join him for a bit of lustful fun in a darkened corner; and a retiring Darkling might use Composure + Empathy to soak up the sorrow of a funeral home while maintaining the pretense of a grieving relative. The Storyteller is the final arbiter of what traits are required for a particular harvesting roll. One Glamour point is obtained per success on a harvesting roll. A changeling who is attempting to coax out the emotion of their Court receives an additional Glamour point in the event of a successful roll (not to exceed their Glamour maximum). Thus, a Winter Court Darkling seeking to feast on the sorrow of mourners at a funeral home would receive a bonus Glamour point if his roll succeeds, since sorrow is his Court’s emotion.

- **Cold Iron:** Those who know the secrets of the fae tell a curious tale about the Fair Folk’s weakness to cold iron. Long ago, a powerful True Fae made a Contract with iron itself, but that Fae failed to honor the terms of the contract. Thereafter, iron swore itself as an enemy to the prodigal people, cold and unyielding in its grudge against them. This elemental animosity passed down to the changelings, as well.

In effect, an item made from at least 90 percent pure, unalloyed iron ignores defenses contrived by the fae and their magics. A protection Contract will not offer any safety from an iron weapon, for example. A changeling wearing fae armor will feel a cold iron knife pass into his flesh, as the armor fails to protect him.

This weakness extends further where the True Fae are concerned. The Others take aggravated damage

from cold-forged iron weapons. While any sort of iron will pierce their magical defenses, it is important to note that on cold-forged iron, iron shaped without the benefit of a forge, inflicts aggravated wounds.

- **Clarity:** A changeling is no longer human, but neither are they fully fae. Upon returning to Earth, most changelings find themselves walking a fine line between two worlds. They cannot deny what they have become, but at the same time it is their strong connection to this world that allowed them to return, and they feel a need to identify with and be accepted by the world around them. Clarity tracks this delicate balance between the mundane world and the maddening realms of Glamour. A changeling with high Clarity is able to easily distinguish between the two worlds and might even become slightly more adept at spotting supernatural phenomena otherwise hidden from view. By contrast, a changeling with low Clarity finds her perceptions spiraling out of control. She starts having trouble distinguishing her dreams from reality, and starts mixing up elements from the two worlds.

At a rating of 7 (where most of the characters start) theft or any sudden changes in perspective (taking psychotropic drugs, unexpected life changes, etc.) can cause a loss of Clarity. When the character commits such an act, the player rolls a number of dice based on the severity of the sin. The worse the sin is, the *fewer* dice are rolled. (Petty theft is four dice, manslaughter or massive property damage is three dice, murder is two dice.) If the roll fails, the character loses a point of Clarity. (Willpower can’t be spent on this roll.) Characters with reduced Clarity find a way to cope with their loss of perspective, and allow themselves to drift further out of touch. It will now take a worse sin to cause another roll to degenerate. At Clarity 6, only grand theft (or worse) or revealing their fae mien to un-enscorcelled mortals can spark such a roll. At Clarity 5, it takes intentional mass property damage or the murder of another changeling. At Clarity 4, it takes an impassioned crime such as manslaughter or the breaking of a formal oath.

Characters who do lose Clarity also risk becoming unhinged mentally. If a player fails a degeneration roll, he should immediately roll his character’s reduced Clarity as a dice pool. If he fails that roll, the character gains a derangement. This can be any form of minor but pervasive mental disorder, such as depression or a phobia. The player should roleplay this new character quirk, but it has no mechanical effect.

Dwelling in Darkness

This story takes the characters deep into the World of Darkness, and reveals some of the terrible secrets that exist just outside of human understanding. It is meant as an introduction to the strange lives of changeling characters and as a launching point from which Storytellers can begin chronicles of their own devising. Though the characters start out in Miami, their ultimate fate is in your hands. This standalone scenario is meant for the Storyteller's eyes only. If you are planning to take on the role of one of the characters in "Dwelling in Darkness," please stop reading now. Storytelling games are much more enjoyable if you experience the plot twists and surprises along with your characters, so don't spoil the fun for yourself.

PREPARING FOR PLAY

First, read through the rules at the beginning of this document, just to get an idea of how the mechanics of the game work. Then, have a look at the character sheets at the end of the booklet, and note the characters' different capabilities and advantages. We don't expect you or the players to memorize everything right out of the gate, but if you give the characters a quick once-over in conjunction with the rules, the numbers will make more sense in game play.

Let the players read over their character' backgrounds, roleplaying hints and traits, and answer any questions they might have. Help them understand how the rules work with regard to the dots and num-

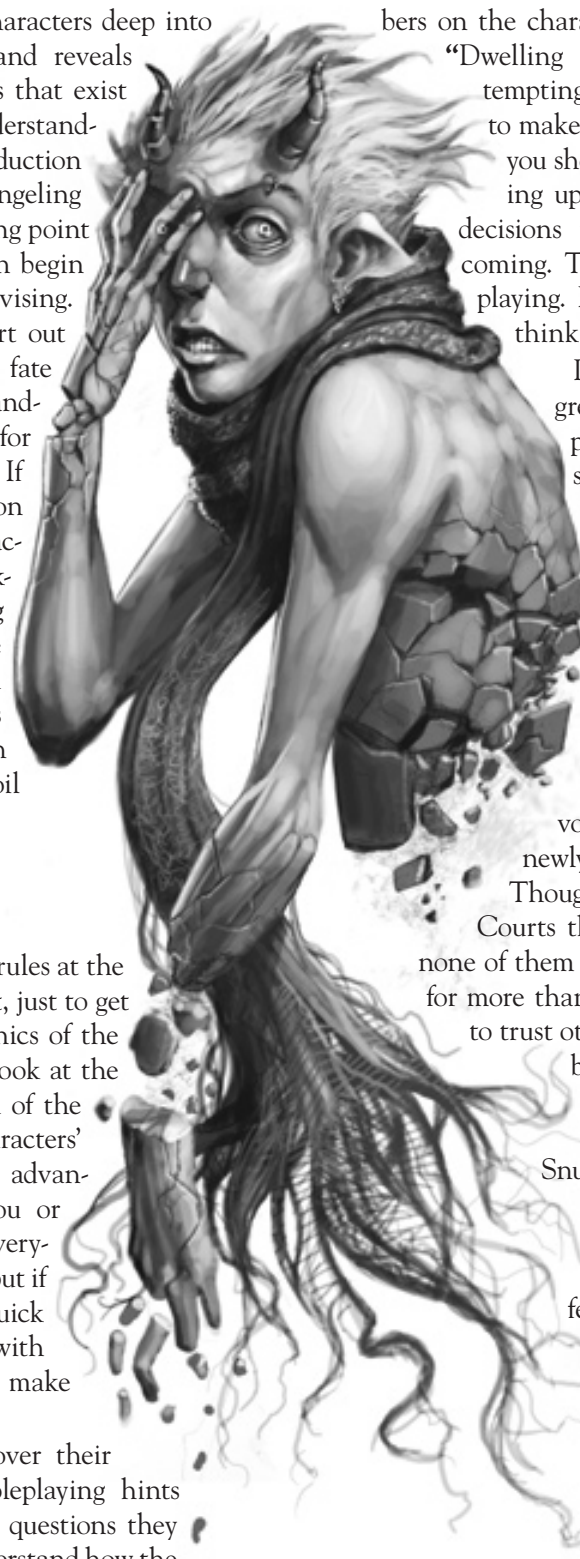
bers on the character sheets. Also, read through "Dwelling in Darkness" once before attempting to act as Storyteller. We've tried to make it as easy as possible on you, but you should have an idea of what's coming up. Plus, players will always make decisions that you—and we—didn't see coming. That's great! That's part of roleplaying. It does, however, require you to think on your feet.

If you know how the plot progresses, you can take what the players do and allow those decisions to steer the game toward a satisfying conclusion, rather than having to say, "No, you can't do that because it would take us too far off track."

CHARACTERS AND BACKGROUND

"Dwelling in Darkness" revolves around the actions of a newly-formed motley of changelings. Though many of them have joined the Courts that run various parts of Miami, none of them have been a part of the freehold for more than six months. The Lost are slow to trust others, and this short time has not been enough for the characters to become fully accepted by the more established changelings. Snubbed and suspected of being in league with the Others, the characters found themselves outsiders among even their fellow outcasts. Rather than be totally alone, they chose to band together for mutual protection and support.

Rather than obeying the custom of letting each Court nominate a ruler as its season comes into play, Miami has been held in the



rule of the Summer Court for some time. The Summer King, Grandfather Thunder, refuses to step down, claiming Miami is naturally a place of eternal summer. When they were approached by Blue Jenny and asked to join her in tearing down the Summer Court's hegemony, they readily agreed. At last finding someone who understood their feelings of isolation, the characters leapt at the chance to belong to something, and swore an Oath of brotherhood with Blue Jenny. Now, called into service, they are meeting the darkling, Rollo, at a club. The story opens with them already at the nightclub.

Though they don't live together, the members of the motley do see each other at least once a day. You should remind the characters that people who spend a great deal of time together get to know each other very intimately, and they should be encouraged to simulate this as best they can. The players should also be reminded that the characters' relationship with one another is friendly, but not perfect. They came together out of a need to find companions among the all too insular Miami Freehold, not out of any romantic notions of forming a noble band of adventurers.

A final note on character attitudes: The characters have each had a significant part of their lives taken from them, and no matter how hard they try, nothing will ever return to the way it was. The world will always appear different to them, full of wonder and nightmare that they never knew existed. Worse yet, there is the very real possibility that they might be taken back to Faerie and returned to slavery once more. This makes them cautious and more than a little paranoid about anyone and anything. When possible, you should color the description of scenes with the characters' individual outlooks and delusions. Descriptions of these attitudes can be found in the character descriptions.

THEME AND MOOD

The theme of "Dwelling in Darkness" is *trust and betrayal*. The title of the story comes from Philip K. Dick's novel *A Scanner Darkly*. The full quote is, "Now in the dark world where I dwell, ugly things and surprising things and sometimes little wondrous things spill out at me constantly, and I can count on nothing." The delusions and ramblings of Dick's characters, whether drug- or paranoia-induced, are a good approximation of the challenges facing a group of changelings. Throughout the story the characters will be asked to trust many different individuals, and even enter into mystical pacts with them, but in the

uncertain world in which they live, trust is a valuable commodity. From Blue Jenny's desire to bolster her own power to the Apostles' wish to defend the status quo to Rollo's need for revenge, nearly everyone the characters encounter will seek to use them for their own ends.

The mood of this story is *uncertainty*. Not only are the characters at odds with those around them, they must struggle against the madness that lurks within them. The glamour they see all around leaves them doubting their senses, and their innate suspicion causes them to doubt even their own judgment. As the story progresses, the characters will be faced with tough decisions about who to trust.

ACT ONE: INTO THE BRIAR PATCH

In this act, the characters answer a summons issued by a prominent member of the Winter Court, and become embroiled in her effort to depose the King of Endless Summer. When their meeting is interrupted by a member of the Summer Court, the motley is forced out into the uncertain safety of the Hedge.

WHAT'S GOING ON

All of the characters returned from Arcadia at nearly the same time, less than a year ago. They all found the current climate of Summer domination to be distasteful, and formed a motley in the hopes of working together to bring about political change. When the characters were invited to speak with Blue Jenny, a high-ranking member of the Winter Court, about taking action against Grandfather Thunder, the King of Endless Summer, they leapt at the chance. They swore an Oath with Jenny, tying themselves to her cause and bolstering their resolve against the Court of Wrath.

Unknown to the characters, Blue Jenny is a Duchess of the Icebound Heart, and plans to disappoint and betray them in order to increase her own mystical power. She just needs them to do one thing for her first. By getting involved with her, the characters are going to experience firsthand the short-sighted backbiting that the changelings of Miami participate in to the exclusion of all else—even the threat of the encroaching hordes of the Others.

SCENE ONE: AFTER HOURS

The characters have been invited to a meeting at Kim's, a South Beach club popular with the Lost, and

are now killing time, waiting for the mortals to clear out and their contact to show up. It's nearing four in the morning, and the crowd is just beginning to thin. The players can decide how their characters are interacting with one another and the people, both changing and mortal, around them.

You may want to allow some time for the players to describe what their characters look like, or for some preliminary roleplaying between the characters, but once everyone is ready, proceed from this point.

Read the following aloud:

Though it has thinned some in the past hour, the crowd inside Kim's is still going strong. The drinking and dancing has reached an almost fevered pitch at this point, as if everyone in the club is desperate for something to happen before they leave. The cloud of sexuality hanging over the dance floor tastes hot, and you can almost see electricity spark out of the corner of your eye, like heat lighting flashing over the Everglades.

Amongst the stifling press of bodies you can see all the debauched sights the club is infamous for. And here and there, moving between the drunks, the addicts and addled tourists, are the monsters of legend stamped on once-human flesh. Djinn more enticing and addictive than the ecstasy they peddle, and satyrs drunk on the passions of those around them — the faces of these and more wink in and out of existence within the crowd, as if summoned up by the primal beats of the music.

You find yourself looking back on what you can remember of your life before being taken, and realizing that though you can't ever really go back, there are times when you don't miss it so much. The Fae shattered your life, but this new, bizarre existence is like a mosaic built from the fragments of the person you used to be. It may not be perfect, but it's better than going back to Arcadia. You just hope your deal with Blue Jenny will be what it takes to improve things around here...

Stop reading aloud.

Have the players all roll Wits + Composure. Characters who fail the roll are startled out of their reverie by the Tunnelgrub who suddenly appears in front of them.

Read the following to any player who succeeded on the roll:

As you watch the other Lost drift among the mortal revelers, one catches your eye. He is whip-thin, and his grey skin seems to sag on his frame. It is Rollo, your contact. He spots you and winds quickly through the crowd. "Meet me at the bar," he says, and slinks off.

Read the following to any player who did not succeed on the roll:

"Meet me at the bar." The voice seems to come out of nowhere, before you see the thin, greasy man that is standing far too close to you. You recognize him as Rollo, your contact, but before you can reply, he hurries off through the crowd.

Stop reading aloud.

Rollo

Kith: Tunnelgrub

Court: Spring

Mental Attributes: Intelligence 2, Wits 4, Resolve 2

Physical Attributes: Strength 2, Dexterity 3, Stamina 3

Social Attributes: Presence 2, Manipulation 3, Composure 3

Mental Skills: Academics 1, Computer 1, Investigation 2, Medicine 2, Occult 2, Politics 1, Science 2

Physical Skills: Athletics (Contortionist) 2, Drive 1, Firearms 1, Stealth 3, Survival 1, Weaponry (Knives) 1

Social Skills: Intimidation 2, Persuasion 2 (Sales Pitch), Socialize 1, Streetwise 3 (Drug Trade), Subterfuge 1

Merits: Mantle: Spring 2, Court Goodwill: Winter 2

Willpower: 5

Wyrd: 3

Glamour: 8

Clarity: 5

Virtue: Hope

Vice: Lust

Health: □□□□□□□□

Initiative: 6

Defense: 3

Speed: 10

Equipment: cell phone, cold-forged iron knife (+1 to Weaponry rolls), motorcycle in need of repairs

Seeming and Kith Blessings: Rollo not only benefits from the 9-again rule on all Stealth rolls, he may buy dice on Wits and Stealth rolls for a cost of one Glamour each. By spending a point of

Glamour, he can also make a Dexterity + Athletics roll to escape from any bonds.

Contracts: Darkness 2, Mirror 3. The one-dot Darkness Contract is activated by spending a point of Glamour and rolling Rollo's Manipulation + Wyrd – his target's Resolve. If he succeeds, the target is immediately overcome by a sense of dread, and receives a –3 modifier to any rolls to resist fear. The two-dot Darkness Contract is activated by spending a point of Glamour and rolling Rollo's Wyrd + Stealth. If he succeeds, everyone within 50 yards doubles any environmental penalties they would receive while attempting to spot him. The rest of his Contracts work as they are described in the characters' descriptions.

Rollo is the contact the characters are scheduled to meet tonight. He has been in Kim's most of the evening, watching the other changelings and waiting for the crowd to thin out. He is annoyed that the club is still mostly full, and is curt with the characters, refusing to answer any questions until they all gather at the bar.

Read the following aloud once the characters congregate at the bar:

Rollo watches uneasily as you all sit down together at the bar. Separated from the crowd, you can get a better look at him now. His greasy hair, his runny eyes, all his features seem to be melting, almost as if trying to escape from something loathsome. "Alright," he says, apparently satisfied that no one is listening in, "I'm going to lead you all to the rendezvous, and you'll get a chance to ask questions, but not here. For now, just shut up and follow me."

Stop reading aloud.

Still refusing to answer any questions, Rollo leads the characters through the crowd, towards the DJ and the back of the club. He knocks on a door behind the DJ and calls out to someone on the other side before opening it. The door opens onto an empty staircase that leads down into a basement. Rollo gestures the characters in ahead of him.

Sara may use her Encyclopedic Knowledge Merit here, rolling Intelligence + Wits. If her player scores at least one success, inform them that Sara realizes that the basement would be below sea level, something very dangerous in Miami. If she points this out to Rollo, he shrugs and mentions that it used to be a bomb shelter.

Read the following aloud once the characters reach the basement:

The stairs deposit you in what appears to be an old steam tunnel. Dripping pipes are mounted on the walls in

a haphazard fashion, and the whole place smells of stagnant water and mold.

"We're going to follow this for a ways before it spits us out in the Hedge," Rollo explains. "From there, it's just a short walk to Jenny's place." The Darkling takes the lead and hurries off down the tunnel. He seems more at ease, and you catch him reaching up to gently stroke a pressure release more than once.

"Uh, look—now that we're away from any die-hard Grandfather Thunder fans, I can answer any questions you might have about all this. A coup's not always a straightforward thing."

Stop reading aloud.

Rollo will now answer any questions the characters may have about their would-be patron and her offer. It is important to note his bias, however. Rollo is extremely dedicated to the cause of overthrowing the Summer Court, and to Blue Jenny in particular. While he won't say anything negative about either, he is merely a messenger, and doesn't mind revealing his partial ignorance of what awaits the characters.

•**What can you tell us about Blue Jenny and her organization?** Rollo has already been a victim of Blue Jenny's treachery, and is therefore desperate to regain her love. His response to these questions is very tainted by his misplaced faith in Jenny and her cause.

"Blue Jenny may be a member of the Winter Court, but she doesn't mess with the drug trade like all those other misery-mongers. She just wants to see the Courts return to their rightful places before the Others invade and kick all our asses."

"I'm not exactly sure what she wants from you guys, but I'm betting it's gotta be important if she's dragging in people as fresh from the Hedge as some of you."

•**Who are you and what role do you play in all this?** Due to what he believes to be the cellular nature of Blue Jenny's "organization," Rollo is hesitant to give away too much about himself.

"I'm nobody, really. Mostly Jenny's aide. I make sure the cells are doing what they're supposed to, and that no one bothers Jenny without a good cause. You're the first group I've led down here, so I can't really tell you what to expect."

•**Why should we care about restoring the old Court structure?** Questions about Jenny's plan or the purpose of a coup prompt this response:

"You wanna go back to the Other Place? No? Then you want to help Blue Jenny put a stop to Grandfather Thunder. If you ask me, this whole 'Endless Summer' crap is getting to be too much like something They'd do."

It isn't natural to skip the other three seasons, and if we don't start getting more natural around here, there's going to be a lot more of Them poking around, trying to figure out what we're up to."

Once the characters are finished speculating with one another and Rollo, move on to Scene Two.

SCENE TWO: MEETING BLUE JENNY

In this scene, the characters make their way through the tunnel as it transforms into the Hedge and meet Blue Jenny in her Hollow. They learn the group's larger goals as well as their own specific task before the meeting is interrupted by soldiers of the Summer Court.

Read the following aloud:

As you make your way down the tunnel, everything slowly turns damp and green. Mold covers the floor and walls, and the copper pipes are more tarnished and corroded. Sharp valves and releases sprout from them with greater frequency, and the whole tunnel begins to look less and less like the interior of a building, and more like a narrow path through a jungle of twisting metal vines. You have now entered the Hedge.

Stop reading aloud.

Rollo leads the characters through the swampy Hedge for only a few moments before reaching Blue Jenny's Hollow, but you should feel free to describe the scenery as alternately beautiful and creepy. A storm is perpetually on the horizon, and everything seems darker and claustrophobic, due to Rollo's relatively high Wyrð. Because it changes to reflect the Wyrð of whoever is present, you may want to describe how each character views and interacts with the Hedge, according to their seeming or Court. Sara and Nimble cause vines and moss to wilt with their touch, birds follow Carlos, flowers spring up in Leigh's footprints and a foul wind blows whenever Rex speaks. Once you establish the mood of the Hedge, continue from this point.

Read the following aloud:

Rollo leads you into a clearing, and rising up out of the marsh is an elegant manor house. It is covered in the thick moss that grows on the mangroves and rocks around you, and seems to be on the verge of sinking into the murk that surrounds it.

As you head up the walk, the front door opens. A statuesque woman stands in the doorway, beckoning you inside. Her blue hair hangs down to the middle of her back, and is adorned with what appear to be stylized

snowflakes. She projects an almost-palpable aura of sadness, but the veil she wears hides her true emotional state. You recognize her as Blue Jenny.

"Hello," she says, "Won't you please come in?"

Stop reading aloud.

Blue Jenny

Kith: Dancer

Court: Winter

Mental Attributes: Intelligence 3, Wits 3, Resolve 3

Physical Attributes: Strength 2, Dexterity 3, Stamina 3

Social Attributes: Presence 3, Manipulation 4, Composure 4

Mental Skills: Academics 2, Investigation 2 (Digging up Dirt), Medicine 1, Occult 3, Politics 4 (Exploiting Favors)

Physical Skills: Athletics (Graceful) 2, Drive 1, Firearms 2, Stealth 3, Survival 1, Weaponry (Knives) 1

Social Skills: Intimidation 2, Persuasion 4 (Seduction), Socialize 3, Streetwise 3, Subterfuge 4 (False Promises)

Merits: Mantle: Winter 4, Striking Looks 4 (as Leigh's Merit, instead with a +2 bonus)

Willpower: 7

Wyrð: 5

Ban: Though her Wyrð is not high enough to earn her a Ban normally, she has acquired one through a Pledge with her Keeper. Speaking Jenny's True Name three times in her presence summons her Keeper.

Glamour: 12

Clarity: 4

Virtue: Fortitude

Vice: Greed

Health: □□□□□□□□

Initiative: 7

Defense: 3

Speed: 10

Equipment: revealing Hedgespun clothing, cold-forged iron hair clips (+1 to Weaponry or Thrown rolls), enchanted veil, glass of chilled wine pressed from goblin fruit

Seeming and Kith Blessings: Jenny benefits from the same Blessings as Leigh.

Contracts: Vainglory 4, Mirror 3, Fleeting Spring 1. The fourth-dot Contract of Vainglory is activated by spending a point of Glamour and rolling Jenny's Intimidate + Wyrd in a contested roll against the Composure + Wyrd of any onlookers. If Jenny scores more successes, her targets see her revealed in all her terrible glory, and must flee. If they can't escape, they suffer a -2 penalty to all rolls. The victim is also unable to spend Willpower for the rest of the scene. The rest of Blue Jenny's Contracts work as they are described in the characters' descriptions.

Any player that wishes may roll their character's Intelligence + Politics to determine what they know about Blue Jenny from their time at the Freehold (Leigh receives the benefit of her specialty). Inform any players who succeed that Jenny is known as a bit of a recluse, but she has been a part of the Winter Court for a long time, so is accorded respect. Anyone who scores an exceptional success (5 or more successes on the dice roll) will also recall that her seclusion isn't entirely by choice: Blue Jenny has been known to use others to achieve her own ends, and doesn't restrict herself to manipulating just the Court's enemies.

Regardless of how the characters react to her welcome, Jenny will usher them into her sitting room, and immediately get down to business.

Read the following aloud:

The sitting room is a drafty, wood-paneled room, lit by hundreds of flickering candles. The candles provide enough light to see by, but do nothing to hold back the chill that fills the manor. Blue Jenny seems entirely unaffected by the cold as she dismisses Rollo and turns her attention to you.

Stop reading aloud.

Blue Jenny addresses the characters quickly, but eloquently, asking that they let her finish before asking questions. She thanks them for answering her call for aid, and explains her interest in them as a motley: though they belong to a variety of Courts, they're all treated somewhat as outsiders, because of their brief time they've spent as changelings. She reasons (correctly) that they resent being treated like the "new recruits" they are, and would like a chance to create a freehold in which they have more of a say.

She goes on to explain that she remembers the Freehold that existed before Grandfather Thunder took over, and wants to see a return to the cycle of the Courts. She professes to want this change not only because it would bring greater power to her and her Court, but because it would fortify the Freehold against the growing number of Fae incursions. The ever-changing Courts serve as a mystical defense against the Fae, according to Jenny, and The Summer Court's refusal to share power is putting the whole Freehold in danger of being overrun by the Others.

Finally, Blue Jenny warns that the coup will be very dangerous, and she wants to see herself and the other cells protected from treachery. To this end, she reminds the characters of the Oath they all swore upon their Keepers, never to reveal their involvement with one another to anyone outside their organization. She regrets that such a drastic Pledge had to be made, but explains that it is for the protection not only of the other cells, but also of the characters themselves: should she somehow be caught and punished for plotting against Grandfather Summer, the Oath will prevent Jenny from betraying the changelings working for her.

Before she can explain her plans any further, Jenny leaves to answer a knock at the door. She returns to the sitting room, followed by a man with red, scaly skin, who she introduces as John St. Elmo. The characters recognize him as a Summer Court enforcer.

John St. Elmo

John is a short, stocky man with the blood of a salamander. His skin has a reddish cast to it, and appears to be covered in fine scales. He is totally devoid of body hair, and the shimmer of heat that always surrounds him indicates that it has long since burned off.

Kith: Fireheart

Court: Summer

Mental Attributes: Intelligence 2, Wits 3, Resolve 3

Physical Attributes: Strength 3, Dexterity 3, Stamina 2

Social Attributes: Presence 3, Manipulation 2, Composure 3

Mental Skills: Academics 1, Computer 2, Investigation 2 (True Fae attacks), Medicine 2 (First Aid), Occult 1, Politics 1

Physical Skills: Athletics (Quick) 3, Drive 1, Firearms 2, Stealth 2, Survival 2 (Swamps), Weaponry (Axes) 2

Social Skills: Intimidation 2, Streetwise 1, Subterfuge 3 (Spotting Lies)

Merits: Mantle: Summer 2

Willpower: 6

Wyrd: 2

Glamour: 5

Clarity: 6

Virtue: Fortitude

Vice: Sloth

Health: □□□□□□□

Initiative: 6

Defense: 3

Speed: 11

Equipment: hatchet (+2 to Weaponry rolls)

Seeming and Kith Blessings: Once per day, John may spend a point of Glamour to add his Wyrd to his Health rating for a scene. He may also spend Glamour to buy dice on any Wits roll, on a one-for-one basis.

Contracts: Elements 2, Stone 2, Fleeting Summer 1. By spending two points of Glamour, John can make himself immune to the effects of natural fire for one scene. He may also spend a single point to cloak himself in flames. Though he is unharmed, this fire does one point of lethal damage to anything and anyone that comes into contact with him. By spending a point of Glamour and rolling his Wits + Wyrd, John can detect the greatest source of wrath within one mile. The rest of his Contracts work as described in the characters' descriptions.



John has no authority here, but makes himself a nuisance all the same, interrogating the characters as much as he can get away with. He makes a point of picking on Rex especially, badgering him about why a member of the Summer Court is dealing with Jenny. Have any character who wants to cover for the motley roll their Manipulation + Persuasion or Subterfuge (plus the extra die granted by the Pledge), opposed by John's Wits + Subterfuge (7 dice) to spot their lie. Though he can do little more than barrage them with questions now, whether or not he catches the characters in a lie will determine how John reacts to them in the next scene. Once the characters finish their story, Jenny gives them directions back to Kim's and asks them to leave she and John alone.

SCENE THREE: THROUGH THE HEDGE

In this scene, John and his motley accost the characters on the path back to the nightclub. If John was unable to catch the characters in a lie, he issues

Read the following aloud:

The air shimmers around St. Elmo as he surveys the room. "I heard something strange about you today, Jenny. Heard you were up to something Grandfather wouldn't approve of. And I come down here to talk to you about it, and I find you entertaining this ragged motley in the middle of the night. Anyone care to explain what's going on here?"

Jenny's curt reply is cut off by the Fireheart. "None of your honeyed tongue. I want to hear it from the kids."

Stop reading aloud.

them a warning, otherwise the Summer enforcers try to force the truth out of the characters. Regardless of what happens, the presence of so many changelings attracts several denizens of the Hedge: blackgators.

Give the players a few minutes to discuss what just happened, and then have them roll Wits + Composure to spot the two changelings that lay in wait ahead of them.

Read the following aloud to anyone who succeeds:

Up ahead you can see two silhouettes of two people on the path back to Kim's. They're both big, and seem to be restlessly shifting back and forth.

If no one succeeds on the roll, read the following aloud:

As you make your way back to the nightclub, you're startled to see two huge, bluish Ogres, all knotted muscle and twisted horn, standing in your way. They acknowledge you, but make no move to clear the path.

Stop reading aloud.

Strong Matthew/Mark Stalwart

These two behemoths are quintessential bruisers, and the only interaction the characters will likely have with them is in a fight. Because of this, they are only given bare-bones stats.

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 4, Dexterity 2, Stamina 5, Presence 3, Manipulation 1, Composure 3

Skills: Athletics 3, Brawl 4, Intimidation 3, Stealth 1, Streetwise 2, Weaponry 2

Willpower: 6

Health: ☐☐☐☐☐☐☐☐☐☐

Initiative: 5

Defense: 2

Speed: 11

Contracts: Stone 3

Weapons: fists of stone

The Ogres Strong Matthew and Mark Stalwart are waiting on the path ahead, more intent on catching the characters than on surprising them. If the characters spotted them before being spotted themselves, they can try to double back, but John comes up from behind quickly. When the characters realize they're boxed in, proceed.

Read the following aloud if the characters succeeded in duping John:

John St. Elmo comes up the path behind you. "I see you've met Matthew and Mark," he says, gesturing to the two slate-colored hulks. "I still think you're up to something with Blue Jenny, but I can't prove it right now. You'd be best served to remember the three of us, and pray Grandfather Thunder doesn't find a reason to send us out after—" He's suddenly cut off by a noise somewhere between a roar and a shriek, and one of the Ogres howls in pain as something lunges out of the water and tears into his leg.

Read the following aloud if the characters did not successfully lie to John:

John St. Elmo comes up the path behind you. "I see you've met Matthew and Mark," he says. "Don't think for one second that I bought that story you fed me back there. You're up to something with Blue Jenny, and we're going to take you to the Court to find out what it is."

Stop reading aloud.

If a fight breaks out between the Summer enforcers and the characters, the blackgators will wait three rounds, until the changelings are all weakened, before attacking. Otherwise, sensing their prey is about to leave, they attack immediately. There are five of the creatures, and they will fight to the death.

Blackgators

Blackgators are huge alligator-like creatures that infest the Hedge around Miami. They seem more like thick terrors made of salty, cold silt than bone and meat animals; it's almost impossible to see a blackgator until it heaves itself out of the dark wet and clamps its thorny teeth around its fresh prey. Once they kill, they drag their prey down into the dark to feed — perhaps into the Hedge, though some say they drag their victims down to Hell itself.

Attributes: Intelligence 2, Wits 3, Resolve 3, Strength 4, Dexterity 3, Stamina 4, Presence 1, Manipulation 1, Composure 2

Skills: Athletics 3, Brawl (Bite) 4, Intimidation 3, Investigation 4 (Tracking), Stealth 5, Survival 3

Willpower: 5

Health: ☐☐☐☐☐☐☐☐☐☐

Initiative: 5

Defense: 3

Speed: 12

Armor: 1

Weapons: The blackgators roll 9 dice to attack with their vicious bites, inflicting lethal damage if they succeed.



If the players choose to flee, leaving John and his men at the mercy of the blackgators, the enforcers won't give chase. If they stay, the Summer agents will leave them alone, instead focusing on the more immediate threat posed by the blackgators. Whatever happens, once the Hedge creatures show up, the characters are safe from Jenny's enemies in the Summer Court—for the time being.

In order to cut down on dice rolls during the fight, you can assume that the NPCs each account for one of the creatures after two or three rounds. If the characters have trouble fighting back, the Ogres will come to their aid, but only after they've killed the monsters attacking them.

After the blackgators are dead, John reluctantly thanks the characters for helping. He warns them to be careful about whom they associate with before leading the injured Ogre down a branching path and off into the Hedge. The characters are now free to head back to Kim's and return to either Nimble's and Sara's Hollow, or to their respective homes for what little is left of the night.

ACT TWO: PROPHECY AND LIES

In this Act, the characters get some time to themselves before being asked to retrieve a book for Blue Jenny. Rollo claims the book has some prophetic properties, and that it can be found in the possession of a member of the Summer Court. Once the characters have retrieved the book, it will become clear that *someone* has lied to them.

SCENE ONE: WAITING FOR ORDERS

Neither Blue Jenny nor Rollo contacts the characters for two days, leaving them to wonder if they were truly asked to help overthrow the King of Endless Summer. Because of the open nature of this scene, and all the possible avenues the characters might choose to explore, we have provided some suggestions rather than word-for-word descriptions.

LOOKING INTO ROLLO AND BLUE JENNY

Given the short time they've spent with either of their coconspirators, the characters might want to look into the background of Rollo and/or Blue Jenny. Both of them have been in Miami long enough to be known by most of the changelings at the Freehold, but they're both very private, so finding more than cursory information may prove to be difficult. There are many ways the characters can approach the task, but here are a few suggestions:

• **Wits + Investigation** to interview the changelings who were at Kim's about what they saw.

• **Manipulation + Socialize or Persuasion** to ask around at the various Courts or the Freehold.

• **Manipulation + Streetwise** to have Carlos' gang look out for Rollo. (This requires a Wits + Intelligence roll from Leigh to remember what Rollo's Mask looks like.)

Leigh knows that Rollo is a member of the Spring Court, and that he slightly outranks her, but the characters will have to do some digging to reveal more. A successful check with any of the above skills while looking into either the Spring or Winter Courts will reveal that Rollo is a passable drug runner and a connection between the two Courts, getting Winter drugs into Spring hands. An exceptional success while asking around the Courts will reveal that he usually conducts business out of the back of a dive bar in Miami Beach.

The characters have very little preexisting knowledge of Blue Jenny. Carlos can recall that she is a high-ranking member of the Winter Court, but her isolation makes any information about her harder to get. A successful roll on any of the above skills (with a -2 modifier, due to lack of available information on her) will reveal that Jenny is not only politically savvy, but also a capable savant and oneiromancer. An exceptional success will reveal that she is believed to have fought her Keeper at least once since her return from Arcadia in the early '70s.

No amount of searching for either Rollo or Jenny will produce results, however. Rollo is not at his usual hangout, and the path into the Hedge under Kim's no longer leads to the manor house, instead coming to a dead end several feet from the basement tunnel.

LOOKING INTO THE FAE ACTIVITY

Both Rollo and Blue Jenny cited recent True Fae activity as a reason to depose Grandfather Thunder, so the characters might want to look into these rumors

on their own. Using the same kind of rolls presented above, they can find that disappearances and kidnappings are on the rise, among both mortals and changelings. A successful Wits + Intelligence roll would connect this with the change in attitude John St. Elmo displayed after the blackgators showed up. As a Knight of Wrath, his oath to protect the Freehold from outside threats trumps his concerns over potential unrest.

REGAINING GLAMOUR

If the characters stayed to fight in Act One, or invoked their Contracts while looking for information at the beginning of this Act, chances are that their Glamour pools are low. If the players wish to replenish their stores, a few examples of how the characters might harvest Glamour from the emotions of mortals are presented below. Remember that if a character is inspiring the emotion of their Court, they get an extra point of Glamour on a successful roll. The characters have time to harvest Glamour twice each before Rollo finally contacts them.

•**Fear:** Nimble has many friends among the children at the city's homeless shelters. He can roll Manipulation + Intimidation to tell them a scary story about Bloody Mary. If he uses his Tale of the Baba Yaga power, he can add his Mantle dots to the roll.

•**Sorrow:** Carlos works at a computer lab at his school, and can secretly turn off the circuit breaker, causing the other students to lose their unsaved work. He can roll Manipulation + Larceny to convince the students there is nothing he can do, and that their work is irrevocably lost.

•**Lust:** Leigh can get the Glamour she needs from her workplace. With a Presence + Expression roll (using her dance specialty), she can inspire lust in the patrons of the restaurant by taking her dance slightly to the illicit.

•**Wrath:** Rex can pretend to run out of gas in the middle of a busy intersection downtown and then confront the angry drivers that pile up behind him. He can roll Presence + Subterfuge to convince the other drivers he's a loud jerk who refuses to move his car out of the way.

•**Happiness:** Sara can use her skill at playing piano to make people happy. By rolling her Dexterity + Expression (using her piano specialty), she can take over the piano in the lounge at a local country club.

Once the players are satisfied they have done everything they can, explain that two days pass since their meeting with Blue Jenny, and move on to Scene Two.

SCENE TWO: CALLED TO SERVE

In this scene, the characters receive a call from Rollo to meet him in Miami Beach. Once they arrive, he explains that Blue Jenny wants them to retrieve a token from the hands of the Summer Court: a book that has prophetic powers.

Read the following aloud:

After two days of waiting to hear from him, Rollo calls Rex's cell phone. He claims to finally have an assignment for the motley, but doesn't want to divulge it over the phone. He asks you to meet him at Mustang Sally's, a dive bar in Miami Beach, away from the usual changeling hangouts.

Stop reading aloud.

If the characters didn't find out about the bar in the last scene, they can check around again. Now that they know both the name of the bar and Rollo's involvement with it, only a regular success is required for them to find out that he regularly conducts business there. Once the motley decides to meet Rollo, proceed from this point.

Read the following aloud:

Mustang Sally's is the polar opposite of Kim's. Everyone here seems resigned to a life of slowly drowning in booze. The despair hits you like a punch in the gut when you walk in, and the bartender seems startled by you. He quickly composes himself and points across the room to a door. "He's back there."

The door leads to a small office. Rollo is sitting at a desk in the middle of the cramped room. He gestures to a small couch crammed into one corner and asks you to sit down. The fact that only two of you can fit doesn't seem to trouble him.

Stop reading aloud.

Rollo half-heartedly apologizes for making the characters wait so long before getting back to them, and explains that the information that brought St. Elmo to the manor had to be dealt with. If the characters ask what made St. Elmo suspicious, the Darkling refuses to tell them. If suitably pressed (or threatened) he reveals that he doesn't know; Jenny dealt with the problem herself and told him to wait until he heard from her.

He goes on to explain that Blue Jenny has discovered that the Summer Court possesses a powerful token that would help bring others to the cause: a book of prophecy. According to Jenny, the book is

constantly predicting several weeks into the future, and is highly accurate. Once this book is liberated from the Summer Court, it could be used to prove that Summer's unnatural domination of the Freehold is directly responsible for the high number of Fae attacks in the past years.

The book is being safeguarded by Quiet Luke, the fourth member of John St. Elmo's motley, the Apostolic Knights. Rollo gives the characters Luke's address (an apartment near downtown), and tells them to call him when they have the book. He doesn't care how they get it, so long as the Summer Court can't trace them back to Blue Jenny, and the characters don't open it. He is adamant about this last point, making the characters to swear to keep the book shut and locked. (Note that he doesn't push them to create a pledge. The characters are bound by nothing more than their word.) Aside from the address and the warning not to open the book, Rollo doesn't have any more information.

CASING QUIET LUKE'S APARTMENT

The characters will most likely want to investigate Quiet Luke and scout out his apartment building. The Knights are well-known in Summer Court circles, and Rex can recall that Luke is a scholar of Fae lore, and is currently looking into something that recently caught his interest. Rex can also warn the rest of the motley that because the Apostolic Knights are so well regarded, any questions they ask around the Summer Court will eventually get back to John.

If the characters want to case the apartment building or follow Luke, they should roll Wits + Stealth or Streetwise to avoid being noticed, opposed by Luke's Wits + Streetwise (5 dice). After only a few hours of work, the characters will learn that the front door of the building is kept locked and controlled by buzzers inside the apartments. After a day, they will learn that Luke works part time at a grocery store down the street, and after two days they will learn that he works the early morning shift.

Should any of the characters fail to remain hidden while casing the apartment, or should they question the wrong people in the Summer Court, the Knights will keep tabs on them, and make plans to be ready in the apartment when the characters break in.

Quiet Luke

From a distance, Luke appears to be a middle-aged man with rapidly thinning hair, and

a stooping posture. Closer up, his dark skin is craggy and wrinkled and his joints appear swollen, making him look extremely old.

Kith: Oracle

Court: Summer

Mental Attributes: Intelligence 4, Wits 3, Resolve 3

Physical Attributes: Strength 2, Dexterity 2, Stamina 2

Social Attributes: Presence 2, Manipulation 2, Composure 3

Mental Skills: Academics 3, Computer 2, Investigation 3 (Research), Medicine 2, Occult 4 (Fortune Telling), Politics 1, Science 2

Physical Skills: Firearms 2, Larceny 1, Stealth (Noiseless) 2, Survival 2

Social Skills: Empathy 2 (Reading Emotions), Streetwise 1, Subterfuge 3

Merits: Mantle: Summer 1

Willpower: 6

Wyrd: 4

Glamour: 10

Clarity: 6

Virtue: Temperance

Vice: Envy

Health: □□□□□□

Initiative: 5

Defense: 2

Speed: 9

Equipment: notebook, reading glasses, tin of tea leaves

Seeming and Kith Blessings: Once per day, John may spend a point of Glamour to add his Wyrd to his Health rating for a scene. He may also spend Glamour to buy dice on any Wits roll, on a one-for-one basis.

Contracts: Artifice 3, Dream 1, Fleeting Spring 1.

BREAKING IN

The characters may decide to pursue any one of the numerous ways they could gain access to Quiet Luke's apartment. They could pick the lock on the

front door, convince one of the tenants to hold the door for them or Leigh could invoke her Vainglory Contract to speak to Luke over the intercom and convince him she's someone he *wants* to let in. Regardless of how they gain entrance to the apartment, continue from this point once they do.

Read the following aloud if the Knights weren't alerted:

Luke's studio apartment is almost totally devoid of any sort of furnishing or decoration. A folding chair and card table stand in the middle of the room, and a recliner sits in the corner, obviously using the wall for support. The computer on the card table is running, and reams of paper cover virtually every surface. You immediately feel like you've found not just a chaotic mess, but some pattern you're unable to decipher. Quiet Luke has obviously been hard at work on something.

Stop reading aloud.

If the characters have broken in while Luke is home, but without the rest of his motley, he quickly surrenders, and tells them to take anything they want, so long as they don't hurt him. He will turn over the book and explain that he bought it from a hobgoblin who claimed that it was a diary that belonged to a changeling of the freehold who dropped it on their journey through the Hedge. He says that he was trying to figure out to whom it belonged, but had been unsuccessful so far. The only name he has to go on is the signature after each entry: Hannah Jane Wells.

If Luke isn't home, the characters can easily locate the book on the card table. It is a small pink diary held closed with a flimsy heart-shaped lock, and a quick search of the computer and hand-written notes will tell the same story Luke does above.

Read the following aloud if the Knights were alerted to the characters' plan:

You open the door to the studio apartment to find the Apostolic Knights waiting for you. John St. Elmo smiles, points a gun at you, and says, "Welcome to the party! Please come in."

Luke's apartment is a mess, but you don't have time to get a good look. One of the Ogres throws a small book at your feet and says, "Luke don't know what that is, an' it's startin' to look like it ain't important. If you can tell us what it's so important that you'd break in for it, you can have it."

Stop reading aloud.

The Knights will explain the diary as above, revealing where they got it and who it supposedly be-



longs to, in the hopes that the characters will reveal something they can use against Blue Jenny. Once it becomes clear the characters won't say anything about their involvement with Jenny, the Knights will stay true to their word and give up the diary, promising to keep an eye on the characters.

Regardless of what happens in the apartment, after they leave, have each player make a Wits + Streetwise roll at a -1 penalty. If they split up, have the character who took the diary roll. Anyone who succeeds notices a red truck tailing them. The character who is driving (most likely Leigh, since she has a car big enough to seat everyone) can make an Intelligence + Drive roll to lose the tail. If Leigh uses her token, she gets a +2 on the roll. If a lone character is being followed while on foot, they simply need to succeed at a Dexterity + Stealth roll to duck down an alley unseen. In the end, nothing comes from the tail. If the characters can't lose it, the truck simply drives off once they return home.

SCENE THREE: TURNING OVER THE DIARY

In this short scene, the characters report what they found to Rollo. He becomes agitated, and hints at some betrayal on the part of Blue Jenny before storming off to confront her with the diary.

If the characters decide to break the lock (and their word), they find nothing of interest in the book. It appears to be the diary of a little girl named Hannah Jane Wells who is eight and a half and wants to live on a horse ranch someday. She sometimes pretends that she is a princess, especially when her parents fight, but is old enough now to realize that it's just pretend. The final entry is the day before her ninth birthday.

Rollo is easily reached by phone, and will ask the characters to meet him at Mustang Sally's again. He is thrilled with their success, but immediately wants to know what happened. If they tell him about any complications they had, or anything they learned about the book, he becomes immediately agitated and tries to squeeze the characters for all they know. Once they mention the girl's name, proceed.

Read the following aloud:

"A little girl's diary? I'm sure there's just something Luke misunderstood," Rollo says, standing up. "We need to get this to Blue Jenny right away. I'm sure she can figure it out and get it working. Follow me." He heads out of the office, past the bar and back towards the bathrooms. Knocking first, he pushes the door to the women's rest-

room open and steps into the Hedge. Trailing in Rollo's wake, you can see that the Hedge has taken on a dark, ominous tone. The biting and stinging insects seem to be thicker on the path, and things move under the water in the bogs surrounding you.

Stop reading aloud.

A successful Wits + Empathy roll will reveal that Rollo isn't telling the whole truth about the diary, but if the characters question him about it, he will respond by claiming to be ignorant about how tokens work.

Rollo responds to any other questions with assurances that Jenny will be able to figure out how the book works. This goes on for nearly twenty minutes before they reach Blue Jenny's decrepit manor. Rollo knocks, and then heads through the front door.

SCENE FOUR: THE TRUTH

In this, the final scene of the story, the characters bring the book to Blue Jenny, and learn that they were never more than unknowing errand-runners to her. She offers them a choice: become her heartbroken servants, alongside Rollo, or die.

Read the following aloud:

You once again enter Blue Jenny's sitting room. The chill still remains, but the candles have been replaced by a smoldering fire in the hearth, its light reflected throughout the room by carefully placed mirrors. Rollo hands the book to Jenny and then retreats to a corner behind one of the mirrors.

Jenny clutches the book tightly to her chest before speaking. "Thank you for finding this. You have no idea how much it means to me. In appreciation for this, I think I ought to tell you that there is no rebellion."

Blue Jenny smiles a cold, cold smile. "There is no great plan. There aren't even any other cells. It just seemed like the best way to get you to retrieve my diary without being able to tell anyone about it." She pauses and removes her veil, revealing a wicked smile and what appear to be several tears frozen to her cheek. "I would say I'm sorry to shatter your poor little dreams, but when a Duchess of the Icebound Heart breaks a heart, it becomes hers to do with as she pleases. Isn't that right, Rollo?"

Stop reading aloud.

As Jenny speaks, the characters can feel what she is talking about. They feel more than simply betrayed by her lies: they feel like she's cut their very hearts out. All the characters will recognize Jenny's claim to be a duchess as an Entitlement, but any more information requires a successful Intelligence + Occult roll. An En-

titlement is a mystical organization that changelings can become a part of, and the Duchy of the Icebound Heart, to which Jenny belongs, specializes in exerting power over others through deception and cruelty. In this case, Jenny's veil (actually a powerful token) grants her an extra measure of that power.

Mechanically, the heartbreak translates to a bonus on Jenny's Social rolls against the characters, but since the betrayal is so recent, the characters receive a -2 penalty on all actions taken against Blue Jenny for the duration of this scene. As the characters are discovering the difficulty in attacking, or even shouting at Blue Jenny, she continues.

Read the following aloud:

"Now, about what's in the book. You didn't read it, did you? You should probably swear another oath to me, this time about keeping my secrets. If you don't want to, well I guess you can keep just as quiet if you're dead."

Stop reading aloud.

The characters are not forced to swear another oath, but their weakened resistance towards Jenny should make them think twice about simply attacking her. Here are several ways the characters might choose to handle the situation:

- Attack Blue Jenny:** Because of the power she currently holds over the characters, simply attacking Jenny would prove to be difficult. It is certainly within their power to disable or kill her, but at least one of the characters will come out of the fight seriously injured. Rollo is brave enough to ignore Jenny's calls for his help, but not daring enough to join the characters in attacking her. Backed into a corner, and afraid the characters will use her True Name against her, Jenny will fight to the death—it's preferable to the alternative. After the characters kill her, have the players check for Clarity loss by rolling three dice. If they don't score any successes, their Clarity drops by one.

- Accept Blue Jenny's oath:** The characters may decide that angering someone as obviously powerful as Blue Jenny is unwise, and choose to give in. She makes them swear on their Keepers never to reveal her secrets to anyone. In return, she promises to help them secure positions of power within the four Courts.

- Speak Jenny's True Name:** If any of the characters say the name of the girl in the diary, that character can feel Jenny's hold over them break. He or she still feels emotionally drained, but better able to stand up to Blue Jenny. Upon hearing the name, Jenny becomes panicked, and begs the characters to stop. She will promise them anything, no matter how outrageous, if they will never say that name again.

Should the name be spoken a second time, Jenny will seem to diminish and her hold over all the characters will be released. Jenny's begging becomes shrill and hysterical at this point, and she offers things that are obviously beyond her power (make Nimble the Autumn King, etc.), if only they will agree not to say her name. Even if the characters agree to stop, Rollo says the name for the third time.

If Jenny's name is spoken three times, read the following aloud:

The room is suddenly freezing, and the mirrors crack and shatter, one by one, until only the one over the mantle is left intact. Without the mirrors, the room almost totally dark, the only light coming from the dying fire in the hearth.

The mirror above the mantle begins to bulge and distend, until it finally vomits forth a monstrous creature. It looks like a woman, but it's horribly disfigured, its skin hanging from its bony frame in bloody strips. Its fingers end in wicked claws, and when it speaks you can see what appear to be several rows of shark's teeth. Blue Jenny screams, and tries to flee, but is cut down by a casual swipe from the thing's claws.

It turns and addresses you [whoever spoke the name last]. Its voice is like the sob of a violin played by a madman. "Thank you for finding her. My poor Hannah Jane has been lost for so long, and her little diary was my last hope. You should go home now too, children. I can only carry one back through the mirror, but I don't mind making extra trips."

Stop reading aloud.

Blue Jenny's Keeper

The Other that has come from the mirror is somewhat weaker this close to the physical world than it would be normally.

Attributes: Intelligence 4, Wits 5, Resolve 4, Strength 5, Dexterity 6, Stamina 7, Presence 5, Manipulation 5, Composure 3

Skills: Athletics 3, Brawl (Claws) 4, Empathy 3, Intimidation 5, Investigation (Tracking Children) 4, Stealth 5, Subterfuge 3

Willpower: 7

Health: □□□□□□□□

Initiative: 9

Defense: 5

Speed: 16



Contracts: Stone 2, Fleeting Autumn 2, Vainglory 3

Weapons: This particular member of the Gentry disdains ordinary weapons, preferring her own claws. She rolls 11 dice when attacking, and inflicts lethal damage.



If the players decide that Jenny is getting what she deserves, her Keeper will carry her back through the mirror, completely ignoring the characters' presence. Because they just doomed a fellow changeling to a lifetime of torture and servitude in Arcadia, the characters must make Clarity rolls. Have each player roll two dice. If they do not score any successes, their Clarity drops by one.

If the players choose to fight the True Fae, she ignores any damage not inflicted by cold iron or magic (she still loses Health to the attacks, she just doesn't concern herself with the damage). Should the characters catch her attention in this way, she fights a retreating battle, escaping through the mirror after four turns of combat. If the motley manages to fill the Other's Health chart with lethal and/or aggravated damage, she drops Jenny and dives into the mirror, shattering it behind her. If the characters break the mirror before she can escape through it, the Other will attempt to fight her way out the front door, which will take her seven rounds, starting from when the mirror was broken. Should the characters break the mirror and subsequently "kill" her, the True Fae shrieks and collapses into an unrecognizable pile of bones and bloody skin.

AFTERMATH

Regardless of what happens, the characters have now been fully indoctrinated into the rampant fear and suspicion that make up changeling life. Whether they accepted Blue Jenny's terms or killed her, whether they allowed Jenny's Keeper to escape or managed to save their erstwhile patron, there is no way the Courts can ignore the characters any longer. Whether they like it or not, they have been thrust into the spotlight, and will be closely watched by both changelings... and noticed by the True Fae.



CARLOS GARCIA-JIMENEZ

Quote: “Just because I left, doesn’t mean I forgot about my hermanos. What do you need?”

Background: Carlos was born in Miami to Cuban parents who had arrived in the country only an hour before his birth. He was a bright and happy kid, but like all the other children in the neighborhood of Little Haiti, he got involved with the gangs. Beaten in at twelve, Carlos soon found that he wasn’t tough enough to survive the harsh life, so he resolved to be smart enough to stay out of the worst of it.

Always on the lookout for easy, “victimless” crimes, when he learned about identity theft, Carlos knew he could kill two birds with one stone. He convinced his gang that if they let him out to attend a community college full time, he would use the computer skills he learned to send credit card information back to them. After his first week of classes, Carlos disappeared. The gang found him eight months later at their flophouse, face down in a pool of blood and feathers. Never given up for dead, Carlos was able to return to his life and resume school.

Description: Carlos appears thin and frail, and dresses in grease-stained shirts and jeans. His posse gives him a hard time for being a nerd, but he’s had a rough life, and has the scars and lean muscle of a kid raised by the streets.

In his fae mien, his dark hair is replaced by a fine down the color of molasses. He has the unmistakable air of a raptor about him, and his piercing gaze and fierce talons only reinforce this.

Roleplaying Hints: Life in the gangs, raising the money to get into school, and even being kept starved in the mews of a hawk-prince; you’ve weathered it all. You’re a survivor, able to live through anything, but sometimes you wish God would quit testing you to be sure. You’re just getting used to life as a changeling, but you’re hoping this group will help you out like your old gang did.

When you were approached by Blue Jenny, you, more than anyone else, rushed to accept her proposition. You’ve lived your life on the fringes of society, and see the coup as a way to finally gain some power for yourself. The coup is literally hope.

Equipment: refurbished laptop (+1 to Computer rolls), college ID, pack of cigarettes

Virtue/Vice: Carlos’ Virtue is *Fortitude*. Once per session of play, he regains all spent Willpower when he withstands overwhelming or tempting pressure to alter his goals. This does not include temporary distractions from his course of action, only pressure that might cause him to abandon or change his goals altogether. His Vice is *Lust*. He regains one Willpower point whenever he satisfies his lust in a way that compromises others.

BLESSINGS AND CONTRACTS

Glamour Expenditure: Carlos can spend one Glamour per turn.

Blessing: Carlos gains the benefit of the 8-again rule when using the Animal Ken Skill and can spend points of Glamour to add to pools involving Presence and Composure. Each point of Glamour spent adds one die to one dice pool.

Curse: Carlos suffers a –4 untrained penalty when trying to use a Mental skill in which he has no dots. He also doesn’t re-roll 10s when using a dice pool involving Intelligence.

Gift of the Sky: Although he can’t fly, the air bears Carlos up. He only takes one point of bashing damage for every 15 yards fallen, and only begins to take lethal damage if he falls more than 150 yards.

Oath: Carlos and his motley have sworn an Oath not to reveal their involvement with Blue Jenny to anyone. So long as he maintains his end of the Pledge, Carlos receives one extra die when engaged in an opposed roll with a member of the Summer Court. If he breaks his word and reveals Blue Jenny’s plan, his Keeper will be alerted to his location, and will most likely show up to carry him back to Faerie.

Tongues of Birds (Fang and Talon •): By spending a point of Glamour and rolling his Wyrd + Animal Ken, Carlos can speak with birds. He has a natural affinity with them, so while this power doesn’t let him control them, they will be very receptive to him.

Raptor’s Keen Eyes (Fang and Talon ••): By spending two points of Glamour (which takes him two turns) and rolling his Wits + Wyrd, Carlos can sharpen his vision, gaining a +2 bonus to all sight-based Wits rolls for one scene.

Riddle-Kith (Mirror •): By spending a point of Glamour and rolling his Manipulation + Wyrd, Carlos can take on the appearance of any seeming or kith he desires. He can’t choose the exact features of his disguise, only the broad category. This power lasts until the next sunrise or sunset, but he may end its effects early, if he wishes.

Skinmask (Mirror ••): By spending a point of Glamour and rolling his Stamina + Wyrd, Carlos can change the appearance of one of his features to emulate a chosen target for a scene. Though each use of this power only affects one feature, he may use the power multiple times to create a more complete disguise.

Transfigure the Flesh (Mirror •••): By spending a point of Glamour and rolling his Stamina + Wyrd, Carlos can force his body to either shrink or grow. He can increase or decrease his Size (and by extension, his Health) by a number of points up to one half (round down) of the successes on the activation roll. This power lasts for one scene, or until Carlos voluntarily ends it.

MERITS

Allies: Little Haiti Gangs: Carlos has some pull amongst the members of his old gang. He can call on them for minor favors or have them look into what’s going on in the streets of Little Haiti and the surrounding neighborhoods.

Court Goodwill: Summer: Carlos has made some friends in the Summer Court. Though he can’t ask for any favors or special treatment, his name has gotten around. He gets a +1 bonus to all Social rolls involving members of the Summer Court.

Danger Sense: Used to watching his back, Carlos is very adept at spotting an ambush. He receives a +2 bonus on his Wits + Composure roll to spot one.

Language: Spanish: Carlos speaks fluent Spanish.

Mantle: Winter: Carlos’s affinity with the Winter Court whips around his body in the form of a chill wind. So long as he is not being looked for specifically, all rolls to spot him receive a –1 penalty.

CHANGELING

THE LOST

NAME: *Carlos Garcia-Jiménez*

PLAYER:

CHRONICLE: *Dwelling in Darkness*

CONCEPT: *Computer Science Student*

VIRTUE: *Fortitude*

VICE: *Lust*

SEEMING: *Beast*

KITH: *Windwing*

COURT: *Winter*

Attributes

POWER Intelligence: ●●●●●

Strength: ●●●●●

Presence: ●●●●●

FINESSE Wits: ●●●●●

Dexterity: ●●●●●

Manipulation: ●●●●●

RESISTANCE Resolve: ●●●●●

Stamina: ●●●●●

Composure: ●●●●●

Skills

MENTAL

(-4 Unskilled)

Academics ●●●●●

Computer *Databases* ●●●●●

Crafts ●●●●●

Investigation ○○○○○

Medicine ○○○○○

Occult ●●●●●

Politics ○○○○○

Science ●●●●●

PHYSICAL

(-1 Unskilled)

Athletics ●●●●●

Brawl *Talon-like Grip* ●●●●●

Drive ○○○○○

Firearms ●●●●●

Larceny *Picking Pockets* ●●●●●

Stealth ●●●●●

Survival ○○○○○

Weaponry ●●●●●

SOCIAL

(-1 Unskilled)

Animal Ken *Birds* ●●●●●

Empathy ○○○○○

Expression ○○○○○

Intimidation ○○○○○

Persuasion ○○○○○

Socialize ○○○○○

Streetwise *Gangs* ●●●●●

Subterfuge ○○○○○

Other Traits

MERITS

Mantle: Winter ●●●●●

Court Goodwill: Summer ●●●●●

Allies: Little Haiti Gangs ●●●●●

Language: Spanish ●●●●●

Danger Sense ●●●●●

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FLAWS

CONTRACTS

Fang & Talon (Birds) ●●●●●

Mirror ●●●●●

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PLEDGES

HEALTH

●●●●●●●●●●○○○○○○○○
□□□□□□□□□□□□□□

WILLPOWER

●●●●●○○○○○
□□□□□□□□□□

GLAMOUR

▣▣▣▣▣▣□□□□
□□□□□□□□□□

WYRD

●○○○○○○○○○

CLARITY

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ●
6 _____ ●
5 _____ ●
4 _____ ●
3 _____ ●
2 _____ ●
1 _____ ●

Seeming Blessing: *8-again on Animal Ken!*

Can spend Glamour to add to Presence and Composure pools

Seeming Curse: *Does not reroll 10s on rolls involving Intelligence*

Size: *5*

Speed: *10*

Initiative Mod.: *6*

Defense: *3*

Armor: _____

Apparent Age: *22 (Gone 8 Months)*

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

LEIGH WHITNEY

Quote: “*This isn’t a strip joint. Touch me again and I’ll have you thrown out.*”

Background: The woman who calls herself “Leigh Whitney” wasn’t born with that name. According to her own telling, she was born into an affluent family in Chicago, where she lived most of her life. She “took a few years off” after high school, but when her parents made it clear that she would lose access to her money if she didn’t do something with her life, she enrolled in the University of Miami’s art program.

After two years of hard partying, drugs and the wrong crowd, it came as a surprise to no one when she disappeared one night. When no ransom demands came forward after a month, her parents expected the worst. And when she didn’t surface after a year, they accepted it and had her declared legally dead.

Returning to find her old life dead, Leigh took on her current name and tried to get along as best she could on her own in Miami. She now puts her unnatural grace to work as a belly dancer at a Middle Eastern restaurant, and is looking at going back to school.

Description: Leigh is an unusually tall woman of Indian descent. Her dancing has kept her in great shape, but the worry lines around her eyes are beginning to show. She has recently begun wearing veils more often at work to cover this up.

To those who can see her fae mien, Leigh is even more beautiful. Unnaturally lithe and graceful, her limbs are long than they should be, and her thick black hair seems almost alive, like another appendage.

Roleplaying Hints: You were a spoiled rich brat in your former life, you know that now, and in some ways you’re grateful to your Keeper for giving you a second chance at being a better person. But then you catch yourself having these thoughts and begin to wonder if there’s something wrong with you. The others hate the memory of their time in Faerie with a passion you can’t seem to muster, and that scares you.

You’re unsure about getting involved with Blue Jenny’s coup, but you don’t want to go against everyone else. Besides, even if you’re not as terrified of returning to Faerie as the others, that doesn’t mean you shouldn’t work to keep them safe. The coup is a welcome source of potential stability for you.

Equipment: purse full of makeup, .38 revolver (+2 to Firearms rolls, with ranges of 20/40/80 yards), \$20 in tips

Virtue/Vice: Leigh’s Virtue is *Prudence*. He regains all spent Willpower whenever she refuses a tempting course of action by which she could gain significantly. Her Vice is *Envy*. She regains one Willpower point when she gains something from a rival or has a hand in harming that rival’s wellbeing.

BLESSINGS AND CONTRACTS

Glamour Expenditure: Leigh can spend one point of Glamour per turn.

Blessing: Leigh can spend Glamour to improve dice pools on Presence, Manipulation and Persuasion rolls. Each point spent increases one dice pool by one point. She also suffers no untrained penalty for using Social skills in which she has no dots.

Curse: Leigh suffers a –1 penalty on dice pools to avoid losing Clarity.

Fae Grace: Leigh benefits from the 9-again rule on any Expression or Socialize rolls involving agility (such as juggling or

dancing in a performance or social setting), and always adds one to her Dodge total when dodging attacks.

Oath: Leigh and her motley have sworn an Oath not to reveal their involvement with Blue Jenny to anyone. So long as she maintains her end of the Pledge, Leigh receives one extra die when engaged in an opposed roll with a member of the Summer Court. If she breaks her word and reveals Blue Jenny’s plan, her Keeper will be alerted to her location, and will most likely show up to carry her back to Faerie.

Seventh Day Angel (Eternal Spring •): By spending two points of Glamour (over two turns) and rolling her Wits + Science + Spring Mantle, Leigh can return a plant to full health.

Cupid’s Eye (Fleeting Spring •): By spending a point of Glamour and succeeding on a contested Wits + Wyrd roll against a target’s Composure + Wyrd, Leigh can learn one of that person’s desires.

Mask of Superiority (Vainglory •): Leigh can spend one point of Glamour and roll her Wyrd + Intimidation – her target’s Resolve to convince someone that she is important to them. She doesn’t know who she appears as, but if she succeeds, it is guaranteed to be someone the target considers to be of a higher social or professional rank.

Songs of Distant Arcadia (Vainglory ••): By spending two points of Glamour and rolling her Presence + Expression, Leigh can receive a +1 bonus to all Expression rolls for a scene.

Splendor of the Envoy’s Protection (Vainglory •••): By spending three Glamour (over the course of three turns) and rolling her Presence + Wyrd, Leigh can reveal her true nature to everyone around her, doubling the bonus granted by her Striking Looks Merit. Additionally, mortals are unable to attack her, and supernatural creatures must succeed on a Resolve + Composure roll before each attack in order to follow through. This lasts for one scene, or until she attacks someone.

MERITS

Barfly: Leigh is well-known on the club circuit, and can gain access to nearly any party in Miami.

Mantle: Spring: Leigh has been inducted into the Spring Court, but she has yet to gain any real standing. Her Spring resonance does allow her to add a +1 bonus to all Socialize rolls, though.

Resources: Leigh’s short stint as a belly dancer has been very lucrative. Her questionable legal status has made it difficult for her to spend her money, but she does have a decent apartment, and has managed to buy an SUV. Given a few hours notice, she has access to up to \$1500 during this story.

Striking Looks: Leigh receives a +1 bonus on all Presence and Manipulation rolls when she uses her appearance to seduce, persuade or otherwise sway someone.

Token (Driver’s Little Helper): By spending a point of Glamour and hanging this old pair of fuzzy dice up on the mirror of a car, Leigh can gain a number of bonuses. First, it allows the car to run without expending gasoline or any other fuel. Second, it confers a small bonus to her Drive rolls (+1). And third, it allows her to cut her driving time by about a third (so, a journey that might take 30 minutes now takes 20, instead). Driving time isn’t cut by supernaturally speeding up the car, but it just seems that she always makes propitious turns, finds sudden shortcuts, and discovers that she’s “lucky enough” to hit all the green lights. This lasts for one hour. While it’s active, the sound of a Fae Keeper’s baby carriage, bouncing along a rocky path, can be heard. Nothing can drown out the noise.

CHANGELING

THE LOST

NAME: *Leigh Whitney*

PLAYER:

CHRONICLE: *Dwelling in Darkness*

CONCEPT: *Fallen Heiress*

VIRTUE: *Prudence*

VICE: *Envy*

SEEMING: *Fairest*

KITH: *Dancer*

COURT: *Spring*

Attributes

POWER Intelligence: ●●●●●

Strength: ●●●●●

Presence: ●●●●●

FINESSE Wits: ●●●●●

Dexterity: ●●●●●

Manipulation: ●●●●●

RESISTANCE Resolve: ●●●●●

Stamina: ●●●●●

Composure: ●●●●●

Skills

MENTAL

(-3 Unskilled)

Academics ●●●●●

Computer ●●●●●

Crafts ○○○○○

Investigation ○○○○○

Medicine ●●●●●

Occult ●●●●●

Politics *Court Relations* ●●●●●

Science ●●●●●

PHYSICAL

(-1 Unskilled)

Athletics *Dance* ●●●●●

Brawl ○○○○○

Drive ●●●●●

Firearms ●●●●●

Larceny ○○○○○

Stealth ○○○○○

Survival ○○○○○

Weaponry ○○○○○

SOCIAL

(-0 Unskilled)

Animal Ken ○○○○○

Empathy *Reading Crowds* ●●●●●

Expression *Dancing* ●●●●●

Intimidation ●●●●●

Persuasion ●●●●●

Socialize ○○○○○

Streetwise ●●●●●

Subterfuge ●●●●●

Other Traits

MERITS

Token: Driver's Little Helper ●●●●●

Mantle: Spring ●●●●●

Resources ●●●●●

Barfly ●●●●●

Striking Looks ●●●●●

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FLAWS

CONTRACTS

Eternal Spring ●●●●●

Fleeting Spring ●●●●●

Vainglory ●●●●●

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PLEDGES

HEALTH

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WILLPOWER

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GLAMOUR

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WYRD

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CLARITY

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ●
6 _____ ●
5 _____ ●
4 _____ ●
3 _____ ●
2 _____ ●
1 _____ ●

Seeming Blessing: *Can spend Glamour to add to Presence, Manipulation and Persuasion pools*

Seeming Curse: *-1 Penalty on dice pools to avoid losing Clarity*

Size: *5*

Speed: *9*

Initiative Mod.: *4*

Defense: *2*

Armor: _____

Apparent Age: *27 (Gone 1 Year)*

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

NIMBLE TINFINGERS

Quote: “The way I heard it, it wasn’t his dad that killed him, it was Bloody Mary.”

Background: Steve Rockoff was a troubled kid. He refused to listen to his parents or teachers, and would get into fights with the other kids at school daily. His parents tried punishment, therapy and even drugs, but it seemed like nothing could help him. Already at the end of their ropes, Steve’s disappearance nearly destroyed his parents. But then one day, a week later, he came back. He was apologetic and polite, everything his parents had even wanted him to be. But the boy they got back wasn’t their son.

Steve was taken into the Hedge and slowly had his body replaced by more and more clockwork mechanics. He doesn’t recall much of his captivity, but he does remember killing his Keeper and fleeing back through the Hedge with Sara, the slave assigned to repair him. Though he thought he had only been away for a year, he returned to the mortal world to find that five had passed.

In a misguided attempt to regain his life, Steve and Sara murdered his fetch in front of his parents. But as the replacement boy’s body broke into millions of tiny cogs, Steve knew that he had lost any chance to return to normal. He took on a new name, and threw himself into the duties and dealings of the freehold.

Description: To human eyes, Nimble is a handsome young man, with bright eyes and coal-black skin. His clothes are often old, but always clean and pressed.

Beneath the Mask Nimble’s skin takes on a dull metal sheen, and large cogwheels jut from each of his joints. He cannot sit still, and constantly seems to be in motion.

Roleplaying Hints: Your life wasn’t the greatest, but that bastard had no right to take it from you. You realize that you botched the attempt to get back in good with your parents, but if your Keeper had just minded his own business, none of this would have happened. As soon as Sara gets herself together, you’ll come up with a way to pay the Others back, but for now, you’ll take care of Sara and find out all you can about your new life.

Politics isn’t your thing, but stopping the Others is, and Jenny’s offer is too good to resist. And she just might be the surrogate mother figure you’ve always needed...

Equipment: iron knife (+1 to Weaponry rolls), cell phone, stolen watchmaker’s tools

Virtue/Vice: Nimble’s Virtue is *Charity*. He regains all spent Willpower when he gives something of himself to help another. This does not include giving something of which he has an abundance, only those things which will cause him hardship through their absence. His Vice is *Wrath*. He regains one spent Willpower point whenever he unleashes his anger in a situation where doing so is dangerous. If a fight has already begun, no Willpower points are regained. It must take place in a situation where anger is unwarranted and inappropriate.

BLESSINGS AND CONTRACTS

Glamour Expenditure: Nimble can spend one point of Glamour per turn.

Blessing: Once per day, Nimble can spend one point of Glamour to add his Wyrd rating to his Health dots for the rest of the scene.

Curse: Nimble doesn’t get the benefit of the 10-again rule on any dice pools involving the Manipulation Attribute and the Skills Empathy, Expression or Socialize.

Artificer’s Enchantment: Nimble can learn Contracts of Artifice for (new dots x 5 experience points) rather than the usual cost. He may also make untrained Crafts rolls at a –1 penalty rather than the standard –3.

Oath: Nimble and his motley have sworn an Oath not to reveal their involvement with Blue Jenny to anyone. So long as he maintains his end of the Pledge, Nimble receives one extra die when engaged in an opposed roll with a member of the Summer Court. If he breaks his word and reveals Blue Jenny’s plan, his Keeper (should he still exist) will be alerted to his location, and will most likely show up to carry him back to Faerie.

Fair Entrance: By spending a point of Glamour and rolling his Larceny + Wyrd, Nimble can open any lock or disable any security system. However, the next time someone attempts to gain access to Nimble’s Hollow, the locks he has in place automatically fail.

Witches’ Intuition (Fleeting Autumn •): By spending a point of Glamour and rolling his Wits + Wyrd – the target’s Resolve, Nimble may learn one of a target person’s fears.

Tale of the Baba Yaga (Fleeting Autumn ••): Nimble can spend one point of Glamour and roll his Manipulation + Intimidation + Wyrd – his targets’ highest Composure to inspire fear in a group of people. If they are able, the targets must flee from Nimble for one turn.

Cupid’s Eye (Fleeting Spring •): By spending a point of Glamour and succeeding on a contested Wits + Wyrd roll against a target’s Composure + Wyrd, Nimble can learn one of that person’s desires.

MERITS

Court Goodwill: Summer: Nimble has made some friends in the Summer Court. Though he can’t ask for any favors or special treatment, his name has gotten around. He gets a +1 bonus to all Social rolls involving members of the Summer Court.

Fighting Finesse: Knife: During his time in Faerie, Nimble learned to wield a knife with preternatural grace. He may use his Dexterity rather than his Strength to make Weaponry attacks with knives.

Hollow: Nimble shares a Hollow with Sara. They have dug out a fortified bunker for themselves near an entrance to the Hedge from downtown. Though it is spartan, Nimble has worked to keep its two entrances secure from any threats.

Mantle: Autumn: The smell of mold and dry rot linger around Nimble, and his limbs occasionally creak when he moves. He gains an extra die on the activation roll of any Contract that involves Occult.

Natural Immunity: Nimble’s partially mechanical body lends him extra resistance to disease and poison. He gains a +2 bonus on his Stamina roll to resist either.

CHANGELING

THE LOST

NAME: *Nimble Fingers*

PLAYER:

CHRONICLE: *Dwelling in Darkness*

CONCEPT: *Scared Tough-Guy*

VIRTUE: *Charity*

VICE: *Wrath*

SEEMING: *Elemental*

KITH: *Manikin*

COURT: *Autumn*

Attributes

POWER Intelligence: ●●●●●

Strength: ●●●●●

Presence: ●●●●●

FINESSE Wits: ●●●●●

Dexterity: ●●●●●

Manipulation: ●●●●●

RESISTANCE Resolve: ●●●●●

Stamina: ●●●●●

Composure: ●●●●●

Skills

MENTAL

(-3 Unskilled)

Academics ●●●●●

Computer ●●●●●

Crafts *Clockworks* ●●●●●

Investigation ●●●●●

Medicine ○○○○○

Occult *Magical Machines* ●●●●●

Politics ○○○○○

Science ●●●●●

PHYSICAL

(-1 Unskilled)

Athletics *Acrobatics* ●●●●●

Brawl ○○○○○

Drive ○○○○○

Firearms ○○○○○

Larceny ●●●●●

Stealth *Hiding* ●●●●●

Survival ○○○○○

Weaponry ●●●●●

SOCIAL

(-1 Unskilled)

Animal Ken ○○○○○

Empathy ○○○○○

Expression ●●●●●

Intimidation ●●●●●

Persuasion ○○○○○

Socialize ○○○○○

Streetwise ○○○○○

Subterfuge ●●●●●

MERITS

Court Goodwill: Summer ●●●●●

Mantle: Autumn ●●●●●

Fighting Finesse: Knife ●●●●●

Natural Immunity ●●●●●

Hallow ●●●●●

Other Traits

HEALTH

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WILLPOWER

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GLAMOUR

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WYRD

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CLARITY

10 ○
9 ○
8 ○
7 ○
6 ●
5 ●
4 ●
3 ●
2 ●
1 ●

CONTRACTS

Fleeting Autumn ●●●●●

Fleeting Spring ●●●●●

Goblin (Fair Entrance) ●●●●●

PLEDGES

Seeming Blessing: *1/day can spend a point of Glamour to add Wyrd rating to Health dots for scene*

Seeming Curse: *Does not reroll 10s on rolls involving Manipulation, Expression, Empathy or Socialize*

Size: 5

Speed: 10

Initiative Mod.: 7

Defense: 3

Armor:

Apparent Age: *13 (Gone 5 Years)*

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

REX

Quote: "...and that's why my plan should work out best for us. What do you say?"

Background: Rex used to be a family man. He had a house, a wife and two children. He also had a great job as a sales representative for a publishing company that allowed him to travel all across the country. But something was still missing from his life. He got worried that he was missing something, and then became depressed and finally started medicating himself with trips to hotel and airport bars. It was in one of these nameless watering holes that Rex poured his heart out to a stranger, explaining that he thought there was something inside of him that was trying to get out.

The next few years are blurry, but Rex remembers being tortured and pitted against other captives. He also remembers the man from the bar telling him that the way to growth was through pain.

By the time Rex escaped he was unrecognizable. Huge, scarred and blind in one eye, he returned to his family to find another man had taken his place. Realizing there was no way he could speak with his wife and children without disrupting their lives, he stepped into the Hedge and began to wander. He reached Miami two months ago, and was immediately taken in by the other outcasts.

Description: Standing well over six feet tall and weighing in excess of 250 pounds, Rex is a big man. He has numerous scars on his arms and face, and wears a white patch over his left eye.

Beneath his Mask, Rex's skin has the texture of stone and his scars take on the appearance of small fissures. His single good eye is much larger than normal, and sits in the middle of his head.

Roleplaying Hints: You've had it rough, but your journey down to Miami gave you plenty of time to think it over. Your condition still creeps up on you sometimes, and gets you down, but you've resolved to make the best of a bad situation. If you can't go back to your family, you'll find a new one down here. The kids you're with now seem to need some guidance, and you're happy to take on the dad role.

You've recently been doubting the wisdom of the Summer Court, so Jenny's offer couldn't have come at a better time. You regret having to dupe the Court that's taken you in, but if they're really as bad as Blue Jenny says, they deserve to be removed from power.

Equipment: cell phone, picture of wife and kids, decrepit four-door sedan

Virtue/Vice: Rex's Virtue is *Justice*. Once per session of play, he regains all spent Willpower when he does the right thing at risk of personal loss or setback. The "right thing," to Rex, is a kind of street-level decency: Never steal from someone who doesn't deserve it, never give someone bad directions and never take someone's last dollar. His Vice is *Pride*. He regains one Willpower point at the end of any scene in which he exerts his own wants (not needs) over others at some potential risk to himself.

BLESSINGS AND CONTRACTS

Glamour Expenditure: Rex can spend two points of Glamour per turn.

Blessing: Rex can spend points of Glamour to improve dice pools involving Strength, Brawl and Intimidate. Each point of Glamour spent adds one die to one dice pool.

Curse: Rex doesn't get the benefit of the 10-again rule on dice pools using Composure (with the exception of perception rolls using Wits + Composure, which suffer no penalty). He also suffers a -1 penalty to Composure when using it as a Defense Trait (that is, when subtracting it from another character's dice pool).

Smell the Blood: Rex gains the benefit of the 8-again rule on Wits-based perception rolls. He can smell things that can't normally be smelled, meaning that even though he has monocular vision, his sense of smell makes up for it.

Oath: Rex and his motley have sworn an Oath not to reveal their involvement with Blue Jenny to anyone. So long as he maintains his end of the Pledge, Rex receives one extra die when engaged in an opposed roll with a member of the Summer Court. If he breaks his word and reveals Blue Jenny's plan, his Keeper will be alerted to his location, and will most likely show up to carry him back to Faerie.

Pathfinder (Dream •): By spending a point of Glamour and succeeding at an Intelligence + Wyrd roll, Rex can learn one detail about the local Hedge per success. While this power can't tell him where a particular feature is, it can tell him whether it is present or not.

Might of the Terrible Brute (Stone •): Rex can reflexively spend a point of Glamour and roll his Strength + Wyrd to add a number of dots to his Strength equal to the success he rolls. These bonus dots last only for the action he is performing when he activates this power.

Ogre's Rending Grasp (Stone ••): By spending two points of Glamour and succeeding on a Strength + Wyrd roll, Rex can reduce the Durability of an object by 1 for each success he achieves. For example: wood, plastic and thick glass have a durability of 1, while stone and weak metals have a durability of 2.

Display Grandiose Might (Stone •••): By spending two points of Glamour and rolling his Athletics + Wyrd, Rex can gain 2 dots of Strength for non-combat purposes. If he attacks someone while this power is active, the additional Strength disappears instantly. Otherwise, this power lasts for a full scene.

Gluttonous Feast of Health (Stone ••••): While he is eating, Rex can spend 3 Glamour (over two turns) and roll his Stamina + Wyrd to heal himself. Each success on the roll converts two levels of lethal damage into two levels of bashing damage or one level of aggravated damage into two levels of bashing damage.

MERITS

Body Blow (Fighting Style: Boxing •): Rex can deliver powerful blows that leave opponents reeling and gasping for air. If successes inflicted in a single Brawl attack equal or exceed a target's Size, the victim loses his next action.

Brawling Dodge: When Rex Dodges, he may add his Brawl dots to his Defense, rather than simply doubling it.

Mantle: Summer: To his great embarrassment, a warm, putrid wind blows whenever Rex exhales. He gains four dice instead of three when he spends a point of Willpower on a Strength-based roll

Resources: Rex still has access to a small bank account in which he used to hide money from his wife. During this story, he has ready access to \$200 in cash.



CHANGELING

THE LOST

NAME: *Rex*

PLAYER:

CHRONICLE: *Dwelling in Darkness*

CONCEPT: *Displaced Family Man*

VIRTUE: *Justice*

VICE: *Pride*

SEEMING: *Ogre*

KITH: *Cyclopean*

COURT: *Summer*

Attributes

POWER Intelligence: ●●●●●

Strength: ●●●●●

Presence: ●●●●●

FINESSE Wits: ●●●●●

Dexterity: ●●●●●

Manipulation: ●●●●●

RESISTANCE Resolve: ●●●●●

Stamina: ●●●●●

Composure: ●●●●●

Skills

MENTAL

(-3 Unskilled)

Academics ●●●●●

Computer ○○○○○

Crafts ○○○○○

Investigation ●●●●●

Medicine ○○○○○

Occult ○○○○○

Politics *City of Miami* ●●●●●

Science ○○○○○

PHYSICAL

(-1 Unskilled)

Athletics ●●●●●

Brawl *Overpowering* ●●●●●

Drive ●●●●●

Firearms ○○○○○

Larceny ○○○○○

Stealth ●●●●●

Survival ●●●●●

Weaponry ○○○○○

SOCIAL

(-0 Unskilled)

Animal Ken ○○○○○

Empathy ●●●●●

Expression ●●●●●

Intimidation *Physical Threats* ●●●●●

Persuasion *Cutting Deals* ●●●●●

Socialize ●●●●●

Streetwise ●●●●●

Subterfuge ●●●●●

Other Traits

MERITS

Boxing ●●●●●

Brawling Dodge ●●●●●

Resources ●●●●●

Mantle: Summer ●●●●●

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FLAWS

CONTRACTS

Stone ●●●●●

Dream ●●●●●

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PLEDGES

HEALTH

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WILLPOWER

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GLAMOUR

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WYRD

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CLARITY

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ●
6 _____ ●
5 _____ ●
4 _____ ●
3 _____ ●
2 _____ ●
1 _____ ●

Seeming Blessing: *Can spend Glamour to add to Strength, Brawl and Intimidate pools*

Seeming Curse: *Cannot Reroll 10s on rolls involving Composure (perception rolls excepted) -1 to Composure as a defense trait*

Size: *5*

Speed: *10*

Initiative Mod.: *5*

Defense: *2*

Armor: _____

Apparent Age: *35 (Gone 13 Years)*

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

SARA

Quote: "This might sound weird, but do you know me?"

Background: Sara can't remember anything about her life before she was taken to Arcadia, but much to her constant frustration, she can remember every detail of abduction with perfect clarity. She was stopping to fix a flat tire on the side of a country road when she was grabbed from behind and dragged into the marsh near the side of the road.

She was locked in a cellar, and tasked with fixing whatever was thrown down to her, useless bits of junk and intricate clockwork dolls alike. It was her job to care for Nimble whenever their Keeper wore him out. Each time she was called on to replace one of the boys legs or tune up his joints, she thought more about the world they had both come from.

Eventually, the two captives began to speak to each other by knocking on the pipes in their rooms, and formulated an escape plan. Sara gave Nimble the knife he used to slash their captor's throat, and the two of them escaped together. She has remained at the boy's side ever since, trying to look out for him.

Description: Sara is small and mousey, and often hides behind her long brown hair when uncertain about something. She dresses simply, and prefers long skirts over pants.

In her fae mien, she looks downright grandmotherly. Her skin turns sallow and wrinkled, and her joints become swollen and knobby. She has a tendency to examine and test objects before she uses them, often wrapping on them with her seemingly arthritic knuckles.

Roleplaying Hints: You're brilliant. You can solve any problem, and recall any factoid—so long as they're not about your life before your abduction. Your amnesia frustrates you to no end, but you know dwelling on the problem won't make it go away. Instead, you channel your energy into Nimble and help him however you can, even if that means murdering his fetch.

You may not be interested in deposing the Summer Court, per se, but Jenny's promise to return the other Courts to their former power interests you. If the Autumn Court were to once again have the full resources of the Freehold at its disposal, it may be willing to help one of its respected members regain her memory—and some small part of her former life.

Equipment: library card, small screwdriver and wrench sets, 9mm pistol (+2 to Firearms rolls with ranges of 20/40/80 yards)

Virtue/Vice: Sara's Virtue is *Temperance*. Once per session of play, she regains all spent Willpower points when she resists a temptation to indulge in an excess of any behavior, whether good or bad, despite the obvious reward it might offer. Her Vice is *Wrath*. She regains one spent Willpower point whenever she unleashes her anger in a situation where doing so is dangerous. If a fight has already begun, no Willpower points are regained. It must take place in a situation where anger is unwarranted and inappropriate.

BLESSINGS AND CONTRACTS

Glamour Expenditure: Sara can spend two points of Glamour per turn.

Blessing: Sara can spend one point of Glamour to gain the benefit of the 9-again rule on Dice pools involving Dexterity for the rest of the scene. She can also spend one point of Glamour to add her Wyrd (1) to her Dodge total (normally calculated as double Defense), for the rest of the scene. This only applies when she is dodging.

Curse: Sara doesn't benefit from the 10-again rule on dice pools involving Presence. She also suffers a -2 untrained penalty when trying to use a Social Skill in which she has no dots, rather than the usual -1.

Steel Mastery: Sara can spend one Glamour and make an extended roll of Dexterity + Crafts, with each roll representing half an hour of tinkering, polishing and hammering. After gathering four successes, she can alter a tool so that it gives a +1 equipment bonus. The item has to mostly be made of metal, and the magic wears off after a day. No object can be improved this way more than three times. If she tries to alter an object a fourth time, she destroys the tool.

Oath: Sara and her motley have sworn an Oath not to reveal their involvement with Blue Jenny to anyone. So long as she maintains her end of the Pledge, Sara receives one extra die when engaged in an opposed roll with a member of the Summer Court. If she breaks her word and reveals Blue Jenny's plan, her Keeper (should he still exist) will be alerted to her location, and will most likely show up to carry her back to Faerie.

Brief Glamour of Repair (Artifice •): By spending a point of Glamour and rolling her Wyrd + Crafts, Sara can temporarily repair any object. She repairs the device easily, even lacking tools and parts, which she can replace with leaves, sticks, bits of wire, tape, or objects found in her pockets. In addition, if the repair requires an extended action, she halves the number of total successes required. However, these repairs only last for the next full day. At the end of this time, the device reverts to the same state it was in before the Contract was used.

Touch of the Workman's Wrath (Artifice ••): Sara can spend two points of Glamour (over two turns) and roll her Wyrd + Larceny to damage an object enough to need minor repairs. The number of successes needed to repair the object is equal to the successes Sara rolls.

Blessing of Perfection (Artifice •••): By spending three Glamour (over three turns) and achieving 8 successes on an extended Wits + Wyrd roll, Sara can bless one object, granting its user a +1 bonus to using it for one scene.

Fickle Fate (Hearth •): By spending a point of Glamour and touching her target, Sara can inflict a -2 penalty on that target's next action. She can only use this power on a given target once per hour. If she uses it on the same person multiple times in one hour, the later uses of the power effect her instead.

Favored Fate (Hearth ••): Sara can spend a point of Glamour and touch a target to grant them a +2 bonus on a specific action. If Favored Fate is used to augment the same specific type of action—shooting at an enemy, climbing a balcony, chasing prey—before the sun has risen or set since the last attempt it affected, the power turns back on her. Each time this occurs, one action, decided upon by the Storyteller for dramatic effect, automatically fails, with no dice roll involved.

MERITS

Court Goodwill: Winter: Sara has made some friends in the Winter Court. Though she can't ask for any favors or special treatment, her name has gotten around. She gets a +1 bonus to all Social rolls involving members of the Winter Court.

Encyclopedic Knowledge: Sara is extremely smart, and has a good memory for trivia, so she often knows minute facts about topics in which she's never received formal schooling. Whenever she is confronted by a situation outside her normal realm of knowledge, she may roll her Intelligence + Wits to produce a helpful fact about the given topic.

Mantle: Autumn: A chill wind blows periodically around Sara, swirling her hair and skirt around. She gains an extra die on the activation roll of any Contract that involves Occult.

Hollow: Sara shares a Hollow with Nimble. They have dug out a fortified bunker for themselves near an entrance to the Hedge from downtown. Though it is spartan, Sara has worked to make sure the walls are proof against any intruders.



CHANGELING

THE LOST

NAME: *Sara*

PLAYER:

CHRONICLE: *Dwelling in Darkness*

CONCEPT: *Amnesiac Know-It-All*

VIRTUE: *Temerance*

VICE: *Wrath*

SEEMING: *Wizened*

KITH: *Smith*

COURT: *Autumn*

Attributes

POWER Intelligence: ●●●●●

Strength: ●●●●●

Presence: ●●●●●

FINESSE Wits: ●●●●●

Dexterity: ●●●●●

Manipulation: ●●●●●

RESISTANCE Resolve: ●●●●●

Stamina: ●●●●●

Composure: ●●●●●

Skills

MENTAL

(-3 Unskilled)

Academics ●●●●●

Computer ●●●●●

Crafts *Repairs* ●●●●●

Investigation ●●●●●

Medicine ○○○○○

Occult ●●●●●

Politics ○○○○○

Science ●●●●●

PHYSICAL

(-1 Unskilled)

Athletics ●●●●●

Brawl ○○○○○

Drive ●●●●●

Firearms ●●●●●

Larceny *Picking Locks* ●●●●●

Stealth *Quiet* ●●●●●

Survival ○○○○○

Weaponry ○○○○○

SOCIAL

(-1 Unskilled)

Animal Ken ○○○○○

Empathy ○○○○○

Expression *Piano* ●●●●●

Intimidation ●●●●●

Persuasion ○○○○○

Socialize ○○○○○

Streetwise ●●●●●

Subterfuge ●●●●●

Other Traits

MERITS

Encyclopedic Knowledge ●●●●●

Hollow ●●●●●

Mantle: Autumn ●●●●●

Court Goodwill: Winter ●●●●●

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FLAWS

CONTRACTS

Artifice ●●●●●

Hearth ●●●●●

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PLEDGES

HEALTH

●●●●●●●●○○○○○○○○○

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WILLPOWER

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GLAMOUR

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WYRD

●○○○○○○○○○

CLARITY

10 _____ ○

9 _____ ○

8 _____ ○

7 _____ ○

6 _____ ●

5 _____ ●

4 _____ ●

3 _____ ●

2 _____ ●

1 _____ ●

Seeming Blessing: *1/day can spend a point of Glamour to add Wyrd rating to Health dots for scene*

Seeming Curse: *Does not reroll 10s on rolls involving Manipulation, Expression, Empathy or Socialize*

Size: *5*

Speed: *10*

Initiative Mod.: *5*

Defense: *3*

Armor: _____

Apparent Age: *18 (Gone 5 Years)*

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).



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Te all grow up on fairy tales. The good fairies bless heroes so they can overcome challenges, and the wicked fairies' curses ultimately come to naught. Everyone lives happily ever after.

But, in their original form, these stories were told to children as cautionary tales. Warnings not to stray too far from home. Not to go into the dark woods. Not to wander down the road at night. Be good, mind your manners or the Good Folk might come and take you away.

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