



# DARK PACK

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# Changeling Mechanics Packet

## Contents

**Introduction**

**Chapter 1: Tempers, Seemings, Traits, Etc.**

**Chapter 2: Birthrights, Frailties, Boons, Flaws**

**Chapter 3: Merits and Flaws**

**Chapter 4: Realms**

**Chapter 5: Arts**

**Chapter 6: Bunks**

**Chapter 7: Treasures and Inanimate Chimera**

**Chapter 8: New Art Guidelines**

**Chapter 9: Legendary Magic**



## Introduction:

Unlike Werewolf and Vampire, Changeling received little in the way of Revised support and never received updated rules from the original printing. The two LARP books (Shining Host and the Shining Host Players Guide) stand among the most confusing and poorly written texts among MET regarding mechanics. The goal of this packet is to serve as a revised set of rules for Changeling-specific mechanics to be used as a baseline for the Org. While it is non-binding, it is strongly recommended that games wishing to employ changelings (either as prime genre or in addition to other genres) use these rules \*particularly in regards to Arts and Realms\* as a baseline, employing perhaps limited house rules from there.

This packet includes many house rules and translations from various games around the org (borrowed with permission) and is by no means a singular effort. It also includes several optional rules for chronicles to customize their preferences, as well as frequently requested guidelines for things like adjudicating treasures. Finally, it also includes some original content for games to use if they so wish. Throughout the work, the author will seek to describe the reasons behind the material presented and the philosophy governing the recommendations.



## Chapter 1: Tempers, Seemings, Traits, Etc.

Traits and tempers are among the most significant aspects of any MET rules set. Trait caps are, by the book, presented as 10 for childlings, 12 for wilders and 14 for grumps for P/M/S with no particular definitions for glamour, willpower or banality. To correct this, it should be assumed that all Tempers cap at 10 for all fae character types and for all abilities to cap at 5 (though see below). Backgrounds should, likewise, cap at 5 as a general rule.

If a game allows totem/tribe/clan/tradition benefits to exceed typical trait caps, then Kith Birthrights and House Boons should also exceed this trait cap. It is generally recommended that this be the case. Many kiths grant unloseable traits as part of their benefits, so keep this in mind as a balance point to the enormous pools of traits often found in werewolf and the unlosable Potent trait which all vampires can eventually access.

### Optional Rule: Uniform Trait Caps

As presented, many players might feel that there is little reason to play a Childling when a Grump can buy 4 more traits per category. A smaller starting banality and a higher starting glamour is mechanically inferior and the same goes for wilders should be the most common PC type. To correct this, STs may

consider giving all fae trait caps of 14 (primary), 13 (secondary) and 12 (tertiary). If this is done, then some balance should be made regarding grumps and wilders comparatively reduced tempers. One recommendation is to have all tempers begin at the levels for wilders. Another might be to change up ability caps: 4 for childlings, 5 for wilders and allowing stern grumps to have as many as 3 abilities at 6.



## Chapter 2: Birthrights, Frailties, Boons, Flaws

Most genres in WoD have something akin to these benefits. It is recommended these benefits also be allowed to exceed typical trait caps. Unless otherwise listed, consider the book's translations to be sufficient. Translations here are added for things that were left out or were translated to be very much out of line with other abilities.

Several kith birthrights suggest that a trait granted may “never be permanently lost as the result of a challenge”. What this means is rather unclear. Though some may wish to run it as unlosable (in the same way *Potent* is), this places Birthrights well above the power level of similar advantages and should likely not be allowed.

If a frailty, birthright, boon or flaw is not listed, assume it is run by the rules in *The Shining Host*.

**Kithain:** As per book

**Boggans:** Per book with the exception of: *Social Dynamics*: In addition to the book description, boggans should be allowed to make a static social challenge (retest empathy, difficulty ranging from 5-10) to determine some hints and details about the social interactions of groups they observe.

**Eshu:** As per book

**Nockers:** *Fix-it*: This is a mental challenge (retest intimidation, difficulty 5-10 depending on complexity) or a social challenge in the case of sentiment machines. Otherwise per the book.

**Pooka:** *Shapechanging*: As per book, with the following additions. Transformations to winged creatures allows the pooka to fly. Turning into a small creature that cannot fly grants +3 to dodge challenges. Turning into aquatic creatures allows the pooka to swim quickly and breathe underwater. Turning into a larger mammal, such as a bear, allows the pookah to inflict 2 chimerical damage with natural attacks (or 2 lethal if employing the wyrd) and grants a brawny trait. Pooka may still cast cantrips in this form but may not employ weapons or most *Treasures*, though they may opt to have any personal items merge into their forms. *Confidant*: As per the book but the pooka may also engage a subject they are conversing with in a social challenge, retest empathy. If they succeed, the subject should share a truthful

answer to a deeply personal question during the conversation. Note that this is more appropriate to seek to find out who a subject has a crush on rather than if they murdered the baron last night.

**Redcaps:** *Dark Appetite:* Redcaps can eat anything (but must spend glamour to eat something truly horrible). The Redcap can also spend one glamour to bite in combat. These savage attacks deal three aggravated damage. With a successful bite, they can attempt two more static challenges. With two more flat-out wins, the redcap bites off a limb. Bite counts as a 4 trait weapon. If someone successfully parries the redcaps bite with a weapon, the redcap can attempt to flat out-win a follow up simple test to bite, break, and swallow the weapon. *Bully Browbeat:* The Redcap gains a free Intimidating or Savage trait. In addition, they may spend a glamour and engage a sentient target in a social challenge, retest intimidation. Should they win, the target must flee in fear until they are out of the Redcap's presence or are attacked. Alternatively, the Redcap may force them to obey a simple command, though a supernatural creature may spend a willpower to ignore such a command.

**Satyrs:** *Gift of Pan:* This grants an *Expressive Trait* in addition to the book's effects. *Physical Prowess:* Satyrs using the Wyrd may take up to 6 steps in combat, in addition to the listed book effects.

**Sidhe:** *Awe and Beauty:* In addition to the book's effects, anyone seeking to attack an angry sidhe must first succeed in an opposed Willpower Challenge or else lose the nerve to do so, wasting the action. Though they may attempt to attack with subsequent actions, each one requires a new challenge. A sidhe under the effect of Grandeur must choose only one of these mechanics to benefit from, though they do gain a free retest on the one they do select. *Banality's Curse:* Sidhe take an additional one point of temporary banality in any scene in which they earn banality and must make a flat out win a follow-up challenge (no retests allowed) any time they chimerically die to avoid gaining a second trait of permanent banality. When a sidhe is dealt a defeat of a significant kind, be it in love, war or station, they are prone to deep episodes of depression. Make a willpower vs banality challenge with no retests allowed. If they win, they retreat deeper into their typical legacy, doubling on those traits. If they lose they are down 1 trait on all challenges until the next moonrise and switch legacies.

**Sluagh:** *Heightened Senses:* In addition to the book's effects, Sluagh may penetrate invisibility effects as per other versions of Heightened Senses. *Squirm:* As per the book, but this is a physical challenge, (retest Athletics) against a DC ranging from 6-10 depending on the bonds.

**Trolls:** *Titan's Power:* Advantages as per book. Replace disadvantage for grumps with "Grumps are down 2 traits on all dexterity-related challenges". Replace *Strength of Duty* with *Stubbornness:* Trolls are up 2 traits in Willpower challenges.

**Gallain:** As per book

**Clurichaun:** As per book. *Insight* is retested with Empathy and *Tippling* is retested with Willpower.

**Selkie:** As per book.

**Ghille Dhu:** As per book.

**Piskies:** As per book.

**Glomes:** As per book.

**Kubara:** As per book.

**Ondines:** *Siren's Song:* As per book with Performance as a retest.

**Parosemes:** *Vaporous Husk:* Parosemes in this form may not physically harm others with attacks or supernatural abilities. Otherwise, per book.

**Solimonds:** *Gout of Flame:* This power does 3 aggravated damage and uses Firearms as a retest. Otherwise as per book.

**Manikans:** As per book.

**Canotili:** As per book.

**Inuas:** *Change Shape:* As per book, with mechanics as described in the Pooka Birthright above.

**Kachinas:** *Cloud Form:* As per *Vaporous Husk* above.

**May-May-Gway-Shi:** As per book.

**Nunnehi:** As per book.

**Numuzo Ho:** *Rouse The Elements:* This power affects the area within a mile and causes considerable property damage. It also inflicts 2 levels of chimerical (or lethal, if the Wyrd is being used) damage on all non-nunnehi individuals within a combat the Numuzo ho is engaged in if they lose or tie a simple challenge.

**Pug Wi:** As per book.

**Rock Giants:** As per book.

**Surems:** *Serenity:* The social challenge is retested with Leadership. Otherwise per book.

Thought-Crafters: As per book.

**Tunghat:** *Summon the Herd and Animal Mind:* These challenges are retested with Animal Ken. Otherwise per book.

**Water Babies:** As per book.

**Yunwi Amai Yine Hi:** *Shape of the Swimmer:* Mechanics as per Pookah above. *Stir the Water:* Mechanics as per *Rouse the Elements* above. Otherwise as per book.

**Yunwi Tsundsi:** As per book.

**Merfolk:** *Apsara of Vatea*: The merfolk gains one trait of any kind appropriate to their aquatic animal side. They also gain an ability appropriate to it. Examples include a turtle's shell which grants an extra Healthy health level, poisoned spines or deadly maws which deal 3 levels of chimerical damage (lethal if the Wyrld is evoked) or sonar which allows the user to detect invisible entities with a successful mental challenge (retest Investigation). Other options are possible with ST approval. *Gills*: You may breathe underwater and on land. If your Apsara is a bird or mammal, you can hold your breath for 6 hours. *Ocean's Beauty*: All merfolk gain a Gorgeous trait. *The Coldness*: As you lose glamour, you begin to lose your ability to breathe underwater and to swim effectively. When you reach 0, you lose the effects of your birthrights *Gills* and *Apsara of Vatea*. *Out of Touch*: You may not begin play with Drive, Computers, Firearms or Streetwise unless they are bought with Freebie points (not including starting XP build!) and are rationalized with a good story.

**Murduacha:** *Aspara of Dagon*, *Gills*, *The Coldness* and *Out of Touch* as per merfolk. *Pelagic Nightmare*: You are terrifying to behold. All who see your true form must make a Willpower challenge against you (retest intimidation) or be stunned and unable to act for 1 full turn.

**House Dougal:** As per book. Further, House Dougal should be allowed to learn *Infusion* with little difficulty.

**House Eiluned:** Boon: You gain 3 free retests per session on Cantrips you cast. Note: STs should strongly consider this change as the typical book boon of a free retest on all cantrip castings is far outside of the power level of every other house's boon and even this version likely still outstrips most.

**House Fiona:** As per book.

**House Gwydion:** As per book.

**House Liam:** Boon: Members of House Liam are at +1 trait on all challenges affecting non-supernatural mortals and at +1 trait on all challenges involving the Actor Realm. Ban: Members of House Liam begin play with 1 extra permanent Banality. They are somewhat less trusted by other houses as they are thought to be oathbreakers.

**House Scathach:** As per book. If using Martial Arts in your game, you may consider allowing the boon to be used with this instead of Melee.

**House Ailil:** Boon: As per book. Ban: As per book but replace social challenge with "Willpower Challenge against a difficulty of 8".

**House Balor:** As per book, though their willpower cap is 6, not 4.

**House Leanhaun:** As per book, but their Ban is changed to occurring once per Month rather than once per Week to better take into account LARP session scheduling.

**House Beaumayn:** Boon: Members of House Beaumayn all have the Oracular Ability Merit and 1 free level of the Remembrance Background. Further, they have often receive visions of who is a member of



the Shadow Court, though these are as vague as any others. Ban: Members of the house suffer a 2 trait penalty on all social challenges with members of houses other than Fiona and Liam. Further, members of the Shadow Court can sense Beaumayn within the same general area with a mental challenge (retest kenning) and will seek to torment them. STs should treat this as the equal of a 3 point Enemy flaw.

#### Beaumayn-Specific Merits:

**Burning Gaze (Beaumayn only) (3 Points):** With a successful mental challenge (retest Greymere), members of house Beaumayn may identify unseelie house members, members of the Shadow Court and Thallain even if they are disguised.

**Melody of Days to Come (Beaumayn only) (2 points/3 point flaw):** You get an extra vision each session related to a particular kind of event you determine at character generation if such would be appropriate and an extra Oracular Ability retest related to this event. As a flaw, your house boon only applies to one particular kind of event and you gain no bonuses.

**Fortune's Fool (Beaumayn only) (4 point flaw):** You believe without a doubt you cannot change the future your visions portend. You are down 2 traits in any situation where you would seek to do so.

**House Aesin:** Boon: Make a mental challenge against a difficulty of 8 (retest empathy). Success allows you to speak with animals for a scene. Ban: House Aesin suffer a -3 penalty on all social challenges not related to intimidation or leadership made against anyone other than nobles or their own mortal families. Further, Aesin may be repelled by Christian True Faith in the same manner as vampires.

**House Daireann:** Boon: Members of House Daireann retest all challenges when invoking the Dragon's Ire and may do so even without Remembrance 3. Ban: Anytime a member of this house tells a tale of their deeds, they must make a willpower challenge, difficulty 3. Failure indicates they must blab some secret along with their tale. The need only do so among companions.

**House Varich:** Boon: After the third round of a conflict, such as a combat or other series of challenges, a Varich automatically gains a +2 bonus in similar further challenges against their opponent. This bonus may only be used if the Varich had the same opponent for all three rounds and only works against that foe. If they have the chance to observe a foe in this fashion 3 times, they then gain a single free retest per scene in any similar challenge against that foe. Further, Varich treat their *Title* as *Regard* when dealing with Inanime. Ban: Varich may not swear the Oath of True Hearts to another and this means they cannot feel the fullness of a fae's capacity for love. Further, they cannot refuse any reasonable challenge and lose a willpower a day, followed by a physical trait per day, followed by a health level per week until they finally forget themselves. No effect other than accepting this challenge can reverse the loss. Wholly unreasonable challenges (fight my army with nothing but a spoon!) do not trigger this Ban.

**House Lorelei:** (Merfolk only) Boon: Gain 1 level of Brawl, Melee or Dodge. Gain an additional level of the chosen ability when in water. Your bite from your Apsara (see above) deals +1 damage. Ban: When you smell blood make a Willpower challenge, difficulty 4 traits. Failure means you attack anything that moves, starting with the bleeding thing, for 5 actions.



**House Melusine:** (Merfolk only) Boon: Members of this house do not suffer the Merfolk Frailty *Out of Touch* Ban: You must choose an Apsara which lacks gills, meaning you may only stay underwater for 6 hours at a time.

**House Syrinx:** (Merfolk only) Boon: Members of House Syrinx benefit from the Sidhe birthright *Awe and Beauty* in place of the Merfolk Birthright *Ocean's Beauty*. Ban: Lose 1 WP each day you are not immersed in water for at least an hour. Only emersion for several hours allows you to recover this loss.



## Chapter 3: Merits and Flaws

### General Merits (War in Concordia)

**Boon of Fate** (1-5pt. Merit) Although you know you are not immortal, you have been given the knowledge that you will not die from one certain means or event. Perhaps an eshu grump read your fortune in the stars and prophesied that you would not die by the hand of commoner or noble. Perhaps you have a deep and abiding fearlessness of fire and the inherent knowledge that your death will not come from that element. Whatever your certainty, this knowledge gives you the freedom to risk your life in ways that others can not. Storytellers should keep in mind, however, that such beliefs can turn upon those who abuse this freedom. The individual who knows she will not die from fire can still perish from the collapse of a burning roof upon her head. Storytellers should determine the cost of this merit according to the type of 'death' it precludes.

**Commanding Voice** (1pt Merit) You have the ability to make yourself heard over long distances or above a crowd without appearing to shout. This natural projection serves you well in shouting orders on the battlefield, getting a room to quiet down, or calling for aid from reinforcements. Your intended audience automatically hears you regardless of the general noise level.

### **Crack Shot** (2pt. Merit)

No matter what you're pointing, gun, arrow, or dart, you hit your target with great accuracy. You may declare a 'called shot' with a ranged weapon, targeting any specific location of an opponent's body. Should you hit, the target gains the negative trait *Lame* until the wound is healed. Furthermore, you gain +1 Trait on Archery, Athletics, or Firearms challenges that do not involve specific targeting.

### **Oathtaken** (4pt. Flaw)

During the war which swept Concordia fifteen years ago, you submitted to the requirement that all commoners swear the Oath of Loyal Affirmation. This oath binds you to the service of your liege even if it places you in opposition to oathmates or other members of your motley. Your status as one of the Oathtaken also prevents you from joining any commoner war efforts, even if you sympathize. In order to take any action against the person to whom you swore the oath, you must win a Willpower Challenge

(difficulty 9). Even if you succeed, all actions suffer a -2 penalty to your Trait totals, and you may not use Glamour in conjunction with any such actions. Each time you successfully violate the spirit of the oath, you lose 1 Physical Trait. This loss remains until you receive a pardon from your liege.

## Commoner Specific

### Faerie Godparent (3pt. Merit)

Through ancient oaths, your faerie soul is bound to a particular family and has been for hundreds of years. Even when they left the Old Country, they carried along their beliefs in the Good People. Maybe you are the proverbial fairy godmother, or maybe you're the tinker that cleans and mends while everyone sleeps. In any case, their belief strengthens you and preserves you; you may make a Static Willpower Challenge (difficulty equal to the character's permanent Banality) to avoid gaining a point of temporary Banality (this may be done once per month). If you have a Dreamer in the family, you may also reduce the difficulty of any Challenges required to reach an Epiphany with that Dreamer by one. There are downsides. You are expected to help, protect, and guide the family (perhaps you are a literal godparent), and their expectations may exceed your abilities. Also, you have to renew the ties; if Grandma dies and the children grow up without her stories, you may find yourself forgotten. The family has at least one method of summoning you, whether it's saying your name three times or putting a saucer of milk on the back porch (You feel the summons and must win a Static Willpower challenge, difficulty 6, to refuse). While it isn't unheard of for sidhe to have this merit, it is quite rare.

### Sell-Out (2pt. Flaw)

Other Kithain see you as a sell-out, a suck-up, a traitor to your kith or just a sidhe loving SOB. It may not be true – you may be fulfilling an oath or geas, or you may be a deep cover mole. Characters with this Flaw must bid an additional Trait in social challenges when dealing with other commoners. Other sell-outs may treat you better, but more than likely they won't, since you're probably competing with them.

### Hostage (1-5pt. Flaw)

Whether out of paranoia or just ruthlessness, a noble holds you as a hostage to ensure someone's good behavior. You may be held in a dungeon or tower, or be allowed the run of a freehold. It's possible that you have no travel restrictions; the noble may have laid a geas or other curse on you, one that takes effect if he's attacked. Note that being a hostage doesn't necessarily imply mistreatment; a dead hostage is worthless. In fact, you may be treated quite well, and may even pick up some choice gossip or important secrets. But the threat is always with you, and using that information could be bad for your health. Point value varies; for one point, you'll get thrown in the clink if a certain troll ever shows his face at court, while five points means that if anyone ever attacks His Nibs, someone will march up to your cell in the west tower and do something terminally nasty to you.

## Kith Specific Mechanics

## Eshu

### Merits and Flaws

**Wayfarer's Feet (1pt. Merit)**

Your feet are especially durable and well suited to the long distances eshu typically cover. You are comfortable going barefoot year-round, regardless of local temperature or weather conditions, and need not worry about such natural walking hazards as splinters, city debris (including most broken glass), burning sands or jagged rock. This Merit does not protect outright attacks or weapons of any kind, nor does it cover crossing extreme surfaces such as fire or lava.

**Long-Winded (2pt. Merit)**

This Merit reflects a capacity, both instinctive and trained, for being able to run long distances without becoming tired. A character with this Merit may run or jog at a steady (not sprinting) pace for up to 6 hours without feeling the least bit tired. After that, he must make only the normal Stamina checks to resist exhaustion once every half hour; he makes all such tests at a -2 difficulty. This allows the character to essentially walk at a normal pace almost indefinitely, provided he takes occasional breaks for food and water and a brief nap every 12 to 14 hours.

**Gift of Babel (2pt. Merit)**

One of Eshu's original duties was to serve as Olorun's linguist, and as such he knew every language that ever was. Your character retains some of this flair and can potentially master an astonishing number of languages. You may learn twice the number of languages that a character with the same number of the Linguistics ability would normally be able to learn. This Merit can also be combined with the Natural Linguist Merit to make for a true master of language.

**Living Legend (5pt. Merit)**

You are the living, breathing incarnation of some great hero or heroine; this does not have to be an actual, historical figure, but can be a character from mythology or even (with Storyteller permission) a figure from more contemporary fiction. Note that you are an incarnation, not a reincarnation; you are not actually the reborn spirit of that individual, but the embodiment of the legend of the individual. Your mortal form must at least vaguely resemble your true 'heritage,' but your fae mein matches it perfectly. Any Kithain with even the slightest knowledge of the original tale will recognize you immediately, and you are likely to attract a great deal of attention from in the cultures that give birth to the legend. You must purchase at least 3 points of the Remembrance Background to take this merit to reflect the tie you have to the original legend. All Remembrance tests while interacting with or remembering things from your legendary 'past' receive a free Retest. What's more, you gain an additional +2 Traits on all Social Challenges with those who recognize you, Kithain or otherwise; being in the presence of such a famous figure is impressive, to say the least. At the Storyteller's discretion, this Merit may also allow you to have knowledge of, if not access to, certain chimera or Treasures related to your legend. A character who is the incarnation of Roland cannot be expect to be handed his famous horn, for example, but would be a storehouse for information about the item and have vague ideas about where to look for it. Note that this Merit does not provide any access to the capabilities of your legendary 'ancestor' than this. Storytellers are encouraged to constantly remind players with this merit just how exhausting and thankless it can be to live in the public eye.

**Lost Horizon (3-5pt. Flaw)**

It is in the destiny of Elegbara to wander, but your travels are severely limited. You are bound to remain within a particular set of borders, and crossing their threshold immediately triggers a wasting condition identical to the oba Frailty, Native Soil. These boundaries must be very clear and specifically detailed to character and player alike. The value of this Flaw stems from how limited your horizons are.

A large or diverse territory (such as the Northeast in the United States) is worth 3 points. A smaller area, such as a large state or several small ones, is worth 4 points. A ridiculously small area, such as a small state or a lone county within a larger one, is worth 5 points. Note that like the oba Frailty, this has no effect on traveling in the Dreaming; indeed, your character is likely to do so as often as possible to escape the tedium of the same mundane surroundings. This Flaw stems from a curse or an ancient Geas and cannot be undone except by truly legendary means.

### **Nemesis (5pt. Flaw)**

Maybe you're the reincarnation of some ancient hero or maybe you just have rotten luck, but whatever the reason, you've inherited a true nemesis, an opposite number determined to do you some serious harm or even destroy you. This feud falls outside the scope of the regular Enemy or Hunted Flaws because it represents something more cosmic. Not only does this individual hate you and actively seek to do you harm, but the two of you seem to have been specifically designed to be enemies, and your confrontations bear testament to it. Your foe is nearly telepathic at anticipating your next move, and both of you always seem to have an answer for each other's best tricks or strongest powers, forcing a constant struggle to come up with some new way of surprising each other. Both of you know it will never end until one of you is put out of the picture permanently. The Storyteller is responsible for creating this character and is under no obligation to reveal her full powers and potencies. Optionally, you may begin the game not knowing of your nemesis, but rest assured, the Storyteller will have you make her acquaintance before long.

## **Nockers**

### **Merits and Flaws**

#### **Tunnel Vision (2 point Merit)**

Mostnockers are adept at working under low light and in poor visibility conditions, but you have inherited a gift from the original goblin miners. You can see in absolute darkness as though it was daylight; you suffer no vision penalties under such conditions. You can also see better than most in fog, mist, and in other situations where visibility is obscured. You never suffer more than a -1 Trait penalty when vision is obscured by fog or mist.

#### **Speedy Hammer (3 point Merit)**

You are a fast and talented worker, even for your kith. When building or repairing something, you may call one *Speedy Hammer* retest per game. Additionally, you require one less challenge when making extended challenged for large or complex projects. This Merit may also be called as a retest on all *mining* challenges.

#### **Work with Iron (5 point Merit)**

Mostnockers cannot abide the touch of iron in any way, but your skin is resistant to its bite for some reason. This ability allows you to work in many real-world situations, and othernockers envy you, though they also consider your condition somewhat suspect. This Merit is essentially the same as Iron Resistance (see **The Shining Host**) however, not only you are immune to iron, but your chimerical works are similarly resistant.

#### **Troglodyte (1 or 4 point Flaw)**

You are a throwback to the original goblins and are used to life underground. Bright lights bother you, and it's difficult for you to see in situations involving anything brighter than firelight. If you

have the one-point Flaw, you are merely sensitive to bright lights; you suffer a -2 Trait penalty on all challenges in situations involving sunlight. This penalty is lowered by one if you wear dark glasses.

If you have the four-point Flaw, you are a true troglodyte. You eyes are luminous saucers in your fae mien. Light hurts your eyes, and gives you a splitting headache. You are completely blind in any surroundings brighter than firelight (see the flaw in **Shining Host**), though you can see if you wear extremely dark glasses. Even with such protection, you suffer a -3 Trait penalty on all challenges under such circumstances.

#### **Foul Mouth** (2 point Flaw)

All nockers cuss, but your use of profanity puts others to shame. Your mouth spews forth a never-ending torrent of obscenities. Even other nockers find you tiresome. This Flaw precludes you from ever holding a respectable job of any kind - taking the **Resources** background requires an explanation, and some Influences (**High Society**, for instance) are likely not appropriate for your character.

#### **Goblin Magnet** (2 point Flaw)

Goblins really like you and want to be your pal. They show up late at night and get into your tools while you're trying to work. They think it's uproariously funny when they tell the duchess that you think she has a face like a horse. (Well, she does!) Things tend to explode around you. No matter how much you tell the goblins to *furk off*, they just laugh and want to hang out with you all the more. On the bright side, almost everyone else leaves you alone.

#### **Disbarred** (2 or 5 point Flaw)

You have broken nocker prohibitions. Maybe you sold proscribed technology, failed to live up to a contract or mistreated one of your golems. In any event, your actions reflected badly on other nockers, and the Bes Din took your inventor license away. You may no longer practice your craft legally.

The player and Storytellers should decide together what the character did and how serious the infraction was. If it was minor, you are only on probation; the Bes Din may eventually reinstate your license pending good behavior and special services on your part. You may be working off your debt currently. The Storyteller decides when it has been paid off. This is a two-point Flaw.

Nockers who have committed particularly heinous crimes may lose their inventor licenses forever. This is a five-point Flaw.

### **Pooka**

#### Merits and Flaws

##### **Good Listener** (1pt. Merit)

All pooka have the ability to get others to open up to then, however you are master confidant. A word here, a gesture there, you crack people open like clams and harvest their secrets like pearls. Your ability to listen makes others tell you their feelings, concerns, and hidden dreams. They don't know why they're telling you, but they usually feel better afterwards. You walk away with another gem of information to add to your collection. Is it any wonder that slugh secretly envy pooka? Double the bonuses granted by your **Confident** Birthright.



**Loud Voice (1pt. Merit)**

Some animals have voices that carry farther than a normal human's. You have the ability to project your voice as far as a wolf can howl or to shout as loudly as an elephant can trumpet. This comes in handy, but unfortunately, it also draws attention to you. Not only does your target hear you, so does everyone within a certain radius. The physical landscape can hinder this ability; buildings muffle, hills echo. In open territory, however, your voice carries up to five miles, if you've conditioned to do so.

**Calming Presence (2pt. Merit)**

One advantage of your animal half is the ability to calm any animal with a quiet word or even a look. You may soothe children as well. Something in your scent, or your aura, conveys safety and security to the animal or child. A guard dog will rarely attack you, and when your arms, babies calm and gaze up at you in fascination and wonder. If you are a domestic pooka type (cat, dog, rabbit), you may use this in your animal form as well, by purring, licking, or lying quietly in someone's lap. For Social Challenges dealing with children or animals, except those using Intimidation as the retest, you gain +2 Social Traits. This includes Kithain in their Childing Seeming.

**Animal Speech (3pt. Merit)**

Like Dr. Doolittle, you can talk to the animals, though it is easier to speak to your own type. Whenever a pooka attempts communication with a species other than his specific affinity, the player should make a Static Mental Challenge, retest Alertness, against a difficulty determined by her storyteller, based on how far removed the species is from the pooka's affinity.

**Call to Friends (3pt. Merit)** Creatures of your affinity will come when you call and back you up in a fight. Every species of animal has a special call that they use to summon others of their own kind to aid them. This calls any of these animals within a one-mile radius to your aid. Even if you cannot make your voice carry that distance, the animals spread the word for you. They don't teleport, so travel time is a factor. This Merit works especially well when used in conjunction with the Animal Speech Merit. The number of animals available varies depending on your affinity and where you're living. The Storyteller should assign a number of animals per success. For example, in New York, there may only be one alligator in the sewers within that mile, but there may be a hundred cats. Once this has been established, the player should make an Extended Social Challenge against seven Traits, retest Performance, to determine how successful her plea for help is. A generic animal or batch of small animals has 6 physical traits, 3 mental and social traits and 4 health levels has 3 abilities set by the ST and does 1 damage. Storytellers should feel free to change these stats if desired. Each Performance level spent summons 1 such entity if it is available.

**Intimidation (3pt. Merit)**

Something in the way you move or the way your eyes shift over your environment worries people. You have a natural aura of danger that tickles the short-hairs on people's necks. Only the bravest, most brash opponent will openly challenge you. This works in your favor, but it's a lonely way to go through life. You receive a +2 Traits on all Social Challenges related to intimidation.

**Wholecloth (3pt. Merit)**

When pooka shapeshift into their animal form, they leave all non-chimerical items behind. With this merit and a moment's concentration you can subsume non-chimerical objects and items into your new shape. Thus, you can always have your clothing and other personal items at hand.

### **Physical Abnormality** (3-4pt. Merit)

Some aspect of your animal mein transfers into your faerie mein. This may mean that you have prehensile feet or tail, the ability to climb vertical surfaces, a sticky tongue, eyes that rotate 180 degrees, extra legs, a scorpion stinger, venomous bite, tough skin, skunk spray, or any of a huge variety of unique attributes that affinities can have. The Storyteller determines the cost of the particular physical abnormality you choose. Obviously, the more offensive the attribute, the more it costs. Such venomous attacks deliver (at least) one level of damage unless the character also takes the Venomous Attack Merit.

### **Venomous Attack** (5pt. Merit)

Your bite, sting, or claw delivers venom of some sort into a victim when you choose to use it. This may cause considerable damage and perhaps death to those so attacked. You may only use such attacks when in your animal mein unless you also have the Physical Abnormality Merit. Whenever you use your venom, you gain 4 levels of venom damage that you inflict four times at half-hour intervals over the next two hours of game time, subtracting one level each subsequent time. Victims of your venom may reduce the damage by one level with a successful Stamina-related Static Physical Challenge, retest Survival, against a Difficulty of 6.

Example of Venom Damage:

- Immediate (4 Lethal Damage)
- ½ Hour (3 Lethal Damage)
- 1 hour (2 Lethal Damage)
- 1 ½ hours (1 Lethal Damage)
- 2 hours (no more damage accrued)

### **Animalistic Features** (1-3pt. Flaw)

The animalistic features so apparent in your faerie mein leak over into your mortal form as well. Over the years, you have developed characteristics that cause your mortal body to look somewhat odd. This might even give you away as a changeling to someone who knows the signs. In some cases, this may manifest as excessive hairiness, fang-like teeth, clammy skin, or even internal organs arranged in an odd manner. The higher the point value of the Flaw, the more noticeable and hindering the feature is to the fae. For each Trait you gain from this Flaw, you must select a *Bestial* or *Feral* negative Trait.

### **Costumed**

### **Pack Mentality** (1pt. Flaw)

Your attachment to your pack far exceeds healthy limits. You not only want to be part of a pack, you need to be. You go to extreme lengths to protect your pack, even to the point of sacrificing yourself, and if you find yourself without a pack, you join up with the first that accepts you. You stress hard when left alone. You don't, however, have to be a follower in the pack, you could just as easily be the leader who needs more than anything to have a group to oversee. If you've lost your old pack, spend a Willpower point to put off joining the first pack you find – even if they seem inimical to your own ethics.

### **Natural Urge** (2pt. Flaw)

Animals do lots of things that would be very odd if humans or changelings did them as well. They have urges. You have these urges as well. This could be a disturbing taste for raw meat, a desire to chase cars, an unconscious habit of licking yourself, an impulse to search your friends' hair for parasites, or a predilection for attacking weaklings. Whatever natural urge you have, you do it without thinking.



It's part of you and only by spending a Willpower point can you avoid the urge for an hour when in a situation where you would normally feel the urge.

#### **Environmental Need (3pt. Flaw)**

Some animals need special environments and wither when they leave them. Your affinity has this problem, and worse, it leaks over into your changeling mein. Fish need water. If you are a fish pooka with this Flaw, then you need water also. However, this doesn't mean that you have to constantly immerse yourself in water. You'd drown. Rather, what it does mean is that you must spend a large portion of your time in or near water. You feel its draw like a magnet. Perhaps you need to constantly drink fluids. Perhaps you shower ten times a day. Other environmental needs might include sunning, remaining in darkness, or having a 'shell' of some sort at all times. If deprived of your environmental need for more than 24 hours, you weaken and begin to take wound levels at a rate of one per day until you reach Incapacitated – at which point you slip into a coma of sorts until you get a taste of your element again. Note, however, that in the case of sunshine, a week of rainy days won't hurt you. Merely being outside will give you what rays you need, even though it's not a bright day.

#### **Animal Amnesia (4pt. Flaw)**

Most pooka can shift back and forth between forms without the slightest problem. You, however, have a challenge. Whenever you shift back from your animal mein, you forget everything that happened while you were in that form. It's as if you blacked out. Not a single memory makes it back through the change. While in your animal mein, you have complete awareness. However, once you change back into your changeling or mortal form, you forget it all. This is extremely disconcerting, worse than waking up after a particularly nasty drunk and not remembering that you took all your clothes off in the middle of the street.

#### **Mortal Inhibition (4pt. Flaw)**

Something about your mortal mein makes it necessary for you to pass almost all of your time in your animal mein. Maybe you're on the FBI's Top Ten Most-Wanted list, or maybe you are a child who should be in school. Whatever the case, you find it much easier to stay in your animal form the majority of the time. This produces many problems for you, the least of which is communication, but it's not nearly so bad as what happens when you take on your changeling or mortal form.

#### **Hibernation (5pt. Flaw)**

Many animals hibernate. Some do seasonally. Other hibernate when the temperature drops below a certain point. You have inherited this urge from your affinity. Whether you do it seasonally, sleeping all winter long, or whether you fall into hibernation only when the temperature drops, this can be quite debilitating. If your hibernation is triggered by season, then you miss out on a full quarter of the year. Although you don't sleep 24 hours per day, you do sleep at least 20. Your body wakes you up just enough to eat and relieve yourself, but then you go right back to sleep. You can mitigate this to some extent. Whenever you are supposed to be in hibernation, you may spend a Willpower point to remain awake for 24 hours. While this keeps you from dropping into a doze every few minutes, it doesn't leave you very alert. All challenges made while in a state of suspended hibernation require you to bid two additional Traits. Further, you cannot initiate aggressive actions or combat, though you may respond to such. Once combat occurs, you react normally (but with the previously mentioned bid penalty).

## Redcaps

### Merits and Flaws

#### **Faster** (1pt Merit)

This doesn't refer to the speed at which a redcap moves, or eats, or does anything else. Instead, a redcap with Faster can actually go 24 hours without eating. By spending a Willpower point, the player can then have the character go another 24 hours, and so on until he runs out of Willpower.

The downside to being a Faster, unfortunately, is that once the fast ends, the redcap is compelled to eat enough to make up for all of the days he skipped. Furthermore, he'll feel the need to do so immediately.

#### **Granite Skin** (2pt Merit)

Some redcaps are tougher than others. Some, in fact, are a great deal tougher than others, in part because in fae mien, their skin is quite literally, stone. The stone is not more than skin deep, thankfully - it's quite literally an epidermal layer, and that's all. However, it does make a redcap a great deal tougher than she might be normally, as well as leaving small flakes and chips of stone behind every time she bends or flexes.

A redcap with Granite Skin has two additional Healthy Health Levels. On the downside, Granite Skin also forces her to bid an additional Trait on all challenges which involve moving quietly. The constant flaking and chipping of stone makes it nearly impossible for the redcap to move without making some noise.

#### **Unforgettable Taste** (5pt Merit)

In a sense, redcaps are the fae world's most sincere epicures. They've got a taste for everything, and they never forget a taste. However, some of them do a bit better at it than others, especially when moving food is involved.

A redcap with Unforgettable Taste has a remarkable knack for remembering the taste of everything she's ever eaten, and being able to identify it instantly if she tastes it again. Furthermore, the merit grants the ability to instantly sense where the nearest supply of that taste might be.

Under normal circumstances, that's fairly unremarkable. Being able to tell where the nearest batch of chocolate mousse or porterhouse steak is really doesn't do too much in the grand scheme of things. On the other hand, if a redcap has gotten a bite of someone, the merit serves as an excellent way to track that meal.

#### **Aversion** (1-5pt Flaw)

They say that redcaps can and will eat anything. In most cases, they're right, but a redcap with this flaw is the exception who proves the rule. A redcap who has an aversion won't eat something (or a whole category of things, depending on the number of points taken for the flaw). One point might be an aversion to strawberries, while five would be something much broader, like meat, vegetables, or inanimate objects.

A redcap who accidentally eats something he has an aversion to is in a great deal of trouble. A Static Physical challenge is required (difficulty 6), otherwise he'll immediately upchuck everything in his stomach. Furthermore, any time he wants to do anything more strenuous than walk for the next half hour, a Willpower Challenge (difficulty 6) is necessary to see if another attack of nausea hits.

### **Chicken Claws (3pt Flaw)**

Some legends of redcaps gift them with chickens' claws in place of their hands or feet. This condition is rare, but occasionally present among modern day redcaps, though any Kithain who suffers from this flaw is bound to be the subject of derision from his peers.

A redcap with chicken claws for hands must bid an additional trait on all Physical Challenges involving manual dexterity, while one with chicken claws instead of feet is at the same disadvantage for all challenges related to dodging, running and so forth.

### **Stolen Tooth (3pt Flaw)**

Another one of the long-standing redcap legends ascribes a rather unique weakness to the kith: a redcap can only be killed if one of his teeth is smashed on an altar stone. Many brave (and not terribly intelligent) souls attempted to prove or disprove this theory; most instead proved the parallel theory that anyone seeking something from a redcap's mouth is unlikely to be coming home.

However, certain redcaps have managed to lose, one way or another, one of their teeth. Will the redcap be destroyed if that tooth is shattered in an appropriate place? Who knows, but what is certain is that any redcap possessing this flaw will do anything to get his tooth back. Retrieving the tooth takes precedent over any other activity to the point of mania.

Why?

Because those old legends might just be right after all.

## **Satyrs**

### **Merits and Flaws**

#### **Voice of the Songbird (1pt. Merit)**

All satyrs sing, but not all of them have a voice that charms the apples from the trees. You do. The Gift of Pan carries through your voice and inspires passion without the use of a musical instrument. You have perfect pitch and can sing acapella without missing a single note or going off-key. Even when only speaking, your voice has a seductive quality that attracts people to you. This trait can be especially useful when trying to persuade others or when attempting to win over a potential lover. Whenever you make a Social Challenge that involves speaking or singing, you receive +1 Trait. This Merit is cumulative with **Enchanting Voice**.

#### **Flexible Heart (2pt. Merit)**

Satyrs are the most tender-hearted of the Kithain. They bruise easily and bounce from one extreme of emotion to another.. They do not benefit from the solid lack of emotion that bolsters the trolls, nor do they have the haughty self-confidence that allows the sidhe to believe it couldn't have been their fault. Satyrs bleed. You, on the other hand, have learned to let things roll off your back. You indeed feel the blows, but they don't knock you down. Supersonic emotional healing lets you avoid the moodiness that cripples other satyrs. If you have a Flexible Heart, you gain the use of one extra Willpower Trait per Game Session to control yourself in a situation where another goat might over-react emotionally.

**Passion (2pt. Merit)**

Over the centuries, satyrs have lost some of their original passion. The goat with the Passion Merit has retained it in full. You pursue your interests with the utmost intensity and usually succeed at them. And, because you focus your attention so completely on experience and self-improvement, you do achieve greatness. The Living Time does not affect you because you have the innate ability to handle your Passion. Concentration in this one area permits you to advance more quickly. You receive a +2 Trait bonus on all challenges related to your Passion.

**Intimidating Stance (3pt. Merit)**

You talk a mean talk and walk a mean walk. And there is bite to match your bark. Whenever you enter a room, everyone turns around to look at you. For satyrs, this presence isn't so unusual, but when others look at you, they appear concerned. With a look or a gesture, you intimidate what you wish to do with their bodies once you get a hold of them, and they actually believe that you would. You receive +2 Traits on all Social Challenges related to Intimidation.

**Sex Appeal (3pt. Merit)**

The sway of your hips and the pout of your lips give you a natural sexiness and sensuality that attract lovers to you like flies to honey. Perhaps it's your pheromones. Whatever the cause, you are sex incarnate. You are irresistible. When you flirt, you find many willing minions. With a look, a word, or a wave of your hand, you can make or break hearts. Even the most cold-hearted are not immune to your power. You receive +2 Traits on all Social Challenges against targets who might potentially be attracted to you.

**Inspiration (4pt. Merit)**

The Gift of Pan lets all satyrs inspire lust in those who hear their music, which lowers inhibitions and strengthens resolve. When you play your instrument, however, you can inspire whatever emotion the song relays. A tender lullaby, when you play it, causes those listening to fall asleep. More rousing tunes get people's bodies moving and they feel the uncontrollable urge to dance. When you play a soulful dirge, your audience weeps. As with the Gift of Pan, only those who fail a Willpower Challenge (difficulty 7) feel the effects of your music.

**Sexual Reverie (4pt. Merit)**

As a rule, Reverie requires the slow and careful cultivation of a Dreamer. The changeling inspires a mortal to achieve greatness by tapping into the Dreaming and creating a Glamour-filled work. Some satyrs, however, have the ability to bring mortals to such incredible heights of pleasure that the actual act of having sex provides Glamour that the goat can then harvest. This process takes more than one session, usually, though in certain cases, the intensity of a one-night stand is enough. For these epiphanies to work, it must be more than a literal bumping in the night: The satyr must establish a special connection between herself and the mortal, which could be a smoldering desire that has built up over time and finally come to fruition, or a fulfillment of the mortal's fantasies, or some similarly magical circumstance. Finding the right time and place generally makes a huge difference, and the satyr may prepare for months, trying to set up the perfect situation. For a satyr to achieve Epiphany through sex, the player must make a Social Challenge against the target, using Empathy as the retest. Success gains the Satyr one point of Glamour; the Satyr may spend up to three Social Traits to gain additional points of Glamour on a one-for-one basis.

### **Gut Instincts** (5pt. Merit)

When you've got a direct line to the more primal of your instincts, you benefit from the ability to act without thinking first. In certain situations, this instinctiveness can be a very good thing. You may not always know why you are doing what you are, but once the dust has cleared, you realize it was the correct move. This Merit nullifies the effects of surprise and permits you to act normally during Surprise rounds. In cases where you are not surprised, you may pre-empt your opponent's action. (This functions precisely the same as the vampiric Discipline Alacrity.)

### **Swarthy** (1pt. Flaw)

All satyrs are hairy, right? Well, you take the cake. Not only do you have hair on your legs and hips, but it grows profusely over your whole body. Your chest is a thick carpet of curls. Dark waves of hair cover your arms. A pelt covers your belly and even your back. Satyrs with this flaw gain a *Bestial* Negative Trait which may never be removed.

### **Broken Voice** (2pt. Flaw)

Dogs howl when they hear you sing, and babies cry at the very sound of your speaking voice. You were blessed with a broken voice. Like the sound of breaking glass or grinding metal, your voice hurts people's sensibilities. Although you can still play an instrument with no problem, most people want you to not sing. It makes them cringe. And the worst part is that you don't seem to notice what you sound like or view the reactions of people toward you. Anyone who tries to tell you that you have a disgusting voice draws your immediate ire. After all, it sounds perfectly fine to you. Satyrs with this flaw gain *Obnoxious* x2 Negative Traits which may never be removed.

### **Wishy-Washy Ways** (3pt. Flaw)

Your satyr lifestyle involves making snap decisions on a regular basis. When you're given an opportunity, you'd better act quickly or it might just pass you by. Yet, you can seem to make up your mind fast enough; it takes you a while to sort through all the options, examine the pros and cons, and then decide which is the best decision. This attribute frustrates your fellows and sometimes lands you in dangerous situations. You must spend a point of Willpower whenever your character must make a decision, otherwise your character remains undecided about what to do.

### **Procrastination** (3pt. Flaw)

Distraction comes in many forms and satyrs often want to do everything at once. Unfortunately, there is only one of you. You've never heard of the concept of time management, so you skip from one project to the next as your fancy dictates. Yet, to your credit, you had a damn good time at the party. You must make a Static Willpower Challenge against 6 Traits any time your character must choose between duty or fun to see which she chooses.

### **Parfum de Goat** (4pt. Flaw)

The goat musk is a unique, horrific scent that makes the eyes water. You are a walking, breathing sachet of smelly goat. You're not sure if it's glandular, but you do know that it's not because you never bathe. You know plenty of satyrs who never wash themselves and they don't smell like you do. Satyrs themselves are not bothered by your musk. However, all the other kith, with the exception of redcaps, who are equally offensive themselves, refuse to stay in the same room with you. This



banishment of a sort hinders greatly your chances for romance, for acquiring a title, or even just chatting with the other changelings. Your stinky goat must bid 2 additional Traits in all Social challenges with kith other than satyrs and redcaps.

**Issues (4pt. Flaw)**

You have issues. Whether you're insecure, repressed, or slightly neurotic, or all three, your issues affect your life negatively. You haven't rejected the ideal of freedom, you just can't seem to live up to it. No matter how loudly you proclaim your dedication to the pursuit of happiness, you are too afraid to act on it. This fear can be crippling to a satyr. You are the poor love-lorn soul who can never find the courage to tell the person you love how you feel about her. You always let other have the spotlight first and take only what scraps they give you. Player, make a willpower Test against a Difficulty of 7 Traits to see if this satyr can assert himself and express his needs and desires.

**Sexual Hang-Up (5pt. Flaw)**

The other satyrs are out in the weeds romping on Beltaine, but you're sitting alone by the fire because you can't seem to get over your aversion to sex. This repugnance can manifest in several ways. It may not be every aspect of sex that bothers you, but because certain standard acts really turn you off, you're afraid to even ignite something. You may find a partner willing to accommodate your 'special' needs, but even then, you never quite get over the fear that she is telling everyone about your hang-ups and they are all secretly laughing at you. Sometimes it's just easier to remain celibate. To your horror, your tragos-mates will try to fix you if they discover your problem. Explaining that you don't want their help can be disconcerting, at best. If your inhibition is severe enough, you might find yourself ostracized. The tragos won't tick you out, but they'll quick inviting you to their parties and gatherings. After all, why would they want a party-poopier like you around?

**Sidhe**

Merits and Flaws

**Ailil**

**Gifted Liar (3pt. Merit)**

You are so good at lying that you can sometimes convince yourself that you are telling the absolute truth. This makes it extremely difficult for anyone to catch you in a falsehood; in your own mind, you are not lying. In most cases, no rolls need to be made for you to stand up to questioning or interrogation. Success in a Static Willpower Challenge (difficulty 7) at the beginning of the scene allows you to evade the truth-sensing ability of House Gwydion or negate the effects of magical attempts to detect deception.

**Guileless (2pt. Flaw)**

While you enjoy the same expertise with manipulating others as others of your house, you lack one small tool; you cannot lie convincingly. Truth writes itself upon your face in large letters, for everyone to see. This makes it nigh impossible for you to evade the truth-sense of Gwydion's house when asked a direct question. Other attempts at subterfuge and guile are not affected. This is not a compulsion to be truthful; you can attempt to lie, you just do it badly. In game terms, you must bid two additional Traits on any Challenges using Subterfuge as a retest.

### **Forsworn (3pt. Flaw)**

At some point in your past, you were guilty of breaking an oath. Because you have taken the Oath of the Forsworn, you have managed to avoid the penalties normally incurred by your action, but you now stand amid those of your house who bear the label of Forsworn. This not only damages your reputation and honor, but it also prevents others from believing your promises. You must bod two additional Traits on all social challenges involving attempts to persuade others of your sincerity or the validity of your word.

## **Gwydion**

### **Unstoppable Fury (3pt. Merit)**

You are susceptible to House Gwydion's rages as any other – however, the fury of your house has settled more strongly within you, making you capable of mighty deeds when enraged. Whenever you fly into a berserk fury, you gain the Physical Traits: *Brutal* x1 and *Tenacious* x1 until the anger leaves you. (Note that this can be a drawback as well – it's painfully easy even to cripple your friends if they happen to cross your path while you're in this fury.)

### **Blood of the Wolf (4pt. Merit)**

It's said that House Gwydion's ties to the wolf-changer Prodigals are stronger than shared purpose. You are living proof of that connection – although you are a full-blooded changeling, you also have the blood of the werewolves in your veins, and the Garou call you kin. Although they may not think of you in glowing terms, the werewolf tribe whose blood you share may call on you to perform certain tasks for your Changing relatives. What's more, you may be expected to take a Garou spouse, the better to strengthen your bloodline. This can lead to some powerful connections, or some very intriguing plotlines; the Storyteller has perfect right to forbid this Merit if she doesn't want to deal with werewolf affairs as well as courtly intrigues. This merit requires approval of the Changing Breeds Coord.

### **Judgemental (2pt. Flaw)**

You aren't as open-minded as a true ruler would be, and you form opinions about people quickly. You call two less Mental Traits on challenges to detect if a person lies, as you're inclined to trust your prejudices rather than your senses. What's more, if you fail, you automatically assume that they're lying or telling the truth, whichever you're already inclined to believe.

## **Scathach**

### **Oracle (4pt Merit)**

Except for the moirae and the sidhe of House Beaumayn, the seers of House Scathach are quite possibly the best in the Dreaming. This is a birthright handed down through the generations from the Morrigan herself, giving the character +2 Traits on all challenges involving the Soothsay Art. This Merit is not exclusive to House Scathach, but is possessed by the most able prophets of other kith and houses. Because most others don't share Scathach's prophetic heritage, however, the cost is +1 freebie point for all other fae except for the moirae and House Beaumayn.

### **Oath of the Honor Bound Allies (5pt Merit)**

Where sidhe with Sovereign command obedience, Scathach with this ritual forge alliances. This oath is exchanged only when a member of the house has done a great favor for a commoner or vice versa. Each kithain involved in the transaction must exchanged blood and spend 1 point of temporary



Glamour. Only Scathach's descendants may master this potent ritual, and the caster must have at least Fae 2 (Lofty Noble) and Greymyre 3 to learn its intricacies. The cost for casting this rite is 1 point of Glamour; thus, if the caster is also party to the exchange, she must spend 2 points of Glamour (one to cast the spell and the other to seal her half of the oath).

### **Phantom Fate (5pt Merit)**

Fate's tapestry records the life and destiny of every living being. Most lives are stitched in bright and vivid threads, easy for Fate's disciples to watch and record. Others, however, are recorded in threads invisible to all but the most discerning eye. Because House Scathach has taken up a contrarian relationship in Fate's design, some have become truly adept at camouflaging their patterns. Such 'ciphers' are all but invisible to the Soothsay cantrip Omen (the only way to track such a character is by deciphering the 'ripples' she causes when she interacts with others). Furthermore, she receives +3 Traits to defend against all other Soothsay cantrips when there is an opposed challenge, and any Soothsay Cantrips targeting her which involve Static Challenges are at +3 difficulty, though this additional difficulty pertains to beneficial and detrimental effects alike. The character is just as likely to deflect blessings as curses and may not purchase any Merits or Flaws pertaining to luck.

Scathach who attain the seventh level of mastery undergo a rite known as the Trial of Shadows and automatically exhibit this Merit – if they survive. This Merit is not exclusive to House Scathach (indeed, even some humans may unwittingly be ciphers) but is quite rare elsewhere. The cost is +2 freebie points for all other fae. Moirae may not purchase this Merit and are particularly apathetic toward those so endowed.

## **Beaumayn**

### **Burning Gaze (3 pt merit):**

With a successful mental challenge (retest Greymere), members of house Beaumayn may identify unseelie house members, members of the Shadow Court and Thallain even if they are disguised.

**Melody of Days to Come (2 pts/3 pt flaw):** You get an extra vision each session related to a particular kind of event you determine at character generation if such would be appropriate and an extra Oracular Ability retest related to this event. As a flaw, your house boon only applies to one particular kind of event and you gain no bonuses.

**Fortune's Fool (4 t flaw):** You believe without a doubt you cannot change the future your visions portend. You are down 2 traits in any situation where you would seek to do so.

## **Sluagh**

### **Merits and Flaws**

### **Dexterous Toes (1pt. Merit)**

Hands tied? Too many things to hold? Not to worry – with Dexterous Toes you can work equally well with hands or feet. A sluagh with this Merit can do anything she can do with her hands (fire a gun, draw, play a musical, etc.) just as well with her feet. Of course a sluagh carting items with her toes will be unable to walk.

**Nightsight** (3pt. Merit)

Night blinds many eyes, but not yours. Regardless of the lighting conditions, your eyes adjust automatically, so that you can see equally well at high noon or midnight. The adjustment is instantaneous, so that if you are standing in a dark room and someone lights a candle, you are not blinded. This Merit even defeats supernatural sources of darkness, such as vampiric Disciplines or Garou Gifts.

**Prehensile Tongue** (3pt. Merit)

One of the things that the earned the sluagh a far worse reputation than perhaps they deserve, the Prehensile Tongue is something that comes in handy when one has no free hands. Essentially, your tongue is another limb, able to reach up to two feet from your mouth in order to grasp and wield objects. While a Prehensile Tongue doesn't make for the best of weapons, it still can be used for a poke in the eye or a revolting slap. (Players must make a Stamina-based Static Physical Challenge, difficulty 6, if their characters are touched with a Prehensile Tongue; failure leaves the characters overcome with sheer disgust for a turn, during which time they may take no Action. Weapons wielded by the tongue use the rules for two-weapon fighting.

**Friend to Spiders** (4pt. Merit)

This Merit might be more properly called 'Friend to Arthropods,' but it was with spiders that the sluagh first spoke, and the name remains. Nor is the relationship implied in the Merit's name as much a friendship as it is a business transaction, but even the sluagh have their sacrosanct traditions. If you are a Friend to Spiders, you can speak to all manner of creeping, crawling creatures. While the conversation isn't as much an exchange of pleasantries as it is a swap of images and impressions, a tremendous amount of information can be gained by speaking with spiders in this fashion. Ananasi are automatically favorably disposed to you and you're up 2 social traits with them, if you ever meet one.

**Fly Fingers** (4pt. Merit)

In your fae seeming, your fingers end in suction cups akin to those of a fly. You are capable of climbing sheer walls, hanging upside down from ceilings, and otherwise defying gravity as long as you have something to hold on to.

**Dead Friends** (4pt. Merit)

Sluagh have always been able to see, and sometimes talk to, wraiths. However, you've gone beyond that sort of casual contact to the point where you've made friends with a few of those who've passed on. They bring you information, spy on your enemies, and generally keep you up to date on things that no living informant could ever possibly uncover.

**Puddle** (5pt. Merit)

As the centuries slithered past, the sluagh slowly lost their ability to assume any form they desired. Gradually they became more and more restricted in the shapes they could assume, eventually being locked in a more-or-less human guise. But not you. With the Puddle Merit, you can reduce your form to a flattened pool of goo on the ground, ooze through the smallest of cracks and crannies, and pour yourself into containers that shouldn't be able to hold you – and then assume your proper form, none the worse for wear. In order for a sluagh to Puddle, the player must make two Simple Challenges; they transform at the end of the Combat Round. Losing both renders the sluagh an inert quivering

mass, easily caught and poured into a container for safekeeping. Sluagh in this form take only 1 point of damage from physical attacks but may not attack others physically.

**Gregarious (1pt. Flaw)**

Among the worst breaches of etiquette a sluagh can commit is spending too much time in the company of others. A Gregarious sluagh may win friends and influence other Kithain, but is likely to acquire a bad odor among others of her kind. If you are Gregarious, you will be ostracized by other sluagh, not invited to High Teas, and left unapprised of information that might otherwise be of use. Player, your Gregarious sluagh is at -2 Traits on all social challenges involving other slaugh. And, no, you can't keep it a secret.

**Short Attention Span (2pt. Flaw)**

Much of a sluagh's time can be spent pouring over complex problems, separating informational wheat from chaff. This requires time, effort, and most of all, patience. Unfortunately, with Short Attention Span, patience is something you have in short supply. You bounce from idea to idea and project to project, never finishing on before starting the next. For a slaugh with Short Attention Span to finish a piece of work that cannot be done at a single sitting, the player must make a Static Willpower Challenge (difficulty 6); otherwise the necessary work will be left undone. This Challenge must be made every time the project in question is returned to. A sluagh with this Flaw will be treated like a child by others of her kith. A sluagh without the patience to watch is no real sluagh at all.

**Loudmouth (3pt. Flaw)**

Secrets? What secrets? If you've got a piece of information, you can't resist telling the world. As information is the kith's stock in trade, you're literally giving away the store every time you open your mouth. It's not that you mean to mouth off, it's just that you can't help yourself. (Player, make a Static Willpower challenge, difficulty 8, to keep your sluagh from blurting out any secrets she knows).

**Recluse (3pt. Flaw)**

Above and beyond slaugh aversion to companionship, you have a phobia when it comes to others. It takes a real effort (Static Willpower Challenge, difficulty 6) for you to even come out of your lair, and another one every day to keep you from scuttling back in. You're most comfortable at home, and generally don't let others see you, preferring to remain behind curtains or one-way glass. Whenever the sluagh is in the company of more than one person, you are at -1 on all challenges unless you win a Static Willpower Challenge (difficulty 5) at the beginning of the scene.

**Hag-Ridden (4pt. Flaw)**

Somewhere along the line, someone whom you wronged died. This wouldn't be so bad, except now she's a wraith and out to make your life a (brief) living hell. No matter where you go or what you do, your ghost will follow you and do her best to interfere. As you grow in power, so will she, and she won't rest until you're destroyed. The worst part of it, however, is that you can see her and everything she's up to, but most of the time, you're powerless to do anything about it.

**Knows Too Much (5pt. Flaw)**

You have learned what many consider to be the great secret of the sluagh: that sluagh fae are in their last incarnation, and beyond this life yawns nothingness. This revelation has twisted your perspective irreparably. No longer do you see any good in the world or others. Nothing means anything to you anymore, and life is something to be endured before the darkness that awaits for you inevitably

swallows your spirit. This also means that others will have an extremely difficult time convincing you of the urgency of any quests or requests, and you may well abruptly lose interest in whatever you're doing simply because it's too much effort.

## Trolls

### Merits and Flaws

#### **Loyal Heart** (2pt Merit)

While all fae are conscious of the bonds of oaths, for you it is almost of a religious nature. Oaths are not something you take lightly, but are more than a matter of life and death. In game terms, you automatically succeed on all Willpower Challenges, but only as they pertain to the fulfillment of your oaths. Similarly, the power of your sense of duty may be sufficient to allow temporary immunity to other supernatural effects (Storyteller's discretion). However, this is not a Merit to be taken lightly, for those of Loyal Heart are unable to ignore the bonds of the given word. Specifically, no Willpower may be spent in any action having to do with the breaking of oaths.

#### **Increased Pain Threshold** (3pt Merit)

Characters who possess this Merit still feel pain as much as others, it just doesn't affect them to the same degree. Legends are rife with tales of heroes who fight on, even while mortally wounded, only collapsing into death once the battle is won. In game terms, the Wound Penalty for each set of Health Levels is shifted down one row. This does not add extra health levels or reduce the severity of the wounds, merely the reaction to the pain each level incurs.

#### **Stone Skin** (3pt Merit)

Trolls who possess this Merit are physically tougher than others. In particular, their skin is denser, harkening back to the tales of rock giants and moving mountains. In game terms, this gives the character two extra Healthy Health Levels. Trolls who possess this Merit are stockier and heavier than other Trolls, and may have difficulty in even their mortal seeming with a world made for smaller people.

#### **Nature Linked** (3pt Merit)

Legends are full of incidents concerning the connection to nature and strength; this Merit represents the positive aspects of such tales. Possessors of the Merit have a near mystical link to nature and all living, growing things in their own environment. They are rarely lost, and can find food and shelter easily, almost as if nature itself is seeing to their needs. Characters who possess this Merit receive a free retest on all *Athletics* and *Survival* challenges when in natural surroundings. Cities and asphalt are not considered natural, though a park within a city might qualify.

#### **Blessing of Atlas** (5pt Merit)

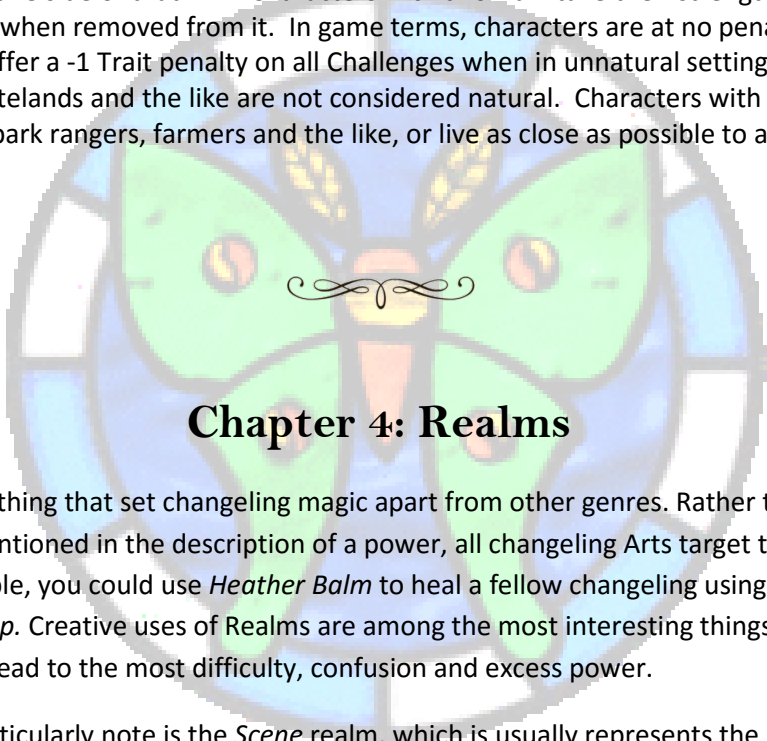
All trolls are significantly stronger than their fellow fae, yet there are those who exceed even these comparisons. They are to their fellow trolls what trolls are to other fae. In game terms, a character with the Blessing of Atlas gains a Might retest on all challenges of strength which must be the last retest they call on. Trolls with this Merit are only slightly larger than their kith, but even more defined. Should it become known that a character possess this Merit, she will be expected to act all the more responsible for it. Non-trolls may not have this merit under any circumstances.

### **Blood of the Rivers (5pt Merit)**

The rivers, said to be the lifeblood of trolls, are living things, and as such have a distinct lifespan. The passage of decades may change the course, or even the flow, yet it takes centuries or a cataclysm to destroy one. So, too, with trolls who possess this Merit. They age much more slowly than other normal fae, without running the risk of Bedlam incurred from dwelling continuously in freeholds. In game terms, so long as a troll is aware of the Dreaming, he ages at a rate one-tenth that of his brethren. Should he be overtaken with Banality, however, he grows old and dies just like other mortals. Should he be saved from the Mists, he begins again to age at this reduced rate. Note this does not include Troll Childlings, who pass through this stage as quickly as, if not faster, than other fae.

### **Nature Bound (2pt Flaw)**

Legends are full of incidents concerning the connection to nature and strength; this Flaw represents the negative side of that link. Characters with this Flaw take their strength from contact with nature, and weaken when removed from it. In game terms, characters are at no penalty when in natural surroundings, yet suffer a -1 Trait penalty on all Challenges when in unnatural settings. For purposes of this Flaw, cities, wastelands and the like are not considered natural. Characters with this Flaw should consider careers as park rangers, farmers and the like, or live as close as possible to a large park.



## **Chapter 4: Realms**

Realms are the true thing that set changeling magic apart from other genres. Rather than targeting a specific entity as mentioned in the description of a power, all changeling Arts target the Realm they are cast with. For example, you could use *Heather Balm* to heal a fellow changeling using *Fae* or to heal a broken car using *Prop*. Creative uses of Realms are among the most interesting things about changeling magic, but can also lead to the most difficulty, confusion and excess power.

**Scene Realm:** Of particular note is the *Scene* realm, which usually represents the biggest difference between changeling powers and those of other genres. *Scene* allows a Cantrip (the word for an individual level of an Art) to affect all people in a given area (so long as another Realm is used to target their specific type). This is very powerful, particularly in mass combats often run in OWbN.

While many applications of this effect can be a powerful boon, one in particular is worth noting: by the books, it could be interpreted that Quicksilver (Wayfare 2) combined with *Scene* and other realms could grant everyone in a game as many as 10 extra actions for a scene. This feat is possible in the hands of a starting PC with just a little bit of extra dross. At a larger local game, involving perhaps 30 PCs, this could grant 300 extra actions, which represents a clear threat to game balance. It is strongly recommended, therefore, that STs choose to use the alternate version of that Cantrip located in this packet.

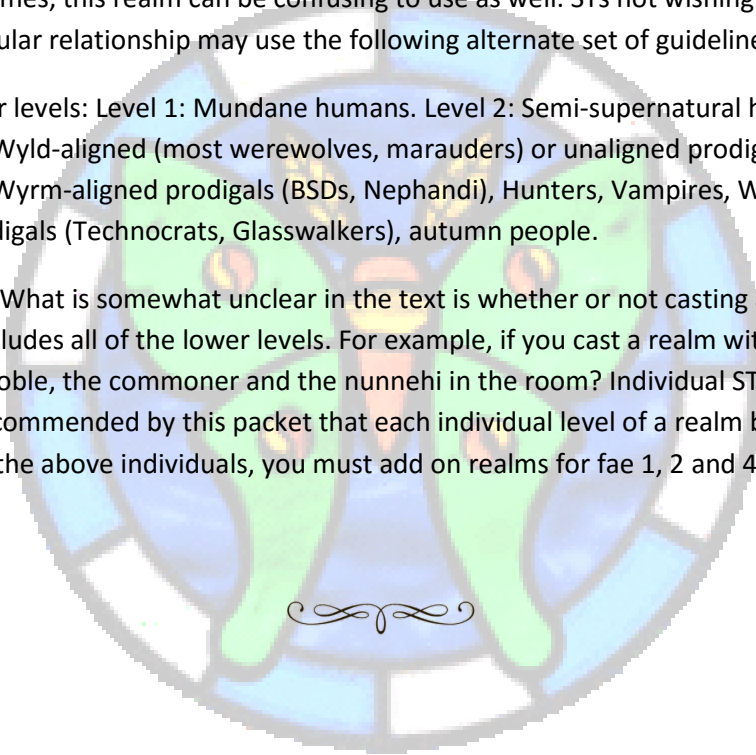
**Time Realm:** This realm likely causes the most confusion after the *Scene* Realm. Really though, the power is quite clear: it allows you to set a delay on a Cantrip, set to a specific time. You may declare this as rounds (“in two rounds this will go off”) or a specific time of day (“At high noon”). What you may not do is delay it to “whenever I would find convenient”: it is not a way to “hang” cantrips, nor does the book suggest it is. If STs wish to provide changelings with a profound boost in power, they may allow it cantrips to be “hung” (as follows), though it is not generally recommended.

(Optional Rule): You may delay your cantrip going off until you call upon it. You perform a bunk and spend glamour as normal, but your cantrip goes off up to a time dictated by your *Time* realm later. You may have no more than 1 cantrip hung for each two levels of *Time* (round up) that you possess.

**Actor Realm:** Sometimes, this realm can be confusing to use as well. STs not wishing to determine the closeness of a particular relationship may use the following alternate set of guidelines for Actor.

(Optional Rule) Actor levels: Level 1: Mundane humans. Level 2: Semi-supernatural humans (kinfolk, ghouls etc) Level 3: Wyld-aligned (most werewolves, marauders) or unaligned prodigals not listed elsewhere. Level 4: Wyrms-aligned prodigals (BSDs, Nephandi), Hunters, Vampires, Wraiths Level 5: Weaver aligned prodigals (Technocrats, Glasswalkers), autumn people.

**Progressive Realms:** What is somewhat unclear in the text is whether or not casting a realm at its highest level also includes all of the lower levels. For example, if you cast a realm with fae 4 and scene 3, would it affect the noble, the commoner and the nunnehi in the room? Individual STs may run this as they like, but it is recommended by this packet that each individual level of a realm be required. If you want to affect all of the above individuals, you must add on realms for fae 1, 2 and 4 as well as scene 3.



## Chapter 5: Arts

Arts are the core of changeling abilities, but are also among the most poorly translated, with the LARP versions having left out several tabletop arts out entirely and formatted others strangely, such as having one basic, one intermediate and two advanced. All of the arts below are presented in the format of two basics, two intermediate and one advanced.

**Retests:** As written, arts have no retests (save for the very poorly thought out House Eilunid boon). This isn't congruent with any other genre's power set. Arts thus may be retested with Greymere (\*not\* Occult), both offensively and defensively. For STs wishing to add broader variety, they may instead have arts retested as below:



Aphrodesia: Leadership

Aquis: Athletics

Chicanery: Subterfuge

Chronos: Greymere

Contempt: Subterfuge

Delusion: Subterfuge

Dreamcraft: Survival

Infusion: Crafts

Kryos: Survival

Legerdemain: Subterfuge

Metamorphosis: Animal Ken

Naming: Greymere

Onieromancy: Empathy

Petros: Survival

Primal: Survival

Pyretics: Survival

Pyros: Brawl

Skycraft: Survival

Soothsay: Kenning

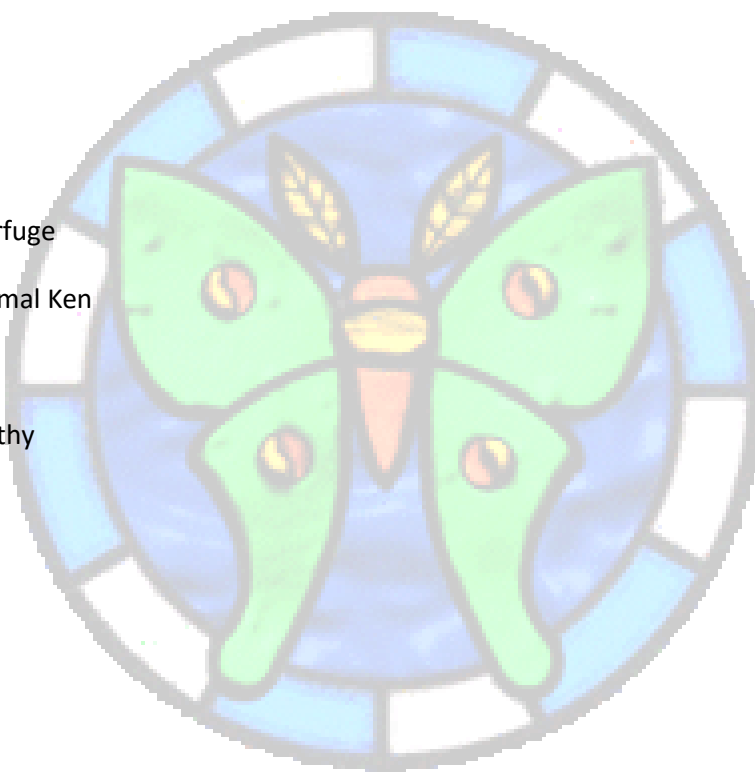
Sovereign: Leadership

Spirit Link: Lore: Spirit

Stigma: Intimidation

Status: Athletics

Talecraft: Performance





Verdage: Survival

Wayfare: Athletics

Webcraft: Subterfuge

**Difficulties:** Unless otherwise noted, if an cantrip has a negative impact on another individual it calls for a challenge based on the trait category of the Art. Otherwise, use the individual's banality or the area's banality as a difficulty. If no previous banality is assigned, assume a default of 7. Remember all Cantrips add the Bunk traits gained in the casting to their trait totals.

**Alternative Arts:** In several cases, The Shining Host opted to make entirely new cantrips than those described in the books. In those cases, this packet will note "Alternative Cantrip" and provide a translation of the original tabletop level. STs should allow players to pick which version they prefer, but they should not be allowed both.

### **Aphrodesia (Social)**

Special Note: This power should never be used to force individuals into uncomfortable situations. Any such use of the power against PCs automatically fails.

Basic:

*Lover's Eyes:* As per book. (Alternative Cantrip: *Fancy:* This cantrip, cast on a subject, makes that subject suddenly noticed by all of those present in a scene. This notice is a favorable one, and individuals are inclined to desire or seek to interact with the subject.)

*Fancy:* As per book. (Alternate Cantrip: *Yearn*, as listed in the book, is similar enough to fancy to employ the same mechanics. For book keeping, if one learned the first basic version of *Fancy* they should call the second basic *Yearn*.)

Intermediate:

*Number One Crush:* As per the book. In addition, repeated uses of this power are likely to cause the feelings it evokes to become genuine. (Alternate Cantrip: *Covet* functions similarly to Number One Crush but lasts one full day.)

*Passion's Mirror:* As per the book. (Alternate Cantrip: *Crave:* The subject of this cantrip yearns deeply for the chosen object or individual. They will do anything for them that does not violate their nature, directly endanger them or their closest loved ones. Even then, a social challenge (retest Leadership) may be called upon to incite very risky behaviors. The victim will also seek to be near to the object of their affections at all times and will seek to guard them from harm. This lasts a scene.)

Advanced:

*Yearning of the Soul*: As per the book. (Alternative Cantrip: *Need*: May be run as per *Yearning of the Soul*)

### **Chicanery (Social)**

Basic:

*Fuddle*: As per book.

*Veiled Eyes*: As per book. Piercing it requires *Heightened Senses* and a successful mental challenge using investigation vs stealth. It does not affect cameras unless the Prop realm is added.

Intermediate:

*Fugue/Tip-of-the-Tongue*: The character can use this art to warp the conscious and unconscious memories of a victim. After defeating another character in a Social Challenge, the character can eliminate memories concerning a single event. The extent of the information can be gained is limited by the Realm. This power lasts a day per bunk trait. Example: Use of the Prop Realm (Crafted Tool) could be used to make someone forget everything they know about the magical sword, Excalibur. Memory loss: Bunk 1: Forget simple, immediate object or info, 2: Uninteresting scene in the past, 3: Complete eradication of specific event, 4: Powerful, forthright beliefs or memories, 5: Blank Slate; total memory loss; alternatively permanent loss of one scene.)

*Switcheroo*: As per book. (Alternative Cantrip: *Haunted Heart*: You may evoke a specific emotion in a target. Any emotion or passion may be evoked, though it does not create passions. Instead, it draws forth an emotional memory. It is more effective if the user knows which of the Target's memories he wishes to evoke. Particularly strong emotions may cause victims to flee or crumple into a deep depression unless attacked.)

Advanced:

*Captive Heart*: As per book.

### **Chronos: (Mental)**

Note: This art is very rare outside of specific sidhe circles and House Scathach. It is coord approval.

Basic:

*Wyrd*: As per book. Sidhe with Temporal Sense at 3 or higher are unaffected.

*Backwards Glance*: As per book, except that it cannot read anything influenced or touched by the Mists and the time glanced at requires the following strength of bunks: 1: 10 minutes, 2: 1 Hour, 3: 1 Day, 4: 1 Month, 5: 1 Year.

Intermediate:

*Dreamtime*: This power works as per the book but may also be used in the exact same manner as *Quicksilver* (see below), though the two powers do not stack. Further, if a place is affected it ages 100 years per mental trait spent, not 10. Finally, it may be used to deny extra actions: for each mental trait you spend as described in the book, you deny one action granted by supernatural powers. For example, spending 4 mental traits would cause a vampire using *Legerity* to only act once per round for 2 full rounds that they spent blood for, rather than six times in those 2 rounds.

*Permanency*: This cantrip is cast upon another cantrip, meaning it requires Fae 5. Cantrips lasting less than 10 minutes are doubled in length, cantrips lasting 10 minutes but less than a scene last for a scene and cantrips which last a scene now last a day. Cantrips with longer durations should be judged case by case by an ST.

Advanced:

*Reversal of Fortune*: As per book, but always limited to 5 mental traits spent instead of 1 per bunk, as most level 5 bunks would take more than 5 minutes to complete.

### **Dreamcraft (Mental)**

Basic:

*Find the Silver Path*: You may learn things about the Trod on which you are presently traveling depending on the realm you use. The scene realm allows you to see clearly the silver path within your scene as well as gives clues to its nature (for example if it is actually a Path of the Balor). Nature would tell you of the path's terrain, while actor, prop and fae would tell you of the appropriate creatures also using the path. Spend 1-5 mental traits when casting this cantrip, with 1 granting insight only to the areas you can see all the way up to 5 letting you know information about the entire Trod.

*Determinism*: Somewhat similar to *Find the Silver Path* this art allows you to know what is on the other end of a Trod. Much like *Find the Silver Path*, the realms use determine the sort of thing you come to learn about on the other side of the Trod. By spending a mental trait, you may also gauge roughly the danger level of traveling along the Trod in question or how long it will take to travel it. Spending 2 mental traits grants both bits of information.

Intermediate:

*Homestead*: Per the book, with the understanding that many of the effects of *Homestead* are narrative as protection against the wilds of the dreaming rather than just represented by the health levels granted.

*Attunement*: You attune an object, place or person to yourself. If any danger strikes them, you will know they are in peril. More bunks used in the initial casting may either increase the detail of the information or extend the duration (Lasts 1 day for a level 1 bunk, 1 week for a level 2, 1 month for a level 3, one

season for a level 4 and 1 year for a level 5). You may not have more attunements at once than your permanent glamour rating.

Advanced:

*Dreamweaving:* As per the book but does not require a permanent willpower, only two permanent glamour. Chimera created should be equal in power to those made with the Chimera background with level of the background equal to bunk traits gained (max 5).

### **Infusion (Mental)**

Note: This Art should lay only in the hands of Nockers and members of House Dougal. It is not recommended to be allowed outside of those character types.

Basic:

*Harden:* As per book.

*Toughen:* As per book.

Intermediate:

*FUBAR Generation:* As per book.

*Animantis:* As per the book with the following limitations: Physical, Social and Health level cap of 15, Ability Cap of 3, Mental trait cap of 3 and each Rede (chimera power, see the changeling tabletop book for examples) costs 7 traits. No 70 physical trait monstrosities. STs are encouraged to remember that the entity is not sentient and has very poor decision making abilities.

Advanced:

*Gilgul:* Other than the mental traits, sentience and duration, the other stats of the golem use the rules for *Animantis* above. STs should require long-term companions be bought with the Chimera background.

### **Kryos (Physical)**

Note: This art is rare among kithain without ties to the Merfolk.

All levels of this art may be run per the book.

### **Legerdemain: (Physical)**

Basic:

*Gimmix:* The Kithain can perform fine and delicate manipulations of items at range by concentrating intently upon them Using Abilities in a challenge is somewhat difficult, however, and the character is down two traits. In general, the character may only manipulate objects that could lifted in one hand by

the average human. Furthermore, the speed of the objected manipulated is equal to a casual walk. Range cannot exceed 100 feet.

*Ensnare:* The character can crudely lift and move large object. Against an opponent, this art can hold foes at bay by holding them off the ground or entangling them. This power is too awkward and clumsy to accurately drop objects on foes or hurl projectiles at an opponent. To successfully snare an opponent, the character must first defeat the subject in a Physical Challenge. If used to smash an enemy against something else, deal damage equal to bunk traits. This lasts for up to a scene and the opponent may try to escape by spending a full round doing so and making a new physical challenge, though they are down 2 traits to do so.

Intermediate:

*Effigy:* The caster can create a tangible copy of something that they are looking at or touching. This does not duplicate the functions of an item, just the looks. For instance, a toaster oven won't cook, a troll won't have titan's power, etc. If the caster is nearby, he can spend glamour to give the effigy a special effect such as articulation, illumination, or animation. The effigy lasts until the caster ceases to concentrate on it or until it is eroded by banality. Quality of the copy based on bunk traits with one bunk trait being flimsy with numerous flaws while 5 traits will be almost perfect.

*Mooch:* This cantrip is used to instantly move small objects to a nearby place, and is often used to pick pockets. The item moved can be no more than two pounds and be no larger than the size of a fist. The item move must have been seen or touched within the last minute. If an object is taken from a person's possession, such as in their pocket or around their neck, they get a mental challenge to detect the theft. The difficulty to detect the theft is based on bunk traits (added to challenge).

Advanced:

*Phantom Shadows:* This is similar to Effigy, but is much stronger. The creation is just an illusion, but can operate as if it were the real thing. For example, a toaster oven will cook, but won't come with bread to toast, a police officer will appear with full uniform, but without a gun, you can create a helicopter, but without gas, etc. Shadows created will cause chimerical damage to all those that believe it is real, even normal humans. If cast as a Wyrd cantrip, the entities created affect the real world. STs should work ahead of time with players to invent *Phantom Shadows* they plan to summon and creating a generic list of what the various levels of this art may produce is a good idea. In general, the creation should be equal to the power of Chimera created with one level of the Chimera background per bunk trait gained (max 5). Chimera created with this power are friendly to their creator and generally abide by requests. A chimera created with this power requires one glamour per day to maintain and will flee to find its own glamour, no longer friendly to its own creator.

### **Metamorphosis: (Physical)**

Note: This art is very rare among the sidhe and a bit of a scandal to use in any case. STs should generally limit it to commoner kiths and commoner kinain.

Basic:

*Hidden Form*: As per book

*Impersonate*: As per book

Intermediate:

*Go Ask Alice*: As per book but it does alter your abilities: Every 50% your size increases, you gain a bonus health level and 1 extra trait to attack and strength challenges, but are down 1 trait on defensive challenges related to combat. For every 25% your size decreases, you gain a -1 trait penalty to strength and attack challenges but gives you a +1 bonus on stealth and defensive challenges. More than a 25% decrease in size also causes you to deal 1 less damage in combat. None of these bonuses may exceed 5.

Advanced:

*Mythic Transformation*: As per the book, but with the following guidelines for mechanics. The caster gains base 3 transformation points with 1 additional per bunk trait. Each level may be spent to gain +3 physical or social traits, 2 health levels, a 5 trait Go Ask Alice Effect, an attack which deals 3 agg and counts as a +4 trait weapon\*, +1 damage, the ability to fly, Might as per the Potence Discipline\*, the ability to Fair Escape\* or one Rede\*. Gaining powers marked with a \* requires the Permanent Glamour trait to be spent and no individual transformation may be taken more than 3 times. As well, STs may substitute Spirit Charms as well if they are appropriate, but should always require a challenge to enact. These guidelines are for creating quick and dirty on-the-fly transformations as well as to give some general idea of how to build these forms. PCs possessing this power should work with their STs to establish "Common" forms which their own individual attributes for ease of use.

### **Naming: (Mental)**

Note: This art is very rare outside of specific sidhe circles and is coord approval. The final level is also particularly unbalancing in many cases and should require ST approval to employ.

Basic:

*Seek'n'Spell*: When cast upon writing or other forms of inscribed communication, this cantrip allows the caster to understand the meaning. More details are granted by more bunk traits.

*Rune*: As per the book with the following addition: You may only have one *Rune* per action type active at once. You could not, for example, have a *Rune* which affected your next sword swing and also a *Rune* that affected your next Melee challenge. You could however, have a *Rune* which helped your next archery Challenge and one for your next Dodge challenge.

Intermediate:

*Runic Circle*: As per the book.



*Saining*: As per the book.

Advanced:

*Reweaving*: As per the book.

### **Onieromancy: (Mental)**

Note: This is considered a dark and dangerous art and should be quite rare among Kithain.

All levels of this art may be run by the book, but *Embrace of Morpheus* is an invented LARP level. Storytellers may allow it to be learned in place of another basic level if they so desire, but in order to keep this art at 5 levels, Synscope should be made the second intermediate and Expiation should be left as the single advanced art.

### **Primal: (Physical)**

Basic:

*Willow-Whisper*: Run as per the book.

*Eldritch Prime*: Run as per the book with the following exception: This cantrip costs only 1 physical trait to use per target, with all variables being determined by bunk traits.

Intermediate:

*Oakenshield*: Run as per the book with the following exception: This cantrip only costs 1 physical trait to use per target with number of health levels determined by bunk traits. Exposure to banality (7 or greater) causes this effect to erode within 1 scene.

*Heather Balm / Holly Strike*: This is a singular cantrip, allowing one to inflict harm or heal others. This effect heals 1 non-aggravated level of damage, plus 1 level per bunk trait gained. If the wounds are chimerical there is no glamour cost, if they are lethal or bashing it costs 1 glamour per additional level after the first and if they are aggravated it costs 1 glamour per level. Holly Strike deals 2 damage +1 per bunk trait gained. If cast as a Wyrd cantrip this deals lethal or aggravated if an extra glamour is spent. It is not a violation of the Eschat to use this power.

Advanced:

*Primal Form*: As per the book. See *Mythic Transformation* for guidelines as to effects.

### **Pyretics: (Physical)**

General Note: Being caught on fire deals 1 level of damage per turn (chimerical or agg if the wyrd is evoked) at the top of the round. Spending a full round (not just action) to extinguish the fire puts it out. If no sources of water or other such means are available this requires a static physical challenge diff: 6.

Basic:

*Will-o-the-wisp*: As per the book.

*Willow Light*: By casting this cantrip, you create a light. This light may be dim enough to barely see by or bright enough to be nearly blinding (-2 penalty on all attacks). For an extra glamour this light may be treated as sunlight. If you wish to include realms beyond scene in your casting, you may use them to select who sees the light and who does not, allowing you an advantage.

Intermediate:

*Promethian Fist*: You set the target on fire with your magic, either harming them directly or enhancing an attack of your own with fire. This cantrip automatically lasts as many rounds as bunk traits used to cast it and after that requires 1 physical trait per round to maintain. If used directly on a target, rather than to enhance a weapon or attack, it automatically sets them on fire as above. They may not extinguish themselves until 1 round per bunk trait has elapsed. If used on a weapon, the weapon deals an additional of chimerical damage or agg if the Wyrd is evoked, but does not set targets on fire.

*Burn and Boil*: This cantrip inflicts 3 points of chimerical damage (or agg if the wyrd is evoked) on the target and automatically sets them on fire. Alternatively, you may destroy any non-treasure chimerical item the ST deems reasonable (including suits of clothing, armor or weapons) or a mundane item if you've invoked the Wyrd. Magical items may also be destroyed but require you to win or tie two follow up challenges.

Advanced:

*Star Body*: You turn yourself and your equipment into living star-fire. You automatically inflict 3 levels of additional damage with all attacks (chimerical or aggravated if the Wyrd is evoked), though this may not be combined with Promethian Fist. Further, anytime you strike a target you may make a follow up challenge: if you win or tie the target catches on fire. You yourself are immune to fire in this form. This power costs a Glamour trait per round in combat to maintain and that cost must be paid for each target this cantrip effects. It otherwise lasts for 1 scene.

### **Skycraft: (Physical)**

Basic:

*Thunderclap*: As per the book.

*Compass Winds*: As per the book but does not cost physical traits.

Intermediate:

*Willards Woe*: As per the book, however, it may be used to conjure bad storms, but not tornadoes.

*Stormcraft*: As per the book. Further, you may selectively inflict damage with this power. It deals 2 bashing rather than 1.

Advanced:

*Call Lightning*: Deals 3 damage or 4 damage during a storm. The damage type is determined by the caster. After the cantrip is successful, the victim must win or tie a simple test, otherwise she is stunned and may not act for 1 turn.

### Soothsay: (Mental)

Basic

*Omen*: As per the book.

*Fair is Foul and Foul is Fair*: As per the book with the following addition: You may only have one charm per category (mental, social, physical) at once.

Intermediate:

*Tattletale*: As per the book save that it is 10 minutes per bunk trait gained.

*Augury*: As per the book

Advanced:

*Dance of Destiny*: As per the book with the following addition: The sacrifice which is made must also reflect mechanical loss of at least 3 XP. Destroying your wedding ring might cause you to lose 3 levels of Ally, while giving up a portion of your magic would cause you to lose a Glamour trait. In general, the user should be able to buy back the losses with XP (and RP of course!). Due to its immense power, it is not recommended that STs allow this power to be cast on others, but if they do such a sacrifice is required for each individual affected by this power.

(Alternative Cantrip) *Fatefire*: This rare power is used to enforce the balance of fate, justice, and karma, known to the fae as Dán. By using this, villains will be brought to justice, while the deserving will be rewarded. This requires a Mental Challenge against the target, who need not be present, though some kind of sympathetic link such as a picture or personal item is required. Bunk traits determine the degree of Dan brought to bear upon the target. One bunk trait might have the subject be given a warning or minor premonition about their karma such as a vision in a dream, a coincidental news story with someone that looks like the subject at first glance, or something similar. Two or three bunk traits make the hands of fate are slowly set in motion to even the scales of justice. An example of this could be an ATM camera taking a picture of the person at just the right time to destroy their alibi, or the subject just

happens to receive a double headed dime as change from a Coke machine. With four or five traits, the terrible swift sword of justice swings into action. Such events can be as striking as a bank robber's car breaking down at a donut shop as his picture is flashed on the TV, or a long lost loved one misdialing the phone and calling the subject. The effects of this are totally up the storyteller who must balance game play, the story line, and the hands of fate. It has no real use inside of combat.

### **Sovereign: (Social)**

Note: This power should generally only be learnable by sidhe and their kinain (and even then only ones with *Title*). The one exception is Merfolk, who are perhaps even closer to the Tuwatha than the sidhe. In any case, you may not use *Sovereign* on anyone with higher Title than your own.

Basic:

*Protocol:* It requires 1 Willpower for every ten minutes to ignore this power. Otherwise, as per the book.

*Dictum:* Spending a Willpower allows a retest for this cantrip, it does not allow it to be ignored. You may not *Dictum* things into doing something they are not capable of doing. For example, you could *Dictum* a computer to pull up your favorite social media site, but you could not *Dictum* a deadbolt lock to open because it has no inherent powers of locomotion nor could you tell a mundane sword to turn upon its wielder and cut him. Otherwise, as per the book.

Intermediate:

*Grandeur:* This power calls into full effect the awe and terrible power of the sidhe and requires an appearance related social trait be spent. In order to attack or even socially oppose the caster, the victim must make a successful social challenge (retest Leadership). Failure means the action is wasted. This power specifically does not break if the sidhe attacks and every fresh attempt to attack the sidhe, whether previous ones succeeded or failed, requires a new challenge. This does not stack with the Birthright Awe and Beauty, but that Birthright does grant a free retest on this cantrip (see above). Note that the realms used in the casting influence the victims of the caster's *Grandeur*: she is always the one protected and may not 'lend' her *Grandeur* to another.

*Weaver Ward:* As per the book with the following alteration: this cantrip lasts years at base, though it is eroded at the rate of one bunk trait per day exposed to highly banal circumstances or one per hour when exposed to agents of banality like Autumn Persons. Note that there isn't any particular challenge to overcome this Ward: it must be countered or eroded and cannot be simply bypassed with a social challenge.

Advanced:

*Geasa/Ban:* As per the book.

## Wayfare:

### Basic:

*Hopscotch:* As per the book with the following note: This power is not a substitute for Telekinesis (check out *Legerdemain* for that). Only entities normally capable of jumping may be influenced by this power. Letting a frog leap over a building with a single bound is kosher, flinging a television to the other side of the room is not.

*Quicksilver:* This cantrip grants tremendous speed. Each round, the \*subject\* may spend 1 Glamour trait to gain an extra action. If the caster has *Wayfare* at level 4 or higher, they instead gain 2 extra actions. This power may not be combined with any other form of supernaturally granted extra action, though such things as fighting with two weapons is acceptable. This effect lasts for one scene.

**Note: This change is designed to bring Changeling in line with other genres (Wraith, Vampire, Mage, etc.) which grant roughly a consistent 2 bonus actions per round. It is specifically designed to avoid scenarios in which a basic power grants an extreme mechanical advantage to individuals already capable of extra actions. It is the single most recommended rules update in this packet.**

### Intermediate:

*Portal Passage:* As per the book, though no physical traits are required. The passage stays open for 1 round per bunk trait.

*Wind Runner:* This may be run per the book. At the ST's option, she may allow this power to function for a full scene outside of combat if she desires.

### Advanced:

*Flickerflash:* As per the book. Note that the original printing states it can take you "anywhere in creation". STs should make travel more difficult to some places (like the Umbra) and virtually impossible to forbidden places (like Arcadia). Hostile *Flickerflashes* require a physical challenge.



## Chapter 6: Bunks

Bunks are the peculiar demands the Dreaming puts on changelings wishing to employ its power. They are all acts, sometimes random and silly like skipping around on one foot and other times are dire and dark such as cutting off the pinky from a virgin's hand. Before casting any cantrip, a changeling must perform a bunk and often the level of that bunk (from 1-5) determines how powerful the cantrip is as

outlined in the individual cantrip descriptions. Further, you always add your bunk traits to your appropriate trait category for any challenges relating to that cantrip.

While there are many systems for determining a bunk, it should be noted that bunks performed in a combat round **never exceed level 2**. Changeling magic isn't balanced for casting routine combat cantrips with level 5 (or higher) bunks and that should take time. Changelings, however, may always spend 1 (and only 1) extra glamour to increase their effective bunk level by 1 (including from 0 to 1 thus bypassing the need for a bunk). Further, conducting the bunk should be considered part of the same action as casting the cantrip itself.

The books present many systems for determining a proper bunk. Some games like to have a random set of bunks contained in envelopes which people must draw from in order to enact their magic. This emphasizes the erratic and whimsical nature of fairy magic, which is very appropriate. Of course switching your socks allows you to conjure fire! This is congruent with both the unknowable nature of the fae and many myths about them. Fae evoke both humor and deadly consequences in many stories, so it is true for Changeling.

Other games use the optional Jester's Rules, allowing individuals to make up their own bunks. Often times players will do things which seem thematically appropriate to the cantrip in this case, such as waving a feather to cast *Winderunner*. This is also perfectly acceptable and may be easier for some individuals to grasp since it has more in common with sympathetic links such as Foci for Mages or many elements of vampiric Thaumaturgy.

Still other games might set up only time requirements and gloss over the specifics of bunks. While this isn't recommended as it takes much of the flavor out of casting cantrips, it does speed up and simply matters.

Many different examples of bunks as well as bunk system recommendations can be found in Changeling: The Dreaming (tabletop book) and The Shining Host: Player's Guide. All have pros and cons and STs should decide what is best for them, so long as they remember that combat cantrips shouldn't be allowed to exceed level 2 (3 if a glamour is spent).



## Chapter 7: Treasures and Inanimate Chimera

Among the more confusing things in Changeling is that there are two separate backgrounds for magic items. Treasures are mundane items (like a golf club) in the mortal world which have a different and wondrous counterpart in the fairy (chimerical) world. Chimera (inanimate chimera) can represent a



magic item which only exists in the fairy world. There isn't really a huge amount of difference in most cases and, to further add confusion, Chimera is also the background to represent an imaginary animate friend like a sentient horse that a knight would ride around on. It isn't a bad idea, therefore, to just use Treasure to represent magic items and Chimera to represent fairy allies.

### **Crafting Treasures and XP:**

Shining host details a few ways to craft Treasures and the specifics of such can be left up to the STs. Questing for strange and wonderful materials is encouraged! It should not be an easy task to craft treasures, particularly high level ones. Whichever system you use, it is recommended that a treasure take no less than 1 month per level of the treasure to craft, not to be reduced by any means.

No matter how you do it, players are going to get new treasures. For balance sake, when a new treasure is acquired by a player, it should be reflected by paying appropriate XP for the background. If a changeling has a knife that cuts down trees (level 3 treasure) a magic carpet that flies freely but no more than 20 feet up (level 5 treasure) and a glowstick that never goes out (level 1 treasure), they should be asked to spend 8 XP on these items. Magic items are very appropriate to the changeling genre, but shouldn't just be used for free power ups.

### **Guidelines for Treasure Powers and Use:**

Ideally, all treasures would be made because they have fun and story-themed purposes. However, the (banal) reality is that both players and STs are benefitted by having solid mechanical guidelines for the powers of treasures. What follows are recommended guidelines for how to manage these items in your game:

#### **General:**

First and foremost, treasures should only be used by either changelings (including variants like Thallain and Denizens) or kinain. Creatures, such as Vampires, Mages and Werewolves, without innate glamour should not be able to access the power of Treasures. Treasures should also not simply freely duplicate arts or other powers with no downsides: to have a carpet that always flies with no quirks as a level 4 treasure (4 XP) is a lot like having Wind Runner (6 XP, plus perquisites) and likely doesn't even involve tests or bunks to activate. Time limits or glamour costs are a good way to do this, but quirky limitations are even better.

Combat treasures are a particularly touchy subject, but things like magic swords are common in changeling and need to be covered. Games' craft rules vary widely, as does the 'local meta' for how powerful combat fetishes etc., should be. Below are suggestions, but should be tailored to local games. If getting a weapon that deals 1 extra damage is extremely rare in your games, tone the suggestions down. If weapons frequently do 5 or 6 damage in your local games, adjust up accordingly.

In any case, STs should also limit PCs to a reasonable number of treasures. Even older PCs shouldn't be walking around with 5 level 5 treasures and a half dozen smaller ones.

### Specific Levels and Examples:

Level 1 Treasures: These should have small but occasionally useful powers. Example: A glowstick that never goes out, a frying pan that cooks without any source of heat or little black book that knows the phone number of any mortal you are attracted to. Combat treasures might include a bow that never requires arrows, a spear that is +2 traits up against a very specific type of individual (all people wearing white shoes after Labor Day) or +1 trait up against a broad range of people (all Republicans).

Level 2 Treasures: These should have powers very useful in specific situations or moderately useful in a broader variety of situations. Examples include a drinking horn which always refills with good mead whenever drunk from, a mirror which reveals ghosts but only behind you or a blacklight bulb which turns on in the presence of vampires. Combat treasures might include armor which repairs all of its health levels at dawn, a sword which lights with fire to deal 1 extra agg but gains the negative trait *Hot*, or a death ray which functions like a pistol but deals agg instead of lethal and requires a glamour to initially turn on.

Level 3 Treasures: These should either have a collection of small powers, a generally useful ability or a rather useful ability with a significant drawback. Examples include a perfume bottle which can grant 3 *Alluring* traits but causes the user to enter an active episode of the Narcissism derangement, a carpet which can carry the bearer in flight at the cost of a glamour per scene but runs away at the first sign of danger or an enchanted flask which can restore 1 glamour, willpower, or health level per scene. Combat treasures might include armor which repairs all of its health levels after every battle, a sword which drips with poison, causing any struck to lose a physical trait in addition to having +1 bonus trait or a bow which may fire three arrows at three targets at once, gaining the *Spray* quality.

Level 4 Treasures: These should have one moderate power and perhaps a few smaller powers, a very useful ability with a significant drawback or a rather useful ability with few drawbacks. Examples include a torch that shines with true sunlight but causes the wielder to be blinded while it glows, a chalice which cures any poison from someone who drinks water from it or a backpack that can hold a dumpster worth of objects and returns them spotlessly cleaned. Combat treasures might include a suit of clothing which is harder than any mundane armor (4 health levels) yet weights nearly nothing, a mace which doubles its damage against unliving things or a sword which always jumps to its user's hand when any danger is present and is quick as lightning, negating any surprise and granting the *Speed* quality.

Level 5 Treasures: These should have a significant power with minor abilities or no drawbacks or several potentially useful powers. A very powerful item with powerful drawbacks is also appropriate. Examples include a tea set which can brew teas that make someone tell the truth, fall asleep or trust the brewer like a close friend (all require a successful social challenge), a magic broom which can fly freely at night or a willow branch which can restore someone to full health thrice per day so long as they yet live. Combat treasures might include an axe which grants 5 rage traits as a garou would have, but causes the

wielder to automatically frenzy whenever they enter battle, a mega death ray which functions as a rifle but deals agg and +2 additional damage (with each shot requiring a glamour trait) or a suit of living wooden armor which regenerates up to 3 of its own health levels every round.



## Chapter 8: New Art Guidelines

Changeling is among the genres with the fewest published powers. Counting thaumaturgy, there are over 50 vampire disciplines published and, even ignoring thaum, there are dozens if not hundreds of combo powers. Likewise, there are hundreds of garou gifts and while there are only 9 Spheres, they are open ended and likely tip 100 published routes. Changelings have 12 Arts common to rare Arts available to anyone, with another 5~ or so that are both rare and nearly kith-exclusive (Sovereign, Naming, Infusion, Tale-Craft, Chronos), one for Nunnehi and a smattering of Shadow Court Arts (which require being in the Shadow Court) and Slivers (which changelings can't learn by the book). Eventually, players will start asking to make new Arts and how they might do so.

The books do repeatedly support the idea that the Arts described in the books are merely the most common and not the limit of changeling powers. It doesn't quite as fully develop the creation of whole new arts by individual changelings: there is plenty of magic out there, finding it is more likely than inventing it.

So how do you do this when players inevitably want something new? First, it is recommended that STs design new arts, with consultation and advice from the Changeling coordinator, rather than having players do so. Players are simply more prone to designing more mechanically unbalancing and less thematic magics if they are doing so for their own PC to use. If an ST is creating it, they know from the ground up how those mechanics will work and are less prone to making overly beneficial super powers. Vague ideas from players ("Hey, I want an art that lets me cook magic food!") might be appropriate, but players should not dictate specific effects or mechanics.

Next, ponder whether there are any fairy myths that support such powers. Look to folklore, Shakespeare and other such inspirations to see if any given idea is something that fairies or fairy-like critters do in mythology. After that, ask if there are already Arts that do this. Sure, fairies move things without touching them, so making an Art which is a bit like Movement of the Mind might be great! But Legerdemain already does this, so designing a new art to fill the same purpose, particularly if the only reason is to make a 'better' version of the same powers, isn't appropriate. New Arts should fill a wholly unfilled purpose, not just provide superior mechanics.

Once you have an idea, now would be a good time to contact the Changeling coord and see what advice they can offer. The coord is there to help with this kind of thing and will help avoid pitfalls, point out where powers might be overlapping too much and provide insight into how powers might be abused. The coord might also be able to fill in some gaps or provide mythological sources.

Once you're in consultation, you should begin thinking about how the power works in regards to Realms. Entire Arts which can only ever target Actor and Fae are probably not ideally designed. Further, you must be careful of how clever players might use Realms to do things you didn't intend for the Art to do. Many Arts are closely guarded secrets or particularly well suited to one Kith or another. Consider if restricting the Art to only one Kith or type of Fae would be appropriate. There are no Arts unique to Childlings or Sluagh, for example, and such could provide an excellent basis for new magic!

Once you've done all of this, the office of the Changeling coord will happily review and offer helpful suggestions. Arts made in concert with this office will be published in future packets. Once it is created, you may then offer ways for players to discover it in game. Again, it is not suggested you allow players to edit or invent their own mechanics. It is also a good guideline to see if your new Art just seems better than current Arts. This should never be the case. If anything, erring on the side of your Art being weaker than current Arts is a good idea.

The following three are examples of Arts created by the Changeling Coord's office as examples and to fill niches, which exist in Fairy lore, but do not have a good reflection in Changeling mechanics. While they do not require any special approval, the office of the Changeling Coord politely requests that the guidelines for learning be followed (for example, the prohibition on sidhe learning Repast).

#### **Repast: (Mental)**

There are as many tales of the delights of fairy food as there are warnings to not consume it in their halls of power. Repast is the magic of pastries and stews, roasts and brews and is among the oldest fae arts, often passed down from parents or fosters to children and wards. There is no specific dish that needs to be prepared for the effects to take place: pancakes work as well as sushi. Use of this art requires possession of appropriate craft abilities. Note that this art is a distinctly commoner art, particularly common among bogans and nockers. While one very famous sidhe had an affinity for a red fruit, she was an exception. This art only functions for the living and only for beings who are described by the realms used in casting. As a note, while these delights can be given as gifts and have no specific expiration date (STs may impose one if they like: six months is recommended), this art should not be used to stockpile magic effects in excess and STs should regulate how many of their player's enchanted cinnamon rolls are floating about. In order to affect a particular subject, the appropriate Realms must be used: a magic pomegranate which was only created with Fae 1 will have no effect on the chimerical musk ox who eats it.

Note: The tests involved in this art are to prepare the food and those who consume it must do so willingly, by compulsion or through trickery. There are no tests to resist the effects unless specified by the cantrip.

Type: Chimerical

Basic:

*Stone Soup:*

You may create delicious and filling means with nothing but the sparsest ingredients, even just stones or water. You may add the bunk traits gained in the casting to any levels of craft: cooking or related fields you have. For each bunk trait gained in the casting, those consuming it may go a day without any other sustenance. Further, the first time in a day someone consumes a meal created by Stone Soup they regain a lost Willpower.

*The Milk of Human Kindness:*

This cantrip involves the brewing or preparation of beverages which instill powerful emotions in those who imbibe them. Despite the name, the emotions need not be positive. Those imbibing the brew feel a strong surge of the emotion specified for the scene which persists in a lower form for the remainder of the session. They feel this emotion is natural and resist attempts to persuade them otherwise. STs should enforce these emotions (those who are feeling joy should not be able to initiate combat, for example). These brews may be brewed specifically to concentrate anger, joy or enlightenment, restoring a lost Rage, Pathos or Gnosis/Quintessence respectively, though no one may gain more than 1 such temper plus 1 per two full bunk traits gained in the casting and may not gain further tempers from the Milk of Human Kindness for the remainder of the session.

Intermediate:

*Forbidden Fruit:*

No one would accuse the unseelie of avoiding this art and they are pleased to use it for their own devices. Mortals or semi-supernaturals consuming the fruit (or other dishes) prepared by this cantrip either die or fall into a slumber forever until a condition set by the caster (or a true love's kiss) revives them. Supernatural beings consuming this fruit suffer 7 levels of aggravated damage, (bypassing all physical forms of armor or protection, though Fortitude still works normally) or fall into a sleep for 1 month per bunk trait gained in the casting. The caster may increase this duration to 1 year or damage to 12 agg by spending a permanent glamour. The sleep involved is supernatural and cannot be broken by anything short of genuine attempts to end their life (so no allies doing so), though they may be contacted in their dreams if one has the means to do so.

*The Bread of Fairyland:*

This cantrip causes long-lasting enchantments but traps people in the realms of the dreaming. Upon consuming this food, the subject becomes enchanted. However, they also feel compelled to remain among the fae, to the detriment of their normal lives. The base duration of this cantrip is one month per

bunk trait. After that, the subject may opt to make a social challenge every month to shake off the effect, at which point the mists take full effect. Strong reminders of home or pleas by loved ones may also allow such a challenge by ST discretion.

Advanced:

*Ambrosia:*

The art of baking magic itself into treats and cookies is a potent one and its roots in the golden apples that were first consumed by gods to stay young forevermore. With this powerful and delicious cantrip, the caster may store in a food a cantrip. Once it is consumed, the cantrip takes effect on the one eating it using the caster's traits and the realms used in the casting (thus, if a human eats a caramel apple only infused with the Fae realm, it has no effect). Bunk traits, however, are limited to 1: there is only so much magic a fruit cake can hold, no matter how dense. The following list of cantrips may be stored: Number One Crush, Passion's Mirror, Captive Heart, Veiled Eyes, Fuddle, Yearning of the Soul, Hidden Form, Go Ask Alice, Merlin's Lessons, Impersonate, Oaken Shield, Heather Balm, Holy Strike, Quicksilver, Windrunner, Crystal Prison, Coldheart, Star Body, Enchanted Slumber and Call Lightning. You may not have more Ambrosia creations active at any one time than you have traits of permanent glamour.

#### **Warlore: (Physical)**

Stories of great warriors with lightning fast swords and deadly aim with their bows are as common as those of fairies blinking out of sight or conjuring illusions. This art is a reflection of that, and went hand in hand with Sovereign as a cause of the sidhe's success in the Accordance War. This art is rarely seen outside of the sidhe and even then is a guarded tradition among the knightly orders such as the Red Branch. Some more martial kiths, such as Trolls, are sometimes taught its secrets, but this is a rare honor. STs are encouraged to keep this art in the hands of Knights and Squires. These powers only grant benefits to the caster: the realms involved are used to describe who these abilities may be used *against*. For example, casting a Warlore cantrip with Actor 5 would allow you to attack an angry vampire using the art but would not allow you to grant the vampire bonuses. Unless otherwise noted, the cantrips of Warlore last one scene.

Art Type: Chimerical

Basic:

*Boundless Courage:*

The first step in any hero's journey is perseverance in the face of doom. While this power is active, you gain a free retest against any social or mental challenge which would turn you away from defeating your foe. If you earn at least 3 bunk traits in the casting, you may also employ your Willpower as bonus health levels against foes your realms describe.

*Size Up:*



Every hero needs to know what they are up against. Make a mental challenge against your target. Success grants an approximate understanding of their martial ability relative to your own. Spending a mental trait also grants an understanding of any martial weaknesses or vulnerabilities, such as negative physical traits, they may have. Spending a second mental trait increases your damage done with weapons to that target by 1.

Intermediate:

*Outwit:*

The warriors of the fae use grace, misdirection and fluid movements to both attack and beguile their foes in combat. When this power is cast you may choose offense or defense. Should you choose offense, your successful weapon attacks cause the target be knocked off balance, stunned or confused. Should you choose defense, successfully evading attacks has a similar effect as you weave away with unpredictable swiftness. When you evade or strike, make a simple test with your foe (no retests). On a win or tie, nothing happens. On a loss, they lose their next action. You may deny no more actions than twice the bunk traits gained in the casting before this cantrip must be recast.

*Dragon Slayer:*

Legends tell of many heroes who best impossible odds to defeat foes much more powerful than themselves. This cantrip plays into many of these tales. Whenever faced with a foe who is beating you on ties (either due to superior traits or a power which grants them the ability to win on ties), fate steps in to aid you. You gain a free luck test on all defensive and offensive challenges which would result in physical harm.

Advanced:

*The Danse Macabre:*

You call upon the most ancient tradition of fairy duels to guide you to victory over your singular opponent, who you must specify at the casting of this cantrip. You may choose one of the following effects per bunk trait gained (max 5), though you may not select any single ability more than twice and they only apply to that single foe: Win on ties on all defensive challenges against foes other than your chosen opponent (though this effect ends if you attack someone else!), gain 4 *Deadly* physical traits, Gain 3 additional Healthy Health levels, Gain 2 Additional Willpower, Inflict 1 additional damage with your weapon attacks or gain 1 additional action per round which does not stack with Quicksilver or similar effects.

### **Sken: (Social)**

This sliver represents the changing of the seasons and the passage of time and some even believe it to be a distant cousin of the sidhe art of Chronos. Yet the Inanime view time in a very different fashion, yet its cycle is among the most important concepts in the realm of the slow. Sken is most loved among the Kubra, who are closest to the seasonal shifts, but all inanime may practice it. Due to their strong

connections to the seasons, Ghille Dhu may also learn this Sliver, using bunks in place of Material to cast it, though it costs an additional XP per level to do so.

Type: Chimerical

Basic:

*The Long Sleep of Short Days:*

This cantrip functions as the Oneiromancy cantrip, *Embrace of Morpheus*.

*The Autumn Mists:*

This power conjures mists and darkness to surround the individual or area affected. Make a social challenge with your target. Success enshrouds them, making it impossible to see. The subject gains the negative trait Clumsy and is a number of traits down on all challenges equal to the power of the Material used in the casting. They must also retest any successful challenge due to their blindness. Heightened Senses and similar powers negates the negative trait and the trait penalty if the user can defeat the Inanimae in a challenge of mental traits vs social traits (retest Awareness). This effect lasts for a scene.

Intermediate:

*The Cycle Turns:*

Both power and curses are often fleeting, no match for the passage of the seasons. Engage the target in a social challenge. Success means that any effects on them are treated as if the scene in which they were cast has ended. Thus, if the power lasts a single scene or less, it ceases to affect the target. This power does not actually move time forward.

*The Flames of High Solstice:*

With a successful social challenge, you unleash inhibitions and excite the senses. Targets yield to hidden passions, confess love they would never admit and charges foes they seek to avoid. For the duration of the scene, the target may not spend Willpower to inhibit their emotions or actions. Further if the being is capable of frenzy, they must make a test at the barest provocation. This effect lasts once scene.

Advanced:

*Reborn Anew:*

This powerful cantrip may only benefit an individual once every year. It returns them to the physical condition they were at the beginning of spring equinox, so long as they still draw breath. In most cases, it will refresh their traits and health levels. It also relieves the aging they had naturally undergone since

that time. They retain all of their memories, spiritual development (or scars) and learning. Only their body is restored.



## Chapter 9: Legendary Magic

Most genres possess a notion of Elders of some kind. Vampires, Werewolf and Mage, the three most-expanded lines, all carried this concept and there is little reason to believe there are not changelings of comparable power levels. As werewolf legends and vampire methuselah are used at special times in chronicles, it is reasonable to assume that STs may wish to employ fae of similar level of power. STs may be flexible in what they use to denote such entities, be it a high title (certainly the High Lords of the houses would not merely be limited to the arts presented in the books), pure connection to the Dreaming or a Glamour rating in excess of 10. Whatever metric they use, remember these powers are *\*strictly NPC-only\**. No PC is ever meant to have access to them, nor should they be used beneficially for PCs in anything but the most extraordinary and dire circumstances (no buying 5 point mentors and having them use Legendary Arts on you 'cause they like you). It is perfectly plausible to significantly modify the trait, ability, background and temper caps of such Legendary NPCs as well, at ST's discretion.

While this list is by no means all-encompassing, it does offer some suggestions on what fae magic beyond level 5 would look like. STs are advised to use this material sparingly, as they might use Rank 6 Garou or 5-6<sup>th</sup> gen Vampires.

Several effects listed below are permanent. Assume that casters may set a condition for release or willfully release the victim should they so wish. The caster's death will not typically be sufficient and often such terrible fates are used to teach a lesson (the learning of which might be the condition of release). Indeed, many of the effects are meant to replicate fairy tale curses or maladies and are better for use in storyline than just combat.

### Sample Legendary Realms:

#### Scene

Scene 6: Thin Thorpe (approximately 20 square blocks), Scene 7: Bustling Hamlet (approximately 3 square mile), Scene 8: Typical Town (approximately 15 square miles) Scene 9: Shining City (Major City) Scene 10: Enchanted Kingdom (State)

## Time

Time 6: Season's Song (3 months), Time 7: Cycle's Turn (1 year), Time 8: The Number X (1 decade) Time 9: Century's March (1 Century) Time 10: End of Days (No limit)

## Actor

Actor 6: Ties that Bind (As Dire Enemy, but also affecting all people in their immediate family, present or not) Actor 7: Social Network (As Ties that Bind, but impacting all Allies, Retainers, Influences, etc) Actor 8: Grand Guild (As Social Network but also all close friends and coworkers) Actor 9: Casual Encounters (As Social Network, but also everyone you've physically touched in the last week) Actor 10: Upon Your Line (As Ties that Bind but also all future decedents and ancestors including spirits and wraiths).

## Sample Legendary Cantrips:

### Pyretics:

*Bridgett's Scorn:* This power functions as Star Body with the following changes: The damage from Star Body is increased to 3 Agg and applies to anyone striking you with natural attacks automatically. Further any weapon which strikes you is automatically incinerated to ashes and may never be repaired. Magical weapons striking you for the first time may be allowed to survive if they flat-out win a simple test with no retests allowed, but any further strikes will destroy the weapon regardless of its make unless it is protected by level 6 or higher level effects.

### Aphrodesia:

*Arrow of Eros:* This effect causes the victim to fall in love with the subject permanently. This otherwise functions as either a 3 Trait Blood Bond which cannot be broken, Yearning of the Soul or Number One Crush as the caster desires. Only the kiss of the victim's True Love can break this cantrip.

### Metamorphosis

*Gorgon's Garden:* With this effect you may change another being permanently into an animal, mineral or plant. They may speak or not speak, perceive or not perceive, retain sentient thought or not at your leisure. While they gain the natural abilities of their new form, they lose all supernatural powers and may gain no new ones for the duration of the cantrip.

### Infusion

*Adamantia:* As per *Harden* but instead this grants a creation 10 health levels per bunk trait. Note that only object composed of pure glamour may have this effect evoked upon them and the caster must have had a hand in crafting the item. Only further castings of this cantrip may repair damage to the item and STs are reminded that such items are not meant to be in the possession of PCs.

### Primal

*Breath of the Wyrms:* You exhale true dragon's fire, which may take any elemental form you wish as it is the essence of destruction rather than actual fire, on those targeted by your Realm. This deals 10 levels of aggravated damage and cannot be resisted with Survival, Fortitude or any powers which reduce damage unless they are of level 6 or greater. Extra health levels and Dodge work normally.

#### **Sovereign:**

*Divine Right:* You become the living embodiment of authority to those around you. You win on ties on all social challenges, may repeat social challenges as often as you wish and may freely command those around you to perform any task that will not immediately and explicitly result in their death with a successful social challenge (retest leadership). This is considered a free action which you may perform once per normal action you have. This power lasts a scene, during which you cannot be mind-controlled by powers of less than level 6, but commands you issue may take up to a year and a day to complete.

#### **Kryos:**

*Soul of Snow Princess:* You rip the ability to feel away from your target. They lose all levels of Empathy and Leadership, all non-intimidation relation social traits, gain the negative traits *Callous* x5 and lose all but 1 permanent traits of Willpower, Rage, Pathos, Angst and Glamour. These may not be repurchased or replaced. However, they also lose all derangements, are immune to emotional manipulation, fear, wound penalties, seduction and may never be overtaken by Harano. They suffer no ill effects from cold, need to sleep only an hour a night and eat but a crust of bread to survive; if they needed to eat at all (vampires must drink as normal). Other immunities may be appropriate as well, per ST discretion. This effect is permanent barring a True Love's kiss.

#### **Onieromancy:**

*The Spinning Needle:* You put the subject into a deep slumber from which they cannot be awoken. They do not age nor require any form of sustenance. While they may be awakened by True Love's kiss, anyone who kisses them and fails to meet that qualification must make a mental challenge with the caster (retest Greymere) or also fall into this slumber. While sleeping, the victim is immune to all supernatural effects and anyone seeking to attack the victim must beat the caster in a mental challenge (retest Greymere) or be driven away indefinitely.

#### **Wayfare:**

*The Rainbow Bridge:* You open a sustained portal between two locations, allowing for instantaneous travel by anyone you can describe with Realms. This travel may be one-way or two-way at your discretion and prevents environmental effects (such as the ocean) from spilling out. The *Bridge* lasts a scene per bunk trait, unless you spend a permanent glamour, in which case it becomes a *Trod*.

#### **Soothsay:**

*The Golden Thread:* You guard a target from death, reinforcing the thread that represents their life in the tapestry of fate. Every time an effect or attack would kill them, they may spend a glamour or

willpower to negate it. They further gain 3 Luck retests per bunk gained in the casting to be used as they like. The effect lasts a day.

### **Chronos:**

*The Shattered Hour Glass:* You transport your targets back in time for a duration which you must describe with the *Time* realm. Those traveling back 6 months or less may still be able to influence some small elements of the past (as a chronicle may retcon events up to this time), but longer than that and this power is only useful for observation. Time is fickle, however, and may correct any changes you make if it so chooses. By default, the subjects are treated as having Veiled Eyes cast upon them for the duration of the trip. Effecting elements of the past beyond six months cause the subjects of this cantrip to be forever lost in an alternate timeline. Some debate the best use of this power is to allow misers to reflect upon the trauma of their misspent youth. Obviously, STs have full say over this power.

### **Skycraft:**

*Spin the Compass Rose:* With this power, you take command of the seasons themselves. You change the current season to another season of your choice in an area described by your Scene realm (you do have Legendary Scene, right?). The Mists force mortals to rationalize this change as unseasonable weather or climate change, but the spirit of the season comes as normal, with subtle urges to buy gifts or go on car trips. Fae with cyclical court change are affected fully. This power lasts the entire season, after which the original next appropriate season takes hold. Thus, changing fall into winter results in two winters followed by spring.

### **Warlore:**

*The Spirit of Caliburn:* Your martial prowess increases to untold levels. You win-on-ties in all combat-related challenges, so long as you are armed, and fighting against those foes you describe with your Realms. Further, you deal double damage and may take up to 5 attack actions per round. This does not stack with other action-granting powers. It is said High King David himself was the first to recall this power since the Shattering.



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