

Wind's Eye Theatre



Alpha Slice 1.0

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Introduction

“Trust in dreams, for in them is hidden the gate to eternity.”

— Khalil Gibran

Alpha Slice Developer Notes

Imagine a broken world where everything feels muted and dull. Your skin itches while you work a passionless job just to survive, knowing that somewhere in the secret places of the universe, there’s magic and Glamour. Even if you manage to keep yourself together, there might be monsters, dragons, and chimerical beasts to battle.

You are a dream pressed into flesh, a changeling struggling to survive the Endless Winter. The days of free-flowing Glamour are gone, but still you can touch the Dreaming. There is magic still yet in the world.

Do you seek to inspire Dreamers? Do you uphold your ancient code of duty and honor? Do you embrace your freedom? Do you seek to rage, reminding humanity why it once dreamed of monsters?

Or do you surrender to a leader who promises comfort and a return to former glory? All he asks is loyalty...and some of your Glamour.

In an age of despair, the ultimate act of rebellion is hope. Welcome to the new **Mind’s Eye Theatre (MET): Changeling The Dreaming**.

What is an Alpha Slice?

This **MET: Changeling** Alpha Slice contains the foundation of the game still in development. Future releases will include new arts, new kiths, the Endless Winter storyline, and revised setting elements.

This document represents a vertical slice of **Mind’s Eye Theatre: Changeling The Dreaming**. This material is a small percentage of what might be included in the final product; it will certainly change and evolve over many rounds of playtesting and player feedback. These rules and setting pieces are still in development, and this document is intended to highlight features, showcase design philosophy, and provide only a microcosm of the final product. Please note that any cross references that direct readers to “page XX” are left in deliberately – the referred content will be available in future releases.

To that end, we invite you to read through this preview and offer feedback. We consider this presentation to be proof-of-concept, and your compliments and criticisms are important to the

continued development of **Changeling: The Dreaming** and other By Night Studios games. At the end of this document, you will find a brief questionnaire about the Alpha Slice packet. Please answer these questions out and send us your responses. You can also add any notes or commentary you like about the rules, setting, or other materials in the vertical slice.

Key Features

Some of the key features of this Beta Slice include:

- **Kith:** This alpha slice includes a first look at five different types of changelings that can be portrayed by players. They include:
 - **Boggans:** As keepers of hearth and home, Boggans are the soul of faerie culture. They are crafters and tradespeople—and expert gossipmongers (page 9).
 - **Redcaps:** Sprung from the primal dreads of hunger and starvation, this kith revels in being monsters pressed into flesh (page 21).
 - **Sidhe:** Faerie nobles, the Sidhe are leaders and rulers who hold a sacred birthright and responsibility for all changelings (page 29).
 - **Sluagh:** Frighteners, assassins, spies, and collectors, the whisper-quiet Sluagh are primal fear given form (page 42).
 - **Trolls:** These honorable and resilient warriors are dedicated to defending commoners and dreamers (page 52).
- **Seeming:** The Seeming background provides guidelines for the progress of a changeling's development—including the benefits and drawbacks that come with experience. Read more about the Seeming background on page 95.
- **Other Backgrounds:** In addition to Rank, this Alpha Slice includes several new backgrounds specific to **Changeling: The Dreaming**, including Dreamers (page 89), Chimerical Companions (page 88) and Treasures (page 97), plus several others.
- **Realms:** A new mechanic specific to **Changeling: The Dreaming**, the use of Realms allow changelings to mold and shape their magic to the needs of a specific situation or circumstance. Learn more about this new ability on page 105.
- **Arts:** Often forming the basis for fairy tales, changeling magic is powerful...and capricious. This Alpha Slice includes preview rules for 45 different cantrips from nine different arts, including:
 - **Chicanery:** the art of trickery and deception (page 112).
 - **Dread:** the art of fear and intimidation (page 118).

- **Inglenook:** the art of hearth and home (page 123).
- **Metamorphosis:** the art of transformation and shapeshifting (page 129).
- **Oakenshield:** the art of durability and the earth (page 127).
- **Primal:** the art of animation and strength (page 135).
- **Soothsay:** the art of prophecy and perception (page 139).
- **Sovereign:** the art of leadership and social acumen (page 144).
- **Wayfare:** the art of travel and speed (page 150).
- **Glamour:** The essence of faerie magic, rules for using and obtaining Glamour begin on page 182.
- **Banality:** The soul-sapping nature of routine mundanity is a changeling's greatest bane. Read more on page 190.

What should I do with this packet?

Remember that this Alpha Slice packet is intended for players already familiar with the game. We'd like you to focus on the rules and material presented here, giving us your impressions of that information so that we can utilize it toward our work in creating the rest of the MET rules book.

Read through the vertical slice. Take the time to create various kinds of characters, and then playtest the rules in both combat and social situations. Apply the core rules to both setting-specific material and to the provided mechanics. Fill out the feedback form in the back of the packet, and return it to us.

Thank you!

By Night Studios sincerely appreciates our fans for their passionate support of the new MET system, and for their dedication to Changeling: The Dreaming. We love the games we make, and we work hard to create balanced rules and compelling settings. By taking the time to read through this material, you've become an important part of the By Night Studios development process.

Chapter Three:

Kiths

“Come Fairies, take me out of this dull world, for I would ride with you upon the wind and dance upon the mountains like a flame!”

— William Butler Yeats

This chapter details the *kiths*, the types of changelings, and their evolutionary offshoots, known as *regional kiths*, available to players when making a new character for **Mind’s Eye Theatre: Changeling The Dreaming**. Each kith possess a set of specific characteristics and quirks that helps define their background, personality, and their role in the society following the onset of the Endless Winter.

Each kith has a list of available merits, realm affinities, and frailties that are unique to them. Allies and kinain cannot acquire kith merits.

Your Storyteller may use altered descriptions for kith more suitable to her setting or to the history of her chronicle. Be sure to speak with your Storyteller about any changes that may be in play for her game before you choose your kith.

The soul of a changeling is fluid; dreamers’ perception greatly affects how changelings evolve and survive in the Endless Winter. Sometimes seemingly at random, or at the cruel whim of dreamers, a new kith forms a cadet branch by spontaneously mutating, establishing a new identity bonded to the prime kith. For example, the Sluagh recently gave birth to a new regional kith known as the Slendermen. Regional kith hold to many of the same values and abilities as their primary kith, with a few notable exceptions. For more information, see **Regional Kiths**, page XX.

Kiths

“Our kith is our destiny.”

— King Meilge of House Eiluned, Shadow Court, Regent of Concordia

Boggans

“Our duties may seem simple and boring to some, but among our kind, nothing is more important: care for those in need, offer shelter to travelers, and ensure our people never go to bed on an empty stomach.”

— Eniola Gladhand

When changelings congregate, *Boggans* found among them are always busy at work. The heart and soul of the Kithain, Boggans cultivate hearths and balefires in freeholds around the world. Stalwart and dependable, Boggans are born from the dreams of hospitality, hearth, and gossip. They tend to others’ needs with an unwavering devotion, and there is no question that Boggans are the glue that holds faerie existence together. Most are kind and gentle creatures that possess an intimate understanding of Kithain society: an ability that allows them to interact with other faeries with ease. Their natural charisma and cheerful demeanor makes them excellent leaders, when one can be convinced to take up such a mantle.

Well known for their willingness to serve and assist anyone in need, Boggans have a finger on the pulse of Kithain society. Their service to others often causes a great many secrets and rumors to come their way. As a result, Boggans frequently possess insider knowledge about the workings of freeholds and kingdoms. Their time spent ensuring these social structures continue to function smoothly has given them an innate understanding of the way changelings interact with each other. This gift makes Boggans keenly aware of the world around them — both the mundane and the Dreaming — making them indispensable to any leader. Their penchant for gathering secrets and rumors often gives them an honest view of the inner workings of any social group. While most Boggans keep this information close to their chests, there are those who gladly trade secrets and insights for favors and power.

Throughout changeling society, Boggans are well-known for their hospitality and kindness, and many young faeries have found themselves sleeping in their warrens when times get tough. It’s rare to find a changeling who has not had a positive experience with a Boggan, and most agree the service they provide is invaluable to faerie society. Once, Boggans refused all payment for their services, explaining that everything they did was for the greater good. In the days of Endless Winter, however, while they do not demand payment for their assistance, there is an unspoken expectation that one provides remuneration in the form of secrets, gossip, or information. A Boggan carefully counts every service provided, and those patrons who fail to compensate their hosts for their time and effort may find themselves the target of pranks or minor calamities as their luck seems to go south—dinner is always cold, keys are always missing, and cell phones never have service. While these inconveniences are rarely traced back to a Boggan, there’s little question that somewhere along the way, one has likely taken offense. Those who dare offend or mistreat a member of the kith find themselves faced with a Boggan’s darker side: one born from the dreams of scorned servants, angry subordinates, and vengeful spouses.

Long ago, Boggans were helpful house spirits who performed whatever task was set before them. In exchange, the owners of a home would set out milk and honey as payment. Over time, mortals demanded more and more from these Brownies — the precursor to modern-day Boggans — and they began to revolt against their human friends. Since that day, the newly-created Boggans realized that in order to thrive in the world, they had to earn more than honey and milk in exchange for their blood, sweat, and tears. They realized they could garner power by watching others, gathering secrets and gossip from those around them. Although there are still Brownies in the world today, Boggans often attempt to rescue these diminutive faeries in hopes of saving them from a life of unwilling servitude.

During every great event in changeling history, Boggans were there to assist and smooth the way. As the Mythic Age drew to a close, Boggans were instrumental in the creation and implementation of the Changeling Way, offering faeries a shield against the world's rising Banality. Their connection with humans allowed them to craft the ritual that protected changeling kind. As the fae transferred their consciousness into the bodies of children, Boggans stood at the ready, guiding their brethren in their interactions with the human world.

During the Shattering, Boggans traveled between freeholds to ensure that others were safe, often at great risk to themselves. Motleys of Boggans gathered Glamour and other resources, delivering them to faeries huddled around waning balefires. Even as the Sidhe fled the mortal plane, Boggans worked tirelessly to found new freeholds in hopes of keeping the balefires burning and Glamour flowing. The secrets they gathered during this time, particularly regarding the Sidhe, were numerous. Some changelings suspect that the reason Boggans are so well-liked by many Sidhe is due to the knowledge they hold over these nobles.

After the Resurgence, many Boggans refused to take sides in the Accordance War, opting instead to protect and defend the freeholds left barren as droves of faeries marched to war. While some fought on one side or the other, most Boggans largely remained committed to their task of providing aid to any who were in need. Perhaps their greatest contribution during wartime was their unwavering devotion to their freeholds and balefires. As Sidhe returned to Earth, so did Glamour, and many long-forgotten balefires once again sprang to life. Boggans claimed many of these abandoned freeholds as *warrens*—Boggan-only freeholds dedicated to creation.

Hard work, dedication, integrity, and eavesdropping are traits Boggans value most. Born from dreams of home and hearth, Boggans came into existence in the shadows of dieties such as Brigid, Hestia, and Vesta. The Greek goddess Pheme is quite popular with many Boggans as well, and some speculate it was she who first dreamed Boggans into existence to act as minions, helping her gather gossip regarding other gods. While each Boggan has a trade at which she excels and offers in service to other changelings, most have a wide range of skills running the gamut from seamstress, to pastry chef, to security guard, to surgeon. No matter what her specialty, every Boggan is a tradesperson in one form or another. Rumors abound of rare Boggans who refuse to learn a trade or assist others, but most changelings put this gossip off as

nothing more than a terrifying bedtime story. Others believe these creatures eventually become *Boggarts*, selfish and arrogant members of the Shadow Court who only appear to be Boggans on the surface.

Since the advent of the Endless Winter, Boggans are more important to changeling society than ever before. Their stalwart determination and endless dedication was the saving grace for many freeholds whose members found themselves unprepared to deal with the heavy cost of Winter. Many Boggans have since dedicated themselves to maintaining balefires and protecting freeholds at any cost. Although their service tends to be keeping the fires burning and hearty food on the table, their work is no less important than the defense provided by a freehold's Trolls. Many changelings credit the survival of the remaining freeholds to Boggans' tenacity and quick wit. Of course, while many Boggans performed these acts for free in the name of protecting their homes, some Unseelie and Shadow Court Boggans have sought ways to turn a profit from the madness.

Boggans are often taken for granted, and many faeries do not realize everything that these innocuous and dedicated changelings do for a freehold. Of course, most Boggans prefer to work in private, and they often refuse to begin their work until they are alone, or at least until all other faeries have vacated the room. Some suspect that Boggans hold a certain kind of magic that allows them to perform their duties quickly and efficiently, while others speculate that Boggans like to use their private time to daydream before quickly finishing the task at hand. Regardless of their methods, Boggans are among the best workers available, from a lowly newspaper boy to a local surgeon.

While many kith suffered heavily during the onset of the Endless Winter, Boggans are one of the few kith who came through this struggle largely intact. Their pragmatic outlook on life, coupled with their ability to fix and create nearly anything, and their penchant for hoarding and preparing meant that most Boggan warrens were relatively untouched during the early days of Winter. While some faeries find this relative prosperity suspect, Boggans themselves chalk their success up to their special connection to both balefires and humanity, as well as the preparations they had made for just such an occasion.

When Boggans recovered from the first waves of Winter's Banality, they set off to secure the remaining freeholds and help whatever changelings had survived. They found hundreds of refugees huddled around waning balefires, changelings and creatures of the Dreaming alike, all desperately trying to survive. The kith sprang into action, organizing the displaced and ensuring that each one was cared for. Many changelings owe their lives to the quick thinking and preparedness of a Boggan, and Boggans won't forget those they saved, particularly in case a handy bit of information gathered from that time could be of future use.

As changeling kind settles in for the Endless Winter, most Boggans continue to perform their duties throughout the world. More than ever, other faeries need them and their abilities. With

their special connection to balefires, their ability to fix and create, and their willingness to bring supplies to remote freeholds, having a Boggan friend is nearly a requirement for survival.

For their part, most Boggans have remained humble and kind, though Endless Winter has begun to erode even their positivity and cheerful demeanor. For some members of the kith, this strain has made life difficult to manage, as the crushing weight of Banality bears down on them. Of course, some industrious Shadow Court members and particularly cruel Unseelie faeries have attempted to turn the Endless Winter to their advantage, charging their clients outrageous prices for simple aid. And when a client cannot or will not pay, such a Boggan makes their lives a living hell.

For centuries, Boggans were seen as little more than servants mandated to do the will of a freehold's lords and ladies. Only recently other changelings realized the true potential power behind a Boggan. As they ply their services for knowledge and secrets, they become more entrenched in the politics and rule of Kithain society.

While Boggans will never cease to serve other faeries, perhaps one day they earn the respect and admiration they deserve. Until then, they must struggle to hold their place within Kithain society while maintaining their strength in a war that seems to have no end. They must work to prove to other changelings that they are more than just butlers and cooks for Sidhe. In time, perhaps the changelings will realize just how indispensable they truly are.

Secrets as Currency

Although most Boggans do not accept money or physical gifts in exchange for their services, they are always willing to trade in secrets, information, and rumors. Often, once a Boggan has learned a secret in this manner, she holds that information close to her chest, but one can never know when a Boggan might cause their dark past to see the light of day.

Boggans often share secrets freely among themselves, though there are some members of the Shadow Court who are unwilling to do so. These Boggans are often considered pariah among the kith, as they believe that the secrets and information garnered should be used to assist others and help Kithain society as a whole. Often, Boggans use the information they collect as bargaining chips to improve their own lives, as well as those of their motley and Kithain society.

Boggans rarely participate in blackmail or other nefarious acts. Even those who follow the beliefs of the Shadow Court prefer to hold on to their information for their own purposes. However, when they do decide to wield their information like a weapon, they tend to strike true, toppling power structures with ease.

Seemings

Although dreams of service brought the Boggan kith into existence, many a lonely cook, waiter, or janitor has created a Boggan through her own desire for company as well as help. Most Boggans take their duties quite seriously, those who refuse to assist others become anathema to their kind. Indeed, it is nearly unheard of to find a Boggan who actively harms or allows harm to

come to another faerie. Boggans understand, better than most changelings, that service comes in many forms, from helping to fix a broken-down vehicle to offering a shoulder for a heartbroken lover to cry on. Many changelings owe a Boggan a great debt, and when a dire situation arises, Boggans call in these favors.

Boggans determine their status by the caliber of the people to whom they render service. A personal attaché to a queen enjoys a higher status than a carpenter sworn to serve a duke. Members of this kith take great pride serving in these lofty positions, and they fiercely compete for them. A Boggan's advancement depends on her ability and willingness to better assist the world around her.

Foundling

When a Boggan experiences her Chrysalis, she finds herself in a world filled with wonder and excitement, with an extended family devoted to helping her find her way. These young faeries are mischievous and rambunctious, but this behavior is encouraged by Boggan Legends to an extent—as long as the work gets done, of course. Even as a Foundling, each Boggan has a need to assist others and help make the world a better place. Foundling Boggans often spend the majority of their time in their local freehold or warren. During this time, Foundlings learn how to ferret out the best gossip, how to tell truth from lies, and how to understand the true value of their services. Taught by an Eidolon or Legend Boggan, these skills and traits stay with the student for the rest of her life and help her find her way in changeling society.

Young Boggans rarely know exactly where their talents lie, and they are expected to spend this time learning more about themselves, so they can better help others within faerie society. Despite this introspection, Foundling Boggans are far from idle, as they are put to work by the elders of their kith in order to maintain freeholds. The first thing every Boggan learns is the importance of a balefire and how to appropriately tend it to ensure Glamour remains abundant. Foundling Boggans are encouraged to try many types of service and trade in hopes of finding one that suits them best, though no one expects these young Changelings to commit to one until they have gained more experience.

Errant

Errant Boggans find themselves in a difficult place. They are not yet encouraged to explore outside their freeholds, yet they have learned enough about their own talents to have a desire to be useful to others. This time is one of balance for a young Boggan, as she must learn how to assist others without giving too much of herself. This lesson comes hard to many Boggans, and the kith tells cautionary tales of Boggans who just could not stop working. With so few faeries left, losing even one to something as easily avoided as over-work is unacceptable. Errant Boggans retain much of the joy and wonder of their time as a Foundling; however, they have also begun to see what the world is truly like and why it is so necessary they gather power through the collection of secrets and rumors.

Errant Boggans often apprentice under other Boggans or Nockers in order to discover where their talents lie. Occasionally, a Boggan never finds her special talent, and she continues to bounce between services and industries as she grows older, though many other Boggans distrust those rebellious youth who refuse to specialize in one field. Often, Legend Boggans encourage like-minded Errants to form motleys, so they can assist one another in perfecting their skills. A Boggan may serve in any role, from a computer technician to a doctor. The profession she chooses often directly shapes the information she gathers from her clients.

Wilder

Wilder Boggans spend much of their time seeking adventure and excitement outside of their freeholds. Their elders expect them to leave their homes and travel, exploring and expanding their horizons. More than one new Wilder Boggan has been pushed out the door by her elders in hopes that she will find fame and adventure on her own in the wild. These faeries often find themselves forming motleys with other Wilders of all kiths, traveling the world together and learning more about themselves and both faerie and mortal society. Despite this time of adventure and exploration, a Wilder Boggan is still often the most level-headed one in a motley, always ensuring that her compatriots are fed, well-rested, and have clean clothes. Wild and flighty by Boggan standards, these young faeries are still dependable and stalwart companions.

While Boggans tend to stay close to their chosen freeholds, Wilders of the kith strike out to explore. As Legends have said many times, it is important to understand the world around us in order to fully live in it. Even during these travels, a Boggan must uphold the beliefs of her kith and assist those who are most in need. These Boggans are often sent to rediscover lost freeholds. They search for forgotten sacred fires and work to rekindle cold balefires, bringing a bit of Glamour back into the world.

Eidolon

Eidolon Boggans are largely responsible for maintaining balefires and leading the Boggan kith as a whole. While they may not always hold a leadership role within a freehold, their advice is integral nonetheless. With their powerful connection to balefires, Boggans feed the fires and ensure that they continue to function. At times, a freehold finds itself without a Boggan's aid, causing it to seek out one able to travel between freeholds. These Boggans are wise and dependable, and the most pragmatic of the kith. They understand their role in faerie society, and they fully embrace it.

These faeries often find themselves in service to influential nobles or commoners, granting the Boggan a certain amount of power. In addition, Eidolon Boggans assume responsibility for ensuring that Foundlings and Errant of their kith have appropriate mentors, relying on old friends and acquaintances met during their time abroad to assist them in training the next generation. An Eidolon Boggan often exists within a motley dedicated to assisting her in her duties. These collectives are more than just motleys—they are close-knit family groups. Boggans of this rank

rarely lack a motley; although these faeries are hardy against Winter's ravages, they have a great need for companionship.

Legend

Legend Boggans have seen and experienced a great deal of life, and they are ever-willing to share their knowledge and experiences with anyone who knows how to properly ask for it. Long past their days of wild youth, these faeries prefer the simple comforts of home: a warm fire, a full belly, an ear full of secrets, and a comfortable bed. That's not to say they end their service to other changelings; they simply prefer to assist close to home. Most Legend Boggans live in well-established freeholds where they can pass along their knowledge and work in relative comfort and safety. Wise and venerable, Legend Boggans often assist Foundlings of all kiths with patience and kindness, as the younger faeries adjust to the new lives they have begun. Other faeries often see these Boggans as kindly old grandparents, and many other changelings forget that these Legends are still Boggans. Many secrets have been spilled in front of a Legend Boggan who pretended to be asleep in front of a fire.

Many Legend Boggans were present during the onset of the Endless Winter, and they have continued to prepare for catastrophe. Many still exist, and while some of them prefer to hide in their warrens, others are among the most crucial individuals in changeling society. Their extensive experience among the Kithain grants them a great deal of leverage in choosing where and how they serve the greater good. These Boggans can be found as seneschals in the high courts, archivists who know where every piece of paper can be found, and accountants who ensure a kingdom always remains solvent. Other changelings believe that it is bad luck to deny a Legend Boggan her desired position, as more than one freehold has been plagued by terrible luck after doing so.

Court Fealties

When they first came into being, nearly all Boggans were members of the Seelie Court. Kind and helpful, they gave others the benefit of the doubt, working endlessly to ensure that everyone around them was well cared for. Even when they were manipulated and used by other changelings, Boggans accepted this outcome as part of their fate, and continued to serve those who needed it most. As time went on, more and more Boggans began to realize their worth to Kithain society. They started to understand that in order for them to continue to thrive as a kith, they would need to change their ways to ensure they were not unfairly used. Now, even Seelie Boggans take retribution on a foolhardy changeling who attempts to manipulate or take advantage of her kindness.

In the time of Endless Winter, more Boggans than ever have joined the Unseelie Court. The ruthless nature of the court's philosophy allows Boggans more lenience in protecting their freeholds and fellow kith. These Unseelie Boggans believe that Arcadia has abandoned the faeries, and they will stop at nothing to ensure their kind continues to thrive in the new world

they have entered. Despite their differences, Seelie and Unseelie Boggans are often willing to work together for a common cause. This kith is well known for its tight-knit familial bonds, which cannot easily be broken, even by differing court affiliations. Boggans — Seelie and Unseelie alike — often gather in a warren to discuss their latest gossip and secrets. Here, the Legends of each court work to ensure that each and every Boggan is safe and happy.

Seelie

Boggans of the Seelie Court are kind and gentle, dedicated and stalwart. They frequently search for new ways to assist and serve others, often even to their own detriment. Even a gentle Seelie Boggan rarely forgets a debt, and she still expects a small compensation in exchange for her services. These Boggans consider “Never Forget a Debt” to be the most important tenet of the Seelie Code. While they are polite and rarely demand payment, they still expect compensation, and those who fail to meet this expectation may find themselves the victim of Boggan antics. Of course, Seelie Boggans are more than willing to suspend these expectations during times of great need. For example, during the onset of Endless Winter, the Boggan kith as a whole refused any payment for their assistance.

In the throes of Endless Winter, many Boggans have come to understand that sometimes kindness does not win out. In order for the kith to survive—a goal of utmost importance to Boggans—they must gather as much information and make themselves as indispensable as possible. Although Seelie Boggans rarely see eye-to-eye with their Unseelie brethren, they understand why the Unseelie Boggans do what they do. Ultimately, they trust that their wayward siblings will do what is best for all changelings — and the Boggan kith in particular — rather than merely doing what is best for themselves.

Unseelie

Some changeling historians claim that for centuries, Unseelie Boggans did not exist and every Boggan espoused the same ideals. This statement is untrue, of course. Unseelie Boggans have always existed, often being quite circumspect about their loyalties. What better way to gain information about a Sidhe lord than to pose as a perfect, mild-mannered butler? Despite the fact that these Boggans sometimes employ unorthodox methods, they are still committed to the same causes: serving other changelings, protecting their fellow Boggans, and stoking balefires.

Boggans of the Unseelie Court take fewer oaths than their Seelie brethren, and they are more than willing to play dirty when it comes to collecting favors from unsuspecting changelings. These Boggans often perform grand gestures for others—even if their assistance was not requested. Then, when the Boggan demands payment for her services, the unwitting client is left with little option, as refusing to pay a Boggan for her services is a dangerous path to take indeed. Often manipulative and aloof, Unseelie Boggans have come to the realization that in order to protect changeling society and balefires, sometimes they have to be a little cruel.

Shadow Court

Even though the Shadow Court now functions in the open, there are still very few known Boggan members. Those Boggans who have felt the call to the Shadow Court have maintained their anonymity. It is difficult to successfully infiltrate a freehold if everyone knows you are coming, after all. The Boggans who have fallen so far from their calling to join the Shadow Court are often called Boggarts by other of their kith. Cruel, self-centered, and selfish, these Shadow Court Fae have thrown away all the Boggans believe in. Often, the Boggans who feel called to the Shadow Court are those who do not have a particular service that they provide others. The Shadow Court tends to feed on this self-doubt and encourages these Boggans to come to a place where they will be appreciated for what they offer, rather than mocked for not serving well enough.

Even though some Boggans belong to the Shadow Court, they were vocally against the Shadow Court's drive to bring about Endless Winter. Some suggest that this is the true reason that the Boggans were prepared for the waves of banality that swept through Concordia. Others have left the service of the Shadow Court due to the hand that they had in Endless Winter. Those Boggans who belong to the Shadow Court still ultimately believe in the duties of the Boggans. They just believe their misguided attempts to help Changelings and Humanity are the proper way to go about serving others. While those of the Seelie Court will often gather secrets and rumors that are relatively harmless, and the Unseelie Court looks for information that will help them bring down local leadership, members of the Shadow Court dig deep for the truly harmful information. They are masters of manipulation and blackmail, and their methodical, scheming ways offer them an abundance of information to use as they will. If a Shadow Court Boggan has your deepest, darkest secrets, then you're in for trouble.

Titles

Boggans are born from the dreams of the hearth and home. Their calling is to assist others and make a difference in the world. They live to ensure the Sidhe understand the social dynamics of a commoner freehold, and the Eshu always have a pack full of food to take on the road with them. They are the creators of the Changeling Way, and the last line of defense between the freeholds and Endless Winter. With their abundance of preparation, and their secrets as a last resort, the Boggans are far more powerful than they initially seem.

While most Boggans prefer information or secrets as payment for services rendered, there are those who have sought titles for what they have given to Changeling society. Those Boggans who have been granted title by the Sidhe and the Dreaming often find themselves as rulers of freeholds of their own, taking the reins when a Sidhe cannot or will not. Next to the Trolls, the Boggans are the most dependable kith, and the one the Sidhe turn to when they are in need of assistance and solid advice. Many commoner Freeholds believe that Boggans make the best leaders, given their kind nature and their peaceful demeanors. Although many Boggans may find

themselves with some small amount of title, or even a bit of land to their name, it is incredibly rare to find one who has been named a Countess or Duchess.

Commoners

Most Boggans are Commoners, and perfectly content with that fact. While some certainly aspire to greatness through titles and wealth, many Boggans understand that these are merely superficial trappings. Despite this fact, many Boggans do find themselves affiliated with one of the Noble Houses, mostly commonly with House Dougal. Although most Boggans are Commoners, many hold some tidbit of information or secret that would create chaos for the Nobles around them. While some leverage this information for a title, many prefer to hold on to their trump card until they truly need it. After all, why be a Noble when you can just control a handful of them instead.

Nobles

Boggan Nobles are some of the greatest Nobles among the Fae. Although they maintain the noble bearing granted to them by the Dreaming, they understand what it means to serve others, and they often do so with pride. Many Changelings feel Boggans make the best leaders for this very reason. They are a kith accustomed to service and sacrifice, and are always willing to do whatever necessary to help their people. During the time of the Interregnum, Boggans were often found as leaders of freeholds and in other leadership positions.

Noble Boggans are often found sitting on Privy Councils or acting as advisors for high-ranking Sidhe. Their knowledge of kithain society and the mortal world makes them indispensable advisors who are in great demand. The information gathered by these Boggans is vital to their continued purpose.

Societies

As a whole, the Boggans are an incredibly tight-knit kith, and there is rarely any in-fighting found. They function more like a large, extended family, and Boggan-only gatherings in their Great Warrens are open to all, even their Shadow Court brethren. These gatherings focus on sharing secrets and information, though there is an unwritten rule regarding recruitment into the Courts. Although there are several Secret Societies within the Boggans, their existence isn't exactly a secret, nor are their member rolls. These Societies have been known to work together when the need arises, a fact that leaves most other kith shocked. In addition to these Secret Societies, Boggans often form temporary guilds and groups intended to work together on a communal project or common goal.

The Doomsayers

The Doomsayers have existed as a Secret Society since shortly after the Accordance War, however they have always been discounted as unbalanced conspiracy theorists. The goal of The Doomsayers has always been to prepare the Fae for the inevitable decline of Changeling society.

These are the Changelings who stockpile canned food and ammunitions in defense against an attack, the ones who encourage others to take self-defense courses. Their Warrens are elaborate underground affairs reminiscent of bomb shelters, with enough supplies to provide for an entire freehold for years.

In recent years, with the advent of Endless Winter, The Doomsayers have found themselves gaining popularity. It was only with their stockpiles that the Boggans were able to survive the advent of Endless Winter, and the other Fae have not forgotten that. Shockingly, these Boggans have taken the front line against Endless Winter. Today, The Doomsayers find themselves working to ensure that all Freeholds are well stocked with supplies and Glamour. They also work to establish new balefires, and fight against Winter in whatever ways they can

The Minutemen

As Boggans gather their secrets and information, occasionally, they come across a piece of information that must be acted upon immediately. The members of The Minutemen focus on dealing with emergent situations that arise, particularly situations where Foundling or Legend Fae are in danger. Those posing the danger may be the local Noble who is abusing the Foundlings, or a Dauntain who is hunting down members of a freehold one by one. All Boggans are aware of The Minutemen and what they do.

When The Minutemen are informed of a situation that requires their attention, they immediately mobilize a force of Boggans. The Minutemen will often call in any favors they are owed to bring in additional assistance when dealing with major threats. With large stores of Glamour and goods at their disposal, this force is tasked with resolving the threat to the fae, whatever that requires. While these Boggans try to avoid lethal force if necessary, each Minuteman is aware that they may have to kill other Fae. These Boggans often work closely with Trolls and other martial Fae to help rid Kithain society of dangers. Although the Minutemen have been active for many years, in the time of Endless Winter, they have become more active.

The Emerald Archive

The Emerald Archive is a relatively new Secret Society, first formed during the Resurgence and revived once again with the onset of Endless Winter. These Boggans have devoted their efforts to preserving the combined knowledge of their kith and Changeling kind as a whole. Their goal is to ensure that an adequate written history is available for future generations. Members of The Emerald Archive employ whatever means necessary to preserve these memories, whether that be pen and paper, black and white pictures, or information stored on zip drives. In recent years, The Emerald Archive has also taken responsibility for locating Fae artifacts and ensuring they don't fall into the wrong hands.

In the time of Endless Winter, as more fae lose themselves to Forgetting, The Emerald Archive is a vital tool. Boggans who claim membership of this group have little care for the political machinations of kithain society; their driving goal is to preserve Changeling memory, as they

have seen what happens when no one is there to save the stories. The majority of members in this society are Legend Boggans, however it is not entirely uncommon to see younger Boggans drawn to the dusty stacks of information to be compiled and preserved. These younger Boggans are often the ones sent out into the wild on adventures to recover lost or stolen Fae artifacts.

Appearance

In their mortal shell, Boggans are often soft and pleasant, with a cheerful and welcoming demeanor. They tend to have an earthy, calming feel to them, and many find that Boggans invite conversation with their natural ebullience and charm. Whether they are plump and short or tall and thin, they tend to have rounder faces and features. When they are hard at work, Boggans are constantly on the move, whether that is socializing at a ball or creating an elaborate wedding cake. However, when the work is done, they can be found relaxing with tea and cookies around a warm, crackling fire.

In her Fae Mein, Boggans are short and plump, with thick curly hair and bushy eyebrows. Often, they have a second set of eyebrows that grow high on their forehead. Weathered skin and calloused hands betray the fact that these fae are hard workers. Bright eyes and a cheerful smile lend Boggans a comforting aura, though that pleasant face can quickly turn cold when one is mistreated. In both her mortal shell and her fae mein, Boggans tend to eschew fancy and elaborate clothing, opting instead for sturdy, practical clothing that is easy to clean and mend. Even those Boggans who find themselves in roles such as lawyers or doctors look for clothing that is simple and sturdy.

Calling the Wyrd

Upon Calling upon the Wyrd, a Boggan parts the mists to reveal her Fae Mein. Her skin takes on a wrinkled and weathered demeanor from time spent working outdoors, and her eyes shine brightly with mirth. Her hair is often thick and curly, and male Boggans in their Fae Mein often have impressive facial hair. Laugh lines often line her face, and many times, these fae seem to age more quickly than other kiths. In their Fae Mein, Boggans carry with them a familiar and comforting scent such as fresh baked bread, lavender, or well-oiled leather.

Form Benefit

A Boggan in her Fae Mein gains a +2 wildcard bonus to her Awareness, Empathy, and Stealth skill test pools. In addition, she gains either the Perception or Dexterity focus.

Frailties

Boggans are born of the dreams of hospitality and hearth, and their dedication to others is seen in every action they take. Boggans are unable to refuse the needs of others, even when they believe that the other will be ungrateful for their assistance. Should a Boggan refuse to assist another Changeling in need, she will immediately gain a derangement that will persist for 30 days or two

game sessions, whichever is longer. If the Changeling is a direct enemy of the Freehold or poses a danger to any sworn member of the Freehold, the Boggan may choose to refuse assistance with no penalty. This derangement should be in line with the assistance she refused—for example, if she refused to assist another Changeling in a fight, she might gain the derangement Unhinged (Destruction) and fly into any combat she encounters, regardless of her personal safety.

Arts Infinities

Inglenook, Metamorphosis, and Soothsay

Realm

Scene

Redcaps

“Don’t let the Sidhe fool you! Ugliness exists in equal measure with beauty in the Dreaming. After all, what story can grab an audience by the throat without a proper villain worthy of the name?”

— Big Boss Whaley, Knight of the Tilted Windmills

The stars that shine brightest in the night sky are living on borrowed time. As they shimmer away, they begin to consume themselves. In time, they implode, perhaps even creating a rift in the cosmos itself—and not even light can escape the hunger of a black hole. To Redcaps, such raw consumption is the ultimate metaphor for all sentient existence. They believe that hunger and dread are the two impulses that drive survival, and no one understands these compulsions better than they do.

A traditional Redcap greeting does not include the utterance of names or meaningless titles, but instead participants recite the important things and people they have consumed and the terror they have visited upon their enemies. Redcaps take the innocent adage literally to a nightmarish extreme — *you are what you eat*. They draw strength and power in equal measure from those they consume and those victims who have allowed their fear of Redcaps to consume them.

Long ago, before the very first words were spoken aloud, humans huddled and shivered around their fires, gorging on meat they had hunted and slaughtered. They gazed fearfully out into the black of night, clinging together for warmth against the shrill wind, and when they slept, they dreamt of gods and monsters hungry for their flesh. Such primal nightmares spawned the Redcaps.

A gang or militia of Recaps is known as a *corby*, reflecting their deep reverence of ravens and crows. During the Sundering, Redcaps schemed and plotted with the shapeshifters known as the Corax, causing chaos and shenanigans together. Later, Redcaps protected their Corax allies when

their own kind turned against them. Redcaps find themselves instinctually drawn to form corbies; their population expands until it reaches the limits the local ecosystem can sustain. Their cold logic is simple, yet brutal — if a single monster is terrifying, then a horde is unstoppable. A corby unified in singular, bloody purpose under a wily boss is literally the stuff of nightmares.

Redcaps are known by a legion of alternate names whispered only by the light of day, such as the *tengu*, dwarves, or the *dokkaebi*. These regional variations resisted the notion of a common identity with their kith, causing conflict. Some simply refused to acknowledge their mutual kinship, denying any relation and drawing their history purely from local myth. Others insisted that they existed without genealogy; they saw themselves solely as the apotheosis of dread pressed into flesh.

This stalemate regarding the kith's nomenclature broke during the War of the Courts, when a rebellious mob — a savage corby known for its members practice of staining their caps with the blood of enemies — captured their royal lord, a cruel Sidhe named Lord Neirin ap Balor. The Redcaps brought Balor before the whole of the freehold and forced the other changelings to witness as they consumed the tyrant in full view of his family. To honor the innovative new level of terror reached during this event, the kith united itself using the name “Redcap.”

Before humanity formed cities, when the Dreaming still touched the world, Redcaps lived as mighty hunters — combining their love of terror with their need to feed upon their enemies. Some bold and desperate freeholds hired mercenary corbies to protect their holdings and dreamers by slaying monsters and hunting chimerical beasts. Coin and exotic meat proved to be a lucrative motivation for Redcaps to play nice with Sidhe and nobles to gain access to new comforts.

The Industrial Revolution stirred Redcaps' spirits with new dreams of consumption — vast machines twisting and ripping into the land for its prizes. The siren call of new nightmares and desires summoned the kith from the wilds. No longer would they live an agrarian lifestyle, harvesting those on the edges of society; they joined humanity in their great work. Redcaps flooded mining camps, factories, and mills, learning the secret ways of cities. They mastered the alleys, sewers, and hidden places of the new urban ecosystem. The raw gluttony of capitalism inspired the Redcaps to new horrific heights, and humanity began to fear anew.

By reputation, deserved and otherwise, Redcaps are stereotyped as criminals and hired thugs. Indeed, their natural appetites and intimidating demeanor leads them to seek employment in fields that tap into their innate need to frighten others and feed on that fear. Redcap excel working in the chaotic underworld of dreamer society. However, many Redcaps find less iniquitous methods to earn a living, excelling as artists, painters, psychologists, and reporters; they thrive in any profession that touches upon primal fears. Their innate understanding of the instinctual dread hidden deep within the human subconscious allows them to place an uncomfortable mirror before dreamers, reflecting their very souls. A Redcap psychologist can virtually identify phobia via scent alone. Some of the world's famous theme parks and circuses

have Redcaps serving as clowns, curators of the bizarre, and roller coaster operators. A few Seelie Redcaps become authority figures, such as police officers, soldiers, or nurses, using their mastery of fear for the betterment of society. Redcaps likewise seek professions that allow themselves and others to indulge in exotic hungers and tastes. Several infamous Redcap chefs are in high demand in the remaining freeholds across the world, offering forbidden delights for refined palates.

A Redcap's nature leads her to rebel against pomp-and-circumstances. They can't help but be a fly in the ointment, if they are involved in diplomacy or negotiations. They distrust protocol and loathe so-called civilized manners, preferring crude honesty and blunt behavior that some might find distasteful or aggressive. Refined royals might not want to be in their presence, but you always know where you stand with a Redcap.

Redcaps believe that chivalry is a lie told by the weak to mollify the masses and convince the gullible and strong to die in their place. Redcaps are true anarchists, holding to no code or law governing their behavior save one motto: *eat or be eaten*. There's no wrong way to fight, save to lose, and a Redcap will use any tactic or tool required to win or save her skin.

Redcaps venerate personal power. Reputation and prestige is earned via the ability to terrorize. Existence within a corby is chaotic, yet egalitarian, as Redcaps value strength and cunning, not the external qualities of one's body. They determine their leadership by terror and respect alone. Anyone bold enough to rule a corby must be shrewd and tough in equal measure, as a display of weakness can cause others to rebel against her authority. Few bosses survive a proper Redcap coup d'état, but they often they discover a new way to serve the gang — as lunch.

Emotional and as likely to wound friends and foe alike, Redcaps tend to be mercurial creatures who admire passion and will over calm. They gain strength from the fear of others and seek always to test themselves against both enemies and allies. Redcap tradition is to invite a potential friend to a meal. If the guest refuses the chance to dine with them, and embrace the experience with a dash of self-deprecating humor, the hosts view this reluctance as an admission of weakness and will treat the guest as potential prey in the future. The few who can endure the savage, blood-curdling experience of a Redcap meal discover their new friend treats them with grudging respect.

Surprisingly, the onset of the Endless Winter struck the Redcaps the worst among the kith. What use is there for a monster in a banal world of terror attacks and a life where ordinary people read biographies of serial killers? If a dreamer no longer fears monsters, instead trapped in nightmares of endless debt and soul-crushing drudgery, then she fears nothing. What good is a beast without a victim to fear her?

The murder of King David and the rise of the High Regent sharply split the kith. Redcaps have always been loyal to the Unseelie Court, but the ascension of the Shadow Court and its King, Meilge of House Eiluned, split the corbies. Some respected the Shadow Court's power, bending

knee and swearing loyalty, even willing to take on titles and become part of the establishment. The rest of the kith were horrified by this trend.

What glory is there in chaos, if loyalty must be given to a tyrant? Many Redcaps realized that if they were to remain monsters, if they were to remain free, they would have to fight against Meilge. Most remained steadfast in their loyalty to the Unseelie Court. However, a Redcap boss named Whaley led a second split within the rank-and-file of the Redcap kith, leading a new murder of corbies, known as the Knights of the Tilted Windmills, to formally join the Seelie Court. This brazen defection created a new political landscape in those freeholds that managed to survive the Endless Winter.

Despite the new peace, and new détente, life is as chaotic as ever for the Redcaps. Change and rebirth always comes at a painful price. They live in close quarters with former rivals and enemies. Blood is in the air, and the temptation to turn against those who serve with them is high.

The split has sparked a renewed sense of hunger within the Redcaps. There is much to do and many opportunities for terror and tasting new things. An unwinnable war against the soulless system of banality and orthodoxy looms on the horizon, and they sense the chance to heap terror upon those who have robbed them of their proper prey. What rebel soul could resist the challenge to spit in the eye of banality itself?

Seemings

Redcaps respect power and those tough enough to enforce their will upon others. Terror and respect mean the same thing to a Redcap making her way through the various stages of her seeming. The young force their way to freedom, refusing any rules or laws, even if it means enduring the Endless Winter alone. The older and somewhat wiser Redcaps have learned that even terror and hunger have limits in a world ruled by banality, and they have begun to adjust their thinking. They love the muck and gristle of the mundane world while yearning for the infinite terrors lost in the Dreaming, knowing that humans and changelings need nightmares to be strong.

Foundling

A Redcap Foundling newly emerged from her chrysalis discovers an immediate, insatiable hunger that comes to define her existence. Much like a human baby, her instincts drive her to taste everything and, if possible, to put everything in her mouth. Ornery and wild, these young Redcaps are virtually impossible to cage or restrain. They instinctually find other Redcaps to establish a corby or Foundling miscreants of other kiths to form a mischievous motley, and then they test the limits of their own bodies and their freeholds' tolerance.

Pain and experience are considered the best teachers for a rebellious Foundling; most Redcaps are too ornery for traditional training methods. As soon as is practical, they are cast out into the

wild to brave the elements, enduring the Endless Winter. Older and sometimes wiser Redcaps watch from a loving distance to observe the shenanigans the Foundlings might enact. While it is considered taboo to mollycoddle or shelter their young from consequences, the local corby will step in if there is a lethal threat or if other kiths are taking advantage of them.

Errant

Once a Redcap begins to mature and learns to cope with the banality around her, she comes to the startling realization — not every situation can be resolved merely through intimidation or consumption. As she learns how her actions may cause ripples in her political and social pond, a Foundling Redcap adapts and then rebels against the structures imposed upon her by the local freeholds. Errant Redcaps feel the urge to hunt, leaving the freeholds to sniff out chimerical beasts that escaped the Dreaming, locate Autumn People lost in the peripheries around the freeholds, or skirmish with the Dauntain. Often, their misdeeds and terrors are imprinted on their local neighborhoods, repeated and whispered as urban legends.

Upon selecting a court, Redcap Errant are thrust into roles that best suit their natural temperament, often as serving as henchmen, hired thugs, or scouts. Discipline during this seeming is difficult, often strictly enforced only by the power of a freehold and its rulers, forcing the Redcap to adhere to the local laws and leadership. At this stage in their seeming, Errant are have no interest in courtly intrigues and would rather concentrate on personal pleasures. They often find themselves in hot water as their sour demeanor and boisterous, fearless attitudes rub nobles and commoners alike in all the wrong ways.

Wilder

A Wilder Redcap is a predator at the cusp of great power, yet relatively unfettered by banality. She possesses the boundless energy and exuberance of youth, yet is also disciplined and wily enough to realize that the direct approach is not always the one that yields the best results. These Redcaps have learned to attack their enemies from their blind sides, to lead their prey into traps in order to properly savor their victims' terror. And yet, now the true horror of banality is no longer an imagined fate for these Redcaps; the weight of their ultimate fate can now be physically felt in their bones and their appetites have begun to wane.

Those Wilder Redcaps with the wit and charm to become leaders of their own corbies are often recruited by wily bosses. Good help is always a pain to find and smart henchmen are worth ten times their weight in meat. Plus, it's always smart to look out for potential rivals, and the young always replace the old, given enough time. Smart bosses teach the Wilders just enough to make them useful, before they get too powerful and strike out on their own, or worse, get too big for their britches and make a bid to become boss.

Eidolon

An Eidolon Redcap is a terror who survived the senseless violence of her youth, tempered with the taint of banality. She has evolved past the simple pleasures of fear and consumption. More

extreme pleasures are necessary to thrill her heart and make her blood sing. Hunting is now a special delight as an Eidolon Redcap begins to enjoy playing with her food, saving the fear of her prey. These Redcaps often come to the empty realization that perhaps the definition of monster has changed and that the most frightening thing in creation is to surrender to banality.

Many Redcaps at this age ascend to lead their local Redcap corby, and they begin to feel unnatural urges to leave something behind for the next generation. Redcaps in this seeming often enter the field of politics, knowing that there might be a gap of years or even decades of experience between herself and her rivals. They begin to see the benefit of mutual cooperation and the importance of titles, if only in relation to the other kiths.

Legend

Known as the Great Terrors, Legends are feared and respected among the Redcaps. They rule from the shadows of their nests, surrounded by their treasures and the bones of their enemies. The weight of banality makes them listless and slow to act, but when angered or when the fever of the hunt burns their blood, Legends rouse themselves from their stupor. They find their hungers lackluster, discovering that the thrill of the hunt is not what it once was. Their palate becomes so rarified that it's no longer easy to enjoy the high of a simple fright and only the most extreme terror can excite them.

Great Terrors become urban legends that even other Redcaps fear. Youthful Redcaps dutifully show their version of respect to Legends, leaving them tribute and listening to tales of the hunt and the various meats they have consumed in their time. Discontent often forces Legends to look towards the younger Seemings and harvest their hungers. Possessing that which others desire is a thrill almost as potent as yearning for it yourself.

Court Fealties

Since the dawn of the Sundering, Redcaps have been a mainstay of the Unseelie Court, attracted to its brutal, chaotic nature. The coming of the Endless Winter shifted the balance of power. Some submitted to the High Regent and joined the emerging Shadow Court. Others rebelled, refusing to give in to banality and fate, and did the unthinkable—joining the Seelie Court.

Seelie

Throughout the millennia, from the time of the Sundering, few Redcaps could stomach the thought of joining the Seelie Court. Those who did were snickered at from the shadows, deemed *Red Sheep* for their nonsensical desire to play nice and follow the rules. The Seelie Court referred to them as *Red Knights*, acknowledging their inner struggle against their kith's nature. During the Endless Winter, a small but vocal faction of the Redcaps, known as the Knights of the Tilted Windmills, have come to the conclusion that it's better to face banality directly, even if their quixotic quest is doomed to failure. It's better to die during the thrill of the impossible hunt, they believe, rather than slowly succumb to a poisoned world.

Unseelie

The chaotic nature of Redcaps naturally place most of the kith within the Unseelie Court. They believe in indulging their hungers and denying themselves nothing. Glamour must be spent to be valuable, they say. As they advance in their seemings, Redcaps become more involved with court intrigues, defending themselves from both the Seelie and Shadow Courts, trying to capture and maintain control over their freeholds. Their reputation as brutal thugs is considered positive in this court, as the other kiths actively seek their favor and friendship through tribute and displays of submission.

Shadow Court

The world is burning with banality, so a faction of Redcaps decided to roast their enemies and enjoy the last barbecue in creation. Such a philosophy required a distasteful bending of knee to the High Regent, but in the end, all monsters require respect. Surely that's a pittance to pay for exploiting the last remaining freeholds and enjoying power over others? Shadow Court Redcaps can indulge in their vices without limits, so long as they also serve the needs of the High Regent. Some believe that the Redcaps' nihilistic nature predestined their support of the Shadow Court, but a few believe that it's really the despair of the age that has gripped the rebellious kith.

Titles

Redcaps respect personal power and the ability to impose their will upon others. Titles provide an excuse to indulge in personal desires and a justification for bullying others. Redcaps understand this sort of behavior, but they won't automatically obey anyone with rank unless they believe said noble can back her words and orders with deeds.

Commoners

Redcap commoners believe in doing whatever works to get the job done, ignoring protocol and finding diplomacy boring and useless. They hold little regard for titles and nobility, preferring to live on the outskirts of the courts and the freeholds where one's strength is necessary to keep what she's hunted. The nobility of other kiths keep a close eye on these commoners, with just cause. The seeds of many rebellions, including the Accordance War, were born from rowdy Redcap commoners who became fed up with rules and glamour taxes.

Nobles

The few Redcap nobles are privately disdained by the rest of their kith. Few would dare openly challenge a Redcap confident enough to accept a title and then lord it over her fellow monsters — only the most insidious and wicked survive. These nouveau nobility are feared by the other kiths for their brutality and sinister schemes. Redcaps lead by the stick, rarely using the carrot. They rabidly protect what they considered theirs and aren't squeamish about cracking heads to maintain their rule.

Murders of Corbies

Redcaps organize themselves via local corbies, in which life is a passionate affair, filled with violent outbursts. All corbies are ruled by a single tyrannical leader known as the *boss* who oversees the gang's daily operations and ensures that there's enough food for the Redcaps under her care. Occasionally, a special leader known as the *big boss* will attract several corbies into her service, forging a *murder of corbies*. Motivation for following a big boss can vary from believing in her ideals, fearing her ability, or having faith in her ability to cause enough trouble to make the effort worthwhile.

Knights of the Tilted Windmills

The onslaught of the Endless Winter has forever changed the Redcaps. Poisoned by a world of banality, the new dreamers have sought solace with the monsters of old and have come to think of them as protectors and avengers. Known for their thick beards and disheveled appearances, the Knights of the Tilted Windmills are urban-primitive knights of the inner cities, brutal protectors of the lost and broken. Their natural victims are mundane human monsters that prey on the weak and force banality upon the dreamers of the world. Led by Big Boss Whaley, this murder of corbies recently petitioned and joined the Seelie Court to push back the Shadow Court in hope that it would also weaken the Endless Winter.

The Horde

Born of chaos, bred for war, these Redcaps refuse to change nor admit that the world has changed. They have hunted together in corbies since the dawn of time while humans were huddled together in caves, and they see little reason to change now. They believe that the Endless Winter has come not because of lack of control and reason, but that there's too much order in the world. The only way out is through, breaking anything and everything until finally spring melts the banality of the world. They only value primal instincts and think that reasoning gets in the way of their mandate.

The Orthodoxy

If there's a greater terror in the world, some Redcaps believe it's better to join it than resist it. Others say these Redcaps have surrendered their wild nature to serve the orthodoxy of banality. Some believe they simply adapted into the next evolution of horror. Members of the Orthodoxy dress like bankers or businessman and adopt the mannerisms of the mortal world's elite, knowing that true monsters hide their vices from the public and indulge in private. These devotees of the Shadow Court seek to reap the benefits of the Endless Winter and punish those who disrupt the new order, believing in Milton's famous line — *better to rule in Hell than serve in Heaven*.

Appearance

The mortal shells of Redcaps tend to be stocky, sturdier than typical, their hard bodies crafted from hard lives. Redcaps exude menace and trouble whether from an uneasy twinkle in their eyes

or showing a smile that might suggest they want to eat your face at any moment. They may be born into any human culture or geographic region.

In their Fae Mein, Redcaps are intimidating monsters, with dark purple skin, pointed ears, blood-shot eyes with black irises, and hideous, savage maws that can rend flesh and bone.

Calling the Wyrđ

When Calling the Wyrđ, a Redcap reveals her Fae Mein through the Mists. Her skin darkens to a deep purple while she grows to her full size and her ears sharpen. Redcaps have savage teeth and deep voices that are as sharp as broken bottles.

Fae Mein Form Benefit

A Redcap in her Fae Mein form gains a +2 wild card bonus to her Brawl, Intimidation, and Survival skill test pools. In addition, she gains either the Charisma or Dexterity or attribute focus.

Frailties

Redcaps are inhuman monsters that can't hide their natures. Their hunger is always palpable to onlookers, even when a Redcap is trying to be subtle. Redcaps cannot possess the Appearance attribute focus.

Arts Affinities

Dread, Primal, Wayfare,

Realm

Condition

Sidhe

“We are meant to lead the Kithain; we are the protectors and caretakers of the Dreaming. Time and again we have faltered, but we cannot afford such missteps again. We cannot fail our people or our home. Our very existence depends on it.”

— Duchess Rowena Alasyn ni Dougal

Born from the dreams of kingdoms past and courtly machinations, *Sidhe* are the embodiment of grace and elegance. Beautiful, cunning, and arrogant, *Sidhe* are the nobility of the Kithain, creatures once revered and feared by mortals and changelings alike. The leaders of the Kithain, enforcers of the Escheat, and political heartbeat of the faerie world, the *Sidhe* wield magic and words alike as masters of both the social sphere and the Dreaming.

The nature of Sidhe existence offers these faeries a unique bond with the Dreaming, contributing to the ethereal and otherworldly beauty that many Sidhe possess. It is this bond that grants them innate leadership abilities, traits born from the dreams of rulers who came before them. Arthur, Cleopatra, and Caesar are only some of the great leaders whose influence lives within the Sidhe.

To some changelings, the Sidhe are nothing more than pretty things in gossamer clothing, socialites obsessed with power and popularity. Enemies of the Sidhe criticize their chilly demeanor—an effect of their fragile existence—and their widespread disappearance during difficult times, claiming these behaviors prove the Sidhe are unfit to rule. In truth, they fiercely defend their fellow changelings; natural-born leaders who always seek the best means of survival for their kind.

Even the most radical antimonarchists admit that the Sidhe's return prompted a positive change for the Kithain. Although they may have lost the trust of many commoners, the Sidhe continue to do what they were born to do: lead and protect their people. They have come to realize a simple truth—neither title nor political power make a leader great, greatness stems from the actions she takes to protect her people.

The Sidhe are bastions of inner fortitude, always holding the Dreaming and the promise of Arcadia close. Though some commoners mistrust them and many fear they will flee at the first sign of danger, the Sidhe constantly strive to protect and serve their people. Many of the Sidhe firmly believe that if one does not have her honor, she has nothing of value. This adage has carried them through the dark times of their past, and they believe it will hold them through the dark times yet to come. Noblesse oblige confers a sacred duty of stewardship to the Sidhe, and even those without titles feel honor-bound to lead and protect others.

In ancient times, the Sidhe interacted closely with humanity. Although this practice has changed somewhat in the modern era, legends of the Fair Folk have persisted, reverberating throughout the human civilizations that the Sidhe helped found. In Romania, other-worldly Zână bless unborn children with great gifts, protect wayward children in the forests, and curse those who upset them. In Malaysia, the Orang bunian are forest spirits often accused of whisking people away in the dead of night. In France, the Dames Blanches demand payment in the form of a dance or entertainment before one may pass through their territory. In Persia, the Peri, ethereal and benevolent creatures descended from fallen angels, work to earn passage into Heaven. The Sidhe are also the infamous leaders of the Wild Hunt, deadly huntsmen who doggedly pursue their prey in the dark of night.

With their natural social acumen, Sidhe gravitate towards mortal professions that allow them to manage others. While they prefer to pursue occupations rife with Glamour, such as the dean of a fine arts college or conducting vast orchestras, they also act as entrepreneurs, CEOs, project managers, and executives of new start-up companies. In the time of Endless Winter, many Sidhe find themselves working desperately to foster wonder within the world. They search for humans

with potential — the bright, determined, creative rising stars — and inspire them to make the world a better place.

As the Black Plague spread through Europe and the efforts of the Inquisition reached a fever pitch, banality swept the world. Trods and pathways to Arcadia began to fade, and the Sidhe watched in horror as wonder slipped from the world, replaced by sorrow and ennui. They believed the only way to save themselves from banality was to retreat to their homeland before the trods were completely destroyed. The Sidhe retreated to Arcadia, taking with them much of the remaining Glamour left in the world, claiming it was needed to ensure the continued survival of their homeland. When Silver's Gate, the final trod to Arcadia, snapped shut, the few Sidhe left in the mortal realm were a scattered handful of loyal members of House Scathach. The loss of most Sidhe devastated those left on Earth. In one fell swoop, they lost large stores of Glamour, many of their leaders, and their connection to Arcadia. With banality raging and Glamour fading, the commoners were forced to fend for themselves, and the time of royalty passed.

For more than 600 years, most Sidhe existed in Arcadia, surviving outside of space and time with no knowledge of events in the mortal world. Many Sidhe feared the changelings left behind had not survived the Shattering, and they mourned their lost brethren. Some sought ways to return to Earth, but the gateways that prevented others from entering Arcadia worked both ways. However, in 1969, man breached the boundaries of Earth, seeking truth on the surface of the moon and among the stars, flooding the world with Glamour and hope once more. With this wild rush of imagination and wonder, the gates to Arcadia flew open. Balefires long grown cold flickered back into existence, and the Sidhe returned to Earth en masse, determined to reclaim their former thrones. However, the world had moved on in their absence, and commoner changelings no longer required the leadership of the lost nobles. These so-called lesser faeries had found their own path, built their own kingdoms, and they were loath to relinquish power to the shining host that abandoned them in their time of greatest need. As the stalemate continued, war erupted between the commoners intent on ruling themselves and the Sidhe seeking their lost glory.

The ensuing Accordance War killed many changelings on both sides of the conflict. Even as the Sidhe struggled to adjust to a modern and foreign world, they held the commoner armies at bay until High King David emerged, bringing with him the Treaty of Accord and uniting Sidhe and commoners. When the dust cleared, the Sidhe no longer enjoyed limitless power and absolute rule, while the commoners found themselves with voices of leadership in freeholds and the opportunity to lead themselves. Despite the treaty, and the renewed — albeit tentative — friendship between the Sidhe and the other kiths, there were those who still held grudges over the return of the Shining Host. These faeries believed the Sidhe had no right to lead and that their leadership would inevitably be the downfall of all Kithain.

The arrival of Endless Winter severely damaged the already fragile Sidhe. As the first wave of cold banality swept the world, many Sidhe forgot their true selves: a fate believed to be worse

than death. As their numbers dwindled, the Sidhe retreated to their freeholds, hoping to find succor in the heat of balefires. Chaos ensued, and the Kithain turned to their leaders for guidance in the face of Endless Winter. There, they found their own fear and despair echoed in the face of their leadership. With many Sidhe debilitated, the commoners rose up, once more taking on duties the Sidhe had abandoned.

As the initial shock began to wane, a symposium of Sidhe leaders gathered to discuss their options. At this meeting, the Shadow Court exposed themselves and stepped into the light of day, led by the High Regent Meilge ap Eiluned. He brought with him vast stores of Glamour and dross, powerful treasures, and extensive connections throughout the world. The Shadow Court offered sanctuary to the faeries, along with a plan to tax freeholds in order to maintain hefty Glamour stores that would allow all Kithain to survive in the dead of Winter. Their power was undeniable, and although many Seelie Sidhe adamantly opposed the Shadow Court's proposals, the Sidhe kith as a whole was forced to recognize the Shadow Court as an official entity and a great power unto itself.

In the aftermath of the symposium, many Sidhe who staunchly opposed the Shadow Court departed Earth for the Dreaming, hoping to find an alternative means for surviving Winter. Following grand promises that hope surely dwelled in the Dreaming, these faeries departed in droves to seek a solution that would allow them to sever their ties with the court of chaos. As the cold of Winter began to extinguish balefires, some of the remaining Sidhe began to question their place on Earth and the wisdom of remaining in a place that would surely kill them. Some departed to seek Arcadia, desperate to escape a world drowning in banality. Others retreated into the glow of the balefires, eventually succumbing to Bedlam. As the first expeditions began to find their way back to Earth, rumors spread among the faeries. No hope was to be found, even in the darkest recesses of the Dreaming. If Arcadia still exists, something is terribly wrong in their ancestral homeland.

Since the time of legends, the Sidhe have believed themselves rulers of the Kithain, protectors of the commoners, respected (or at least feared) by their people. They echo the dreams of kings and queens, emperors and pharaohs, and they carry with them millennia of tradition and power. Many Sidhe cling to an ancient saying, one that reminds them of their duty and purpose in this world: *When the land is crownless it lacks a soul. When the land is soulless it lacks honor. When a land is without honor, beware the wolves at the door.* Endless Winter rages through the Dreaming on bitter winds, and the Sidhe now have only two options: adapt or perish.

The road before the Sidhe is not an easy one. Trust, once lost, is often difficult to regain. Commoners reluctantly welcomed them back after the Resurgence at the urging of High King David, but they are unlikely to do so again until the Sidhe have proved their worth. To reclaim their glory, the respect of other Kithain, and more importantly their honor, the Sidhe must continue to change. They must become better: the leaders that the Kithain deserve. The leaders that the lost High King believed they could be.

The Changeling Way and the Sidhe

For many years, the Sidhe practiced their own method of the Changeling Way. Rather than melding with the soul of an unborn child, as the commoners did, they expelled the soul of a human and inhabited the body. Although no one knew for sure the fate of these displaced human souls, most believed they travelled to Arcadia where they luxuriated in splendor: a reward for their sacrifice. Unfortunately, this method of chrysalis meant the Sidhe were more susceptible to the pain of banality and had more difficulty adjusting to the new world.

The Sidhe must change in the face of Endless Winter, and this change has come in the form of the adoption of the commoners' Changeling Way. On Beltane, the Sidhe enacted a ritual that allowed the Shining Host to adopt the Changeling Way for the next generation of faeries. While no one knows what happens to the soul of a Sidhe when she dies, it is certain that going forward, these Kithain will no longer be mere inhabitants in a human body, but rather a unified being.

Seemings

In the age of Endless Winter, the Sidhe have struggled to adapt. Where once a Sidhe overcame the soul of her human host, the kith has now largely adopted the Changeling Way. This alteration has better equipped the Sidhe to adapt to the modern world. Once, young Sidhe found themselves pampered and treated like the young royalty they were, and oftentimes even a Foundling would find herself with a title and lands of her own to rule—with trusted advisors by her side, of course. Now, the Sidhe have come to understand that in order to survive the Endless Winter, the youngest among them must be prepared to endure the challenges they will face. They must be ready to lead. Where once these young changelings enjoyed a great deal of freedom, they must now earn their place in the world.

Foundling

A Sidhe Foundling emerges from her chrysalis with wide-eyed wonder at the new world that she has discovered. Although she no longer suffers the jarring experience of transitioning from Arcadia straight to the mundane world, she still must find her footing in a place filled with much danger and terror. The youngest among the Sidhe often work with a mentor who guides them through their first days, though there are those who undergo the chrysalis without such support waiting for them. Foundling Sidhe find themselves drawn to the beauty and inherent Glamour found in the world, often working as photojournalists or artists: any role that allows her to bear witness to wonder. This same instinctual drive to seek Glamour often leads these young faeries to the nearest freehold. These young Sidhe are natural-born leaders and fiercely protective of those they consider their followers. A Foundling Sidhe rarely understands the fragility of her existence, which can lead her into dangerous situations as she struggles to protect the people who she has claimed as her own.

The nobles of the Sidhe work to ensure Foundlings become wise and just leaders. The hard lesson the Sidhe struggled to learn is that a leader must do more than just dictate her will; she must prove she is willing to work just as hard as her commoner counterparts. As such, many Foundling Sidhe find themselves assigned to menial tasks they feel are beneath them. However

distasteful, this training provides an essential step towards earning the trust of commoners, although some young Sidhe struggle with it. While a Sidhe may possess a great deal of power to bend the will of others, she must always be mindful of the methods she uses to wield these advantages. The youngest of the Sidhe are fiercely protected by the Revered Elders, as they represent the future and hope of the Sidhe and many Kithain would use their innocence and youth as a means to turn them against their people.

Errant

As a Sidhe begins to explore the beauty and majesty of the world she now inhabits, she must learn how to carefully balance her mundane life with her faerie existence. Once, many Errant Sidhe lost themselves to Forgetting or Bedlam as they struggled to adapt to a world in the throes of Endless Winter. However, as Winter wears on, these young Sidhe appear to be more adaptable, and the Legends among the Sidhe work diligently to protect the Errant from the ravages of banality and the addictive nature of Glamour. During her time as Errant, a young Sidhe will often find herself as a member of a freehold, where she assists in whatever manner she is able. Here, her earlier lessons are put to use, as she is expected to serve the people rather than lead them. Additionally, these Sidhe often spend time in tutelage under Nockers in order to learn how to best harness modern technology. The Legends of the Sidhe have hope that these young lords and ladies will emerge from this time with a deeper understanding and appreciation of the commoner kiths.

Errant Sidhe often find themselves in motleys with other Sidhe and changelings from other kiths. Sidhe Legends encourage these young faeries to group together, learning to work alongside those of different ideologies. This stage can be a frustrating and painful time for a young Sidhe as she works to overcome the long-held prejudice against her kith and prove her dedication and worth. Other Kithain often look at Errant Sidhe as potential threats, and they judge these young changelings more harshly than others. After all, if one wishes to lead, she must be beyond reproach.

Wilder

The time of a Wilder Sidhe is one of balance and compromise. As she takes on more responsibilities and duties within her freehold, she begins to explore herself and the lands outside her freehold. Wilder Sidhe are the ones most often found interacting with mundane world—this time of balance allows them to manage the threat of banality. During these years, Wilder Sidhe experiment with both their Seelie and Unseelie natures equally, seeking the traits that will allow them to grow into a mature, responsible leader. At the same time, she must maintain the delicate balance between mundane life and her life as a changeling, without succumbing to Bedlam or Forgetting. During this time, a Sidhe must make her final decision regarding her court affiliation. Although many Sidhe swear fealty long before their Wilder years, many change loyalties until this point. Once she has explored both facets of her dual nature and learned of the workings of each court, she must pledge her loyalty to the Seelie, Unseelie, or Shadow Court.

Despite their duties and responsibilities, many Wilder Sidhe can be high-spirited and presumptuous. They have left behind their youth and must find their own way in the world; this challenge often leads Sidhe to overconfidence or rebellion as they seek to find better ways of fulfilling their duties. While some view Wilder Sidhe as flighty and unpredictable, their duty and purpose has been deeply ingrained within them since the day of their chrysalis, and they are expected to maintain a regal bearing while leading or offering advice to those around them. Those who fail to maintain an acceptable level of decorum often find themselves reeducated or punished by their elders.

Eidolon

As Eidolon, Sidhe leave behind the final trappings of youth and begin to take on a more active role in leading their people. Even if a Sidhe does not hold the power her kith once wielded, she must comport herself as a noble and leader among the Kithain. During this time, a Sidhe may find herself leading a freehold, county, or duchy of her own, or she may find that she is merely another member of a freehold ruled by commoners. Regardless of the actual power she wields or the title she possesses, these Sidhe must lead and protect their people.

Most Eidolon Sidhe have found a motley that helps them maintain balance. Those few who are without this support system find themselves heavily encouraged by the Legends to change their situation, if they hope to stave off Forgetting. Often, Eidolon Sidhe begin to withdraw from the mundane world as a means of protecting themselves from banality. This retreat may take the form of finding a job that allows her to work from home or retiring from the political arena she once dominated. Those who cannot withdraw from the world often find themselves looking for other outlets of Glamour—art classes, poetry readings, or music recitals are popular choices.

Often, the Eidolon Sidhe in an area will meet on Beltane and Samhain to discuss the issues facing their kind. These gatherings are a means for the Sidhe to stay abreast of the troubles they face, as well as an opportunity to make political alliances with others

Legend

The revered elders of the Sidhe are kind and hardened nobles who have survived the bitter touch of Winter and the ravages of banality. These faeries are Kings and Queens, leaders who have survived and thrived despite the bleak landscape of the Dreaming. At times, these Sidhe retire from active leadership, preferring to take on the mantle of teacher or wise woman, allowing them to train younger Sidhe and prepare them for the future. They hold the memories of Arcadia close, drawing on their strength to support them and meting out wisdom to those who see them as mentors. The Legends of the Sidhe have left behind the trappings of childhood and have grown to be steady and reliable. Even the faeries most violently opposed to the leadership of the nobles will often look to these changelings for guidance and wisdom.

There are very few Legend Sidhe in existence, as the weight of Winter and the exodus of the Sidhe thinned their ranks considerably. Those who remain are often well known throughout the

Dreaming as fair and just leaders. The weight of loss hangs heavy on these Sidhe, and many find themselves teetering constantly between Bedlam and Forgetting.

Court Fealties

As a kith, the Sidhe are the most divided when it comes to court fealties. Each Sidhe swears alliance to a house, and in turn, each house holds alliance with a court. While occasional outliers exist — those who do not claim a house or those who hold fealty to a court different than that of their house — the vast majority of Sidhe hold tight to these alliances. An exception to the rule, the Shadow Court includes members of each noble house. Before the time of Endless Winter began, the Shadow Court operated in secrecy, obscuring its movement and claiming to hold fealty to the Seelie or Unseelie Courts. In modern days, the Shadow Court has seen an increase in numbers as more Sidhe flock to its way of thinking in hopes of staving off Forgetting.

Despite the oft-perceived failure of the Sidhe to rule and lead adequately, they remain the natural leaders of the Seelie, Unseelie, and Shadow Courts. Before the Sundering, the Seelie and Unseelie Courts ruled the Kithain in tandem, each taking control of half the year. The Resurgence showed the Sidhe that the commoners no longer held to these beliefs, and the Sidhe have adjusted their traditions accordingly. While some freeholds maintain this duality, it is far more common to find freeholds heavily slanted to one side or the other.

The Noble Houses of the Sidhe

Although any changeling may become a member of a noble house, the Sidhe make up the majority of their numbers. While some view all Sidhe the same, the noble houses set them apart. Each house has its own beliefs and inner workings, and though they strive to present a united front to Kithain society, in actuality, a great deal of unease exists between the houses. More information on each of the noble houses can be found in **Chapter Eleven: The Concordia of Kingdoms: Houses**, page XX.

Seelie Court Houses

- House Beaumayn
- House Dougal
- House Fiona
- House Gwydion
- House Liam

Unseelie Court Houses

- House Aesin
- House Daireann
- House Eiluned

- House Varich

Shadow Court Houses

- House Balor
- House Ailil
- House Leanhaun

Unaligned Houses

- House Scathach

Seelie

Death before dishonor — this is the first tenet of the Seelie Code, perhaps the one most important to those Sidhe who swear fealty to the court of honor. Graceful and strong, noble and kind: the Sidhe of the Seelie Court epitomize the ideals from legends. They are creatures of unearthly grace and power who strive to rule and lead with an even and just hand, adhering stringently to the Escheat and the Seelie Code. The Sidhe of the Seelie Court are known for clinging to the trappings of medieval royalty, holding court in the manner of ancient kings and queens. While some feel these actions are archaic at best and detrimental at worst, Seelie Sidhe find power and Glamour in the pomp and circumstance surrounding these traditions. Those Sidhe who swear loyalty to the Seelie Court spend their time seeking Glamour, cultivating dreamers, and working to ensure that their freeholds and their people will not starve in the time of Endless Winter. Despite their unwavering dedication to this cause, they remain staunchly opposed to the darker means of harvesting Glamour.

Prior to the onset of Endless Winter, Seelie Sidhe held the reins of power throughout the changeling world. With many landed nobles among their number, they controlled the Parliament of Dreams and enforced their beliefs on the Kithain. There are many changelings who feel that the Seelie Court failed to properly lead and protect the Kithain. Despite their best efforts, Endless Winter has still come. Perhaps it is time for the Unseelie Court or the Shadow Court to lead the fray; no matter how distasteful their actions may be, survival is all that matters now.

Unseelie

The Sidhe of the Unseelie Court are ruthless and determined leaders, ruling their people with an iron fist. The wiliest among them can do so without their vassals ever realizing what their liege is doing. Despite this, Unseelie Sidhe still hold a fierce dedication to the people and things they claim as their own. With their own interpretation of the Escheat and the Unseelie Code to guide them, these rulers are often the most successful with a horde of determined and loyal followers at their backs. Although they have largely abandoned the high court traditions of their Seelie brethren, Unseelie Sidhe indulge in new rituals that have evolved since the Resurgence. Fervent and pragmatic, these Sidhe refuse to deny themselves any of the riches that the world offers.

Passion before duty is the tenant of the Unseelie Code that most appeals to those Sidhe of the Court of Chaos.

With the advent of the Endless Winter, the Unseelie Sidhe realized that without drastic measures, they would all succumb to the overwhelming banality threatening them. Although it is a cruel and often violent means of harvesting Glamour, Unseelie Sidhe use Rhapsody and instruct their vassals to use whatever means necessary to survive. While some Seelie Sidhe view their Unseelie counterparts as dangerous, others recognize the balance between these two courts is essential for the survival of the Kithain.

Shadow Court

For centuries, the Shadow Court opposed Seelie rule, working behind the curtains to subtly influence the rise and fall of those in power. After the Resurgence, the Shadow Court began recruiting newly reborn Sidhe, bringing them to its cause. Many Sidhe who joined the Shadow Court maintained deceptive membership within the Seelie and Unseelie Courts, gathering intelligence about the inner workings of their politics. For many changelings, the Shadow Court was little more than a bedtime story shared with Foundlings as a means of encouraging them to behave. As Endless Winter drew near, High Regent Meilge ap Eiluned cast away the court's shroud of secrecy, revealing the Shadow Court for what it really is—a group of manipulative political masterminds who engineered Endless Winter even as they hold the keys for surviving it.

Many Kithain still fear the Shadow Court, blaming them—rightly—for the advent of Winter. Despite this, those of the court of control have offered a sense of stability to those who survived the initial onslaught of banality. Glamour stores and strong alliances with prodigals have given the Sidhe within this court the edge they needed to gain power as leaders of the Kithain. The Sidhe of the Shadow Court are often masters of manipulation and society, maintaining vast networks of contacts and allies among the kinain and prodigals alike. While each member of the Shadow Court often has her own agenda, they all have one constant goal: gaining and maintaining power. Whether they seek power over others, power over the Dreaming, or power over humanity, such prospects may entice a Sidhe to join the Shadow Court.

Titles

Sidhe are born from the dreams of rulers: kings and queens, emperors and pharaohs. Born to lead and rule, this mindset persists among the Sidhe even among the chaos of Endless Winter. The bearers of the Escheat, they work to ensure that these laws govern all faeries as a way to protect their people. All Sidhe — even those of the Unseelie and Shadow Courts — hold to the Escheat, although each court interprets the tenets differently.

The majority of Sidhe in existence hold claim to a title, even humble ones such as squire or lady-in-waiting. While many changelings hold these titles in disdain, to the Sidhe, titles are an integral part of existence. Even nobles who have not yet earned the right to hold their own lands enjoy the respect they are due, at least from those within their own kith. Sidhe believe that no single

changeling can grant title to another; the power inherent in a title comes directly from the Dreaming. As such, there are very few Sidhe willing to claim a title they have not yet earned, as this deception is a grave insult to the Sidhe and the Dreaming itself.

Commoners

It is incredibly rare for a Sidhe to exist without a title; however, the age of Endless Winter has seen a rise of this phenomenon. Some young Sidhe emerge from their chrysalis without a title and must work to earn this blessing. Others eschew titles altogether in hopes of earning the trust and friendship of commoner kiths through the merit of their own deeds. Although a title often remains with the reincarnated soul of a Sidhe when she is reborn, unlanded nobles possess their titles in word alone until they prove themselves worthy of lands and responsibility. An exception to the rule, Sidhe of House Scathach all refuse to claim titles unless in times of dire need. Most commoners hold a great deal of trust and respect for those Sidhe who eschew all titles. Even though such Sidhe do not hold their titles in name, they often lead and rule by deed. They provide a true example of the idea that one need not be royalty in order to lead.

Nobles

Once, Sidhe took their titles and nobility for granted. These were their birthrights, and no one could take them away. In the time of Endless Winter, Sidhe nobles have learned that they must work harder to prove themselves and earn the titles bestowed on them by the Dreaming. No longer do they believe that titles alone grant them the right to rule the other kith. With the departure of many Sidhe during the onset of Winter, those who remained have found that most commoners put less trust in them. Sidhe nobles are known for their ability to delegate work and hold even the most disorganized freehold together. Tenacious and fierce, Seelie Sidhe seek to always protect their people, through whatever means necessary.

Once, it was common for Sidhe nobles to fight among one another, bickering over land, titles, and threats. At times, this bickering would escalate to all-out war between freeholds, counties, or even duchies. As the world has changed, so too has the outlook of most Sidhe. While bickering and infighting still occurs, Sidhe recognize the desperate times they now inhabit, and they understand that fighting among themselves is the quickest way to lose the war. Now, Sidhe from all courts and houses often work together willingly — if not cheerfully — in order to achieve their common goal: survival.

Societies

Once, the Sidhe were even more fractured than they are today, with numerous secret societies and factions existing within each house. These groups often served to further divide the Sidhe with opposing viewpoints. As many Sidhe fled Earth ahead of the approaching Endless Winter, most of these societies and factions became obsolete. After the onset of the Endless Winter, a symposium of Sidhe leaders worked to reorganize the societies' ranks. Unlike the secret cabals of old, these groups remain open to Sidhe of any house. While some still cling to the vestiges of

now-defunct factions, these are the only Sidhe societies officially recognized by the kith as a whole.

The Knights of David

Honor, strength, and devotion are the cornerstones of the Knights of David, a society that has grown in strength since the beginning of the Endless Winter. During the recent symposium, Sidhe leaders recognized the need for a combined martial society of Sidhe. The Knights of David protect the Kithain throughout Winter, undertaking whatever tasks that goal may require. They draw on the strengths and beliefs of the lost King, looking to protect and assist nobles and commoners alike. While most members are martially inclined, there are those Sidhe who join this society to assist in other ways. It is not unheard of to find tactical geniuses, crafters of impressive weaponry, or those who ensure that soldiers and innocents are fed and well-cared for. Drawing largely from the Seelie Court, the Knights of David swear to uphold the Escheat, protect the Dreaming, and save changelings from the horrors of banality. The Knights of David are guardians and champions, tacticians and keepers of the hearth.

Sidhe who wish to join the Knights of David must first prove their worth to the cause. A patron who is already an established knight must speak for the prospective member, confirming her abilities and morals are acceptable to the knighthood. For a year and a day, the prospective member swears to uphold the code of the knighthood, and she begins training with her fellow knights. After this probationary period, she swears her oath once more, this time binding herself to the cause of the Knights of David for her lifetime. After swearing the oath, she receives a black arrow, a symbol that she is ever-ready to defend her fellow faeries.

The Antiquarians

There are those among the Sidhe who believe history always repeats itself and that knowledge, when wielded properly, is the most powerful weapon one might possess. In the aftermath of the society symposium, the Antiquarians were born. Although this group initially started as a small motley dedicated to preserving the tales and knowledge of the Kithain, their reach grew swiftly. Now, their depth of knowledge is unrivaled by any, and this society maintains freeholds dedicated to knowledge. More than just glorified librarians, the Antiquarians seek ancient and powerful treasures, learn obscure arts, and obtain epic tales, all in the name of the preservation of faerie kind.

Antiquarians are highly secretive and fiercely defensive of the knowledge they have gathered. While they wish to preserve the history of changelings, they also understand that a little bit of knowledge in the wrong hands can be disastrous. Potential members must prove their worth to the society by seeking out some obscure bit of knowledge, a lost treasure, or a tale never heard before. As this item or knowledge is catalogued and stored within one of the society's many great vaults, the prospective member swears to protect the knowledge within the vaults.

Antiquarians who betray their duty come to discover that within the walls of these vaults, a fate worse than death awaits. Their symbol is a green tree of life, proudly displayed by all members.

The Golden Sickle

When Sidhe first returned to Earth during the Resurgence, they relied heavily on friendly commoners to help them assimilate in a world vastly different from the one they had left. Majestic castles, sweeping farmlands, and verdant forests disappeared into cities of steel and glass filled with humanity from all walks of life. Some Sidhe failed to adapt to this world and quickly entered Forgetting. Others refused to allow the alien nature of the modern world to rule their fears, and they set about conquering this daunting technology. Members of the Golden Sickle embrace technology and modern accoutrements, and they have learned to use these tools to assist the Kithain in their never-ending war against banality. They help to fund innovative technologies, build start-up companies, gather massive stores of dross, and foster Montessori schools, all in the name of helping to fight banality on a broader scale. The Golden Sickle believes that no changeling should succumb to banality, and it works to find methods to prevent Forgetting. These Sidhe have fostered alliances with prodigals and kinain alike, wielding their power over the social arena as deftly as any knight would wield a sword. Their mastery of the mortal world, in the form of contacts, allies, influences, and resources, offers the Sidhe a valuable asset in the time of Winter.

There was a time that the Golden Sickle was little more than a loose-knit network of changelings who traded information and favors. In the time of Endless Winter, the society has drawn close, and the Golden Sickle now enjoys a well-connected and well-informed membership working in concert to fight the press of banality. Each member of the society is aware that there is little they cannot achieve with the help of others. Membership in the Golden Sickle requires only that one is well connected and willing to work for the cause: surviving and thriving in Winter. Many Shadow Courtiers find a home within the Golden Sickle, and their extensive networks of allies and confidants have been beneficial on more than on occasion.

Appearance

The mortal face of a Sidhe often closely mirrors her faerie self. Nearly all Sidhe are handsome, charming, and graceful, often holding a great deal of privilege in the mortal world. While Sidhe exist among the elite of society, in modern times, it is just as likely to find a Sidhe who belongs to the working class. Gone are the days where each and every Sidhe led a mortal life of affluence and luxury, a phenomenon often attributed to their adoption of the Changeling Way. Despite their charm and privilege, Sidhe carry with them a taint of sadness. For some, this trait appears as shallow as a rich heiress pouting over the lack of a second summer home or as desperate as a single father struggling to pay his mortgage. However, this ennui goes beyond the mortal troubles that these faeries face; it is a reminder of the loss and despair the Sidhe have suffered. Despite all the wealth and power a Sidhe may hold, the remembrance of what she once was remains, along with the pain of that loss.

A Sidhe in her mortal guise is lovely, but in her Fae Mein, she is truly a sight to behold. Her appearance is unearthly and ethereal, with angular and pleasing features including long, tapered,

pointed ears. While some Sidhe are tall and thin with model-like bodies, many have a more Rubenesque physique. No matter their body type, Sidhe are aesthetically stunning. Their eyes and hair dance with bright, striking colors. A Sidhe's clothing in her Fae Mein consists of only the finest materials, and any weaponry or item that she may carry is as ornate as it is practical.

Calling the Wyrđ

Upon Calling upon the Wyrđ, a Sidhe parts the mists to reveal her Fae Mein. Her skin gains an ethereal glow, and her eyes and hair shift to dazzling colors that mark her as nobility. Her appearance is stunning to behold, and she is nearly impossible to forget. While in her Fae Mein, a coronet or crown suitable to her station in Kithain society reveals itself, making it impossible for her to hide her title from anyone versed in such knowledge.

Form Benefit

A Sidhe in her Fae Mein gains a +2 wild card bonus to her Intimidation, Leadership, and Subterfuge skill test pools. In addition, she gains either the Dexterity or Manipulation focus.

Frailties

Because Sidhe are formed from the dreams of rulers long passed, their very existence is a fragile construct barely supported by the dreamers of the modern era. Each Sidhe is aware that her existence is a tenuous one, and she feels the sting of banality more acutely than any of the other kith. Whenever a Sidhe receives Banality, she gains an additional +1 points of Banality.

Arts Affinities

Soothsay, Sovereign, and Wayfare

Realm

Time

Sluagh

"Come closer, Little One. Your fear is like oxygen, and I relish the way it fills my lungs."

— Aleksei, Unseelie Legend Sluagh

All creatures know fear from the day they are born, mewling creatures subject to the whims of a world vaster and crueler than they can acknowledge. The creeping dread that walks in hand with this awareness seeps into their souls, and at every stage of their lives, something new brings them horror. To the fearful, the dark becomes a hiding place for demons, the tall heights of mountains become nightmares, and midnight terrors emerge from the unconscious. Fear is as natural as

birth, and new phobias are spawned every second. The *Sluagh* know this. The *Sluagh* thrive on it.

Spewed forth during the darkest Russian nights, the *Sluagh* were born from the primeval fears of man and beast alike. Every time a noise broke a peaceful night, when the unknown brought new dangers, a *Sluagh* came into existence. Their first gasping breaths were the screams of others. They hunted in the dark, giving nameless terrors shape and form, feeding on the panic they wrought. As they grew, they came to know that fear is not contained within geographical boundaries. They spread throughout the world, becoming the bogeymen, the *Ou-wu* of China, the *Torbalan* of Bulgaria, the *Awd Goggie* of England, and the *Jumbi* of Guyana. They terrorized scattered villages and homesteads, invoking their mastery of nightmares to ensure they ruled the night and that no one could escape their touch.

The Sundering ended their reign. As mankind learned to use fire to drive away darkness, they also learned to use iron tools. Humans learned that fear was a weapon little different from iron—it was not the sole province of the *Sluagh*. As the Mists of the Sundering thickened, pulling the great terrors of dragons and monsters further away, *Sluagh* despaired, starving for a portion of the power they once possessed.

Just as mortals had created this strife, so too did they supply a solution, turning the bogeyman into a tool like any other they had mastered. They struck a bargain. There were always bad children—children who disobeyed or disrespected their parents. The *Sluagh* might never again be looming monarchs in the dark, but they could rule over the fears of children, using their skills to reform and punish naughty little ones. The *Sluagh* became free to use the extent of their arsenal of fearsome tactics, so long as they never physically harmed a child.

The *Sluagh* reveled in their role as frighteners, participating in the punishment of terrible children with glee. Some relished and bragged about the children they scared, noting those they need not visit again, and trading duties regarding those children who were particularly difficult to tame. They took great care to craft elaborate frights, hoping to plant a seed within the children of mankind: “We were your tormenters once. Never forget.”

Yet the *Sluagh* somehow slipped up. While these faeries are proud of their boundless libraries and the vast knowledge they have at their disposal, no one knows what happened the night the *Sluagh* lost their voices. Some say it resulted from the oncoming Shattering, believing that waves of erratic magic stripped the fearmongers of their screeches and screams. Others think the reason is far more sinister—that a *Sluagh* broke the vow and harmed a child, causing the *Tuatha de Danaan* to punish them harshly for breaking this sacred covenant. No matter the reason, shortly before the Shattering, every *Sluagh* felt her voice die in her throat, leaving them all able to only eke out scratching whispers with broken breath. When the Shattering struck fully, forcing the *Sidhe* into Arcadia and wiping out wide swaths of faeries, the *Sluagh* fell into shambles. Many of them simply fell to the crush of Banality, while others found that without their voices, they were nothing but flickering shadows.

After the Sidhe left, Sluagh found new roles. They became spies and information brokers, influencing and guiding others without ever showing their motives. They lingered in the shadows, gathering information to share among themselves. However, while others sought to fill the roles the Sidhe abandoned, the Sluagh never wanted the spotlight. They used their gathered information as a tool, a practice that humans had taught them well, and placed themselves in powerful positions behind those who sought to rule. They may not held the scepters in their own hands, but they still knew how to control them.

As centuries passed and humans created new machines and discovered new fears, the Sluagh even revitalized their old trade. Mortals might have conquered darkness, but they hadn't mastered illnesses capable of killing an entire city or machines able to crush the life out of a person. As books and literacy became more common, the Sluagh found humanity hadn't destroyed their imaginations entirely. The mortals' fascination with horror deepened, and the hungry Sluagh found supper among stories of vampires, vengeful wine merchants, and promethean beasts. They reclaimed their old dark corners, living in shadows cast by the new monsters man created, and they thought they finally had regained some modicum of the power they once held. Their past losses taught them well as they once again became the things hiding just beyond the light, twisting and turning in the dark as anachronistic purveyors of fear.

The Sluagh's power increased when the Sidhe returned. Since the fearmongers shied away from the trappings of nobility as a habit, they did not have to vacate thrones like many other commoners. The Sidhe were arrogant, but they were also unprepared, and Sluagh provided them with bits and pieces of knowledge they needed in exchange for continuing to heed the bogeymen's advice. Their grasp continued to increase as humans explored various types of horror in media; Sluagh savored every movie theater scream and gasp.

The Endless Winter triggered change. Some Sluagh had prepared themselves by allying with the Shadow Court, but others were left once again wondering what roles they would play as Banality peeled away any awe left in the world. Humanity's fascination with media turned against the Sluagh, as audiences became more interested in shock than in crafting genuine fear. Market research and budgets now drive the course of stories, and mortals anticipate every poorly crafted twist ending. The once-steady diet of gasps and screams became lean as mortality became numb to the carefully crafted arts of Sluagh. Mortal fears no longer focused on the monster under the bed; instead, humans feared whether or not bills could be paid. Unemployment and poverty became the new reigning terrors. Terrorism and horrific acts of violence lingered in human minds, not the phobias of old. Many Sluagh feel old desperations haunting them, as they once haunted others.

The bogeymen are now undergoing another transition. Many hold onto the idea that fear is better crafted using old methods and slow scares. They want to retain their roles as the creepy terrors in the dark, believing human fear will lift them out of the Banality that has enveloped them. Others argue they should leave their terror trade in the past and research how the banal misery of

mortals can be turned into something that might provide enough fuel to turn the wheel. A few more theorize that information is the new horror and carefully controlling its distribution is of the utmost importance. Regardless of their methods, all of these Sluagh sit in the darkness in their ancient houses behind the thrones their families have controlled for centuries, plotting and planning how they might adapt and how they might carry on.

All creatures have fears. Those fears have changed, morphing and reforming into new monsters and different nightmares. The Sluagh have evolved alongside them, slithering into the cracks of their victims' minds and holding on to every terror they find within, hoping that with their care it might blossom into power.

Seemings

For a Sluagh, one's Seeming is tied to accumulated knowledge and experience. A changeling who has spent more time with one foot in the mortal world and the other in the Dreaming has a deeper understanding to bring to bear. Experience and information are paramount to the Sluagh, as they ply their craft to move pieces and people around the board, digging into the fears that truly motivate a person or changeling. Even if they believe age begets experience, Sluagh also understand it can create biases. Frequently, younger Sluagh are called upon to provide an alternative or creative view on a situation.

Foundling

When a Sluagh goes through Chrysalis, she finds herself with new tastes and cravings. Sluagh have long been creatures of the dark and nightmares, and many new changelings of this kith discover they can no longer tolerate fresh food, instead preferring rotten cuisine. Despite their adaptability in their roles as fearmongers, Sluagh are also inexplicably and intensely drawn to anachronistic clothing and styles of living. Although other kiths commonly believe that Sluagh favor Victorian clothes and houses, many Sluagh find themselves drawn to darker trends of other time periods. From the gothic subculture of the 80s to the occultists of the 20th century, whenever or wherever there was a culture rife with sentimentality, a Sluagh Foundling can find a sense of self.

Foundlings also experience a fierce desire to study, hungering for knowledge just as much as they do for their desiccated meals. Older Sluagh often think Foundlings are far too young to enter changeling society, and these elders are too absorbed in their own studies or frights to spend time training younger faeries. As a result, experienced Sluagh frequently put Foundlings in their dusty libraries or studies for days and weeks at a time, both to protect them and to keep them out of their mentor's way. A Foundling Sluagh who manages to survive this neglect finds proper nutrition among the spiders and rats, as well as feeding her mind with information, is seen as a promising investment. If a Foundling finds this initiation boring or difficult, her mentors tend to ramp up the situation's adversity, feeding on the irreverent Foundling's fear. If a Foundling dies or hurts herself, other Sluagh tend to sweep the body – and the corresponding

gossip – quietly under a rug or some forgotten corner of the library for the next Foundling to find. It is expected that clever Sluagh Foundlings will discover a way to slip under their mentor’s radar frequently, using their newfound sneakiness to spend unsupervised time at freeholds. Once her mentors is convinced that a Foundling is cunning enough to survive in the wild, her mentors leverage her as a spy and messenger, allowing her to practice the skills required to make her own way in the world.

Errant

Sluagh who survive their early trials are introduced to others of their kith and freehold as an Errant. Older members of the kith see these changelings as useful tools. Should they prove worthy in the eyes of the Sluagh members of the local court, they eventually find themselves avouched as trusted and competent members of the freehold.

Errant Sluagh, likely experiencing their first real taste of freedom, are given the opportunity to explore their identities. During this stage of their life, they start to experiment with how fear works, often playing pranks that involve juvenile humor, such as jumping out of dark corners. Their elders may find their techniques crude and obvious, but still encourage these changelings to find new ways to refine jump scares, as the older Sluagh believe this stage provides a necessary step to understand how fear works.

Errants find opportunities to listen while waiting in dark corners, jumping out at an unsuspecting freehold member; an attentive Sluagh mentor will ask what the Errant heard, hoping for a juicy bit of gossip. Errant Sluagh are excellent spies underestimated by the other kiths. Sometimes, a particularly clever Errant is included in preparations for a High Tea, a treasured event for the incredibly sentimental Sluagh. While they are very rarely invited unless they have shown immense skill, these preparations allow the Errant a peek into the world their elders enjoy.

Wilder

While other kiths may feel some apprehension when one of their kind becomes a Wilder, anticipating rebellion, Sluagh secretly relish this time. Wilders are left to their own devices, given little responsibility and even less supervision. Wilder Sluagh tend to act out in ways that end up as fodder for gossip at High Teas or slipped as information between two older Sluagh as they enjoy a rare public outing.

Wilder Sluagh are renowned for the unexpected ways they approach problems. They take information from ancient tomes and find innovative solutions—whether they discover a new way to foster fear or to oust old skeletons from a noble’s closet. They mix the impetuosity of youth with the beginnings of true understanding of what it means to be a Sluagh. In addition, they often work as couriers, moving information between Sluagh in other freeholds. Younger Sluagh envy their freedom, while older Sluagh admire their creativity, frequently integrating a Wilder’s ideas into their own work.

Eidolon

By the time a Sluagh reaches her Eidolon Seeming, she has largely grown out of the recklessness of youth. These Sluagh build on the numerous lessons learned during their younger Seemings, and they start to craft a persona and reputation of their own. Eidolon often use their skills at espionage to destroy any indiscretions that may follow them from their youth; they also collate the information they learned during their earlier years to create a mental “black book” about others.

Due to intense interest in other subjects, most Sluagh are terrible when teaching their own kind, often forgetting they have students or giving younger kith members impossible tasks to keep them busy and out of their way. However, an Eidolon, fresh from being a Wilder and on her way to becoming a Legend, is expected to be familiar with the antics of the former and willing to take on the obligations of the latter. They are often tasked with watching over younger Sluagh. Even if they are atrocious at mentoring, Eidolon still usually manage to ensure their charges do not break the Escheat or each other. They also act as skilled research assistants or valued caretakers, handling tasks their elders disdain. Legends consider this work necessary, helping an Eidolon further develop skills and connections for the future.

Legend

Sluagh venerate their elders, believing all good things are aged well. If not properly respected, a Legend Sluagh has the experience to terrify even the most stalwart Troll. Other Sluagh look up to Legends, despite the elders’ tendencies to be neglectful masters. To curry favor, their students strive to take up the Legends’ cast-off assignments, hopefully earning the student the right to be taught some of the knowledge the Legends have squirreled away. However, the most fearsome secret these students discover reveals the Sluagh kith’s greatest fear—that Legends are last stop before oblivion. No one wants the secrets locked away in their minds to disappear into nothingness. Younger Sluagh take on the burdens of the older ones so they might one day know what they know, and scare how they scare.

As Legends have spent the most time in the mortal world and the Dreaming, they have acquired massive libraries of knowledge. They can dissect even the most obscure piece of information in order to obtain intelligence on their fellow changelings, other occupants of the Dreaming, or other supernatural creatures. They act as antiquarians or librarians, always ready dish out a bit of information to younger Sluagh. They, alone, are always invited to a Sluagh High Tea to spread their gossip and sip their wormwood tea, discussing the nightmares they want to inflict on the mortal world.

Court Fealties

The majority of Sluagh care little for courts, finding them just a different set of rules to follow based on the company they are in. Other changelings frequently task Sluagh with wet work and

information-mongering, and their desire to gather Glamour from the havoc of fear means Sluagh find themselves teetering toward their Unseelie natures most of the time.

Seelie

Seelie Sluagh are often attracted to the unchanging nature of the Seelie Code. Sentimental and nostalgic, these changelings are the secret romantics and courtiers of the Dreaming, serving as advisors and historians for the court. They tend to overlook the saccharine-sweet nature of the code's idealism, glossing over the flaws of the people for whom they work or the more brutal methods through which history has worked. They take positions in the real world as antique dealers, librarians, and psychologists. Many changelings have found themselves on the other side of a particularly nasty fright, courtesy of a Seelie Sluagh, designed to help them recognize how to uphold the Seelie Code by frightening them into taking correct action.

Unseelie

Sluagh are creatures born from primal fears, and terrorizing others comes naturally to the even the most placid of their kind. As a result, most Sluagh gravitate to the Unseelie Court, finding its tenets more to their liking. This court also enables their deep dives into research, regardless of topic, enjoying that the secrets they find are forbidden and dark. The Unseelie Court funds Sluagh assassins, believing that bogeymen are the best to handle this type of job. Unseelie Sluagh choose careers that generate chaos and work alongside their drives to accumulate knowledge. They act as information brokers, fright-night actors, and curators of strange collections, seeking to make the world a little stranger and less knowable.

Shadow Court

When the Shadow Court emerged as the tyrannical power behind the Endless Winter, many changelings were surprised by the support it had among the Sluagh. Even Seelie Sluagh secretly mocked those Kithain for their naivety. Sluagh have always tended towards their Unseelie natures, and with Endless Winter obviously on the horizon, it made sense for several of them to choose to back faeries with Shadow Court affiliations, even secretly. Sluagh may shy away from the spotlight, but they have never balked at being the power behind the throne. These Sluagh find themselves acting as spies for each other, working as viziers and advisors to the most powerful changelings in the world. No piece of information goes unturned or unreported, and the Shadow Court has Sluagh spies in every corner of the world. These Sluagh have also been responsible, along with Redcaps, for some of the most audacious assassinations in recent history, and they focus on creating a wholly new kind of fear within the Kithain about who may be in the dark watching.

Titles

Sluagh are a secretive kith, isolated by the fear and suspicion others show them. They tend to eschew outsiders, preferring their own kind above all others. They form a loose hierarchy based

on their Seemings, believing those who have been in changeling society longer have a vast array of tools at their disposal and should be respected.

Commoners

Most Sluagh cling to their status as commoners. They believe that avoiding rank and title gives them a certain amount of freedom to move among the courts and keep their affairs their own; no Sluagh wants a target on her head or her library ransacked by an overly curious lord. It is unusual to see a commoner Sluagh participating in rabble-rousing; they prefer to keep their secrets close and their options open.

By leaving behind the desire for power in the most traditional sense, Sluagh find their ways into powerful positions by assisting lords and ladies. By doing this, they help ensure that blame falls squarely on their leaders' shoulders, allowing a Sluagh to fade to the background and sidestep scrutiny. They avoid situations in which they might receive a title and pity those who are not politically deft enough to avoid one.

Nobles

Sluagh born into noble houses often receive sympathy; the responsibilities inherent in nobility preclude many of the activities the fearmongers enjoy. The kith sends notes of condolences to those few Sluagh unlucky enough to receive a noble title. Most Sluagh nobles are Foundling or Wilders, plucked up by nobles wishing to make a shining example of them or offered up as a sacrifice by elder members of the kith in order to have a lackey in an advantageous position (or to avoid an appointment themselves).

Sluagh who carry the entitlement of nobility often find themselves learning as they go. Their elders may have been awful teachers, but a Sluagh who is incapable of picking up information and putting it to use is left to hang in the wind. For many young fearmongers, how they handle their new responsibilities marks them—as either a failure to be handled or as a talent to be cultivated.

Societies

For Sluagh, being a member of their kith is already like being inducted into a secret society, full of vile tricks and dark secrets. While the practice of High Tea has always been a societal tradition among the Sluagh — anticipated by the young, expected of the old — the kith has only recently created separate societies; a development that many Legends attribute to the young and their need for classification. Most of these new societies primarily include Wilders and Errants, with a few Eidolons present to make sure no one burns down a freehold...accidentally.

The Agony Aunts

Much like the men and women behind the advice columns of yore, Agony Aunts are considered the utmost experts in matters ranging from practical advice to the next trending fashion to the

proper dinner table etiquette. While both commoners and nobles alike secretly call on these experts, none of them deny the advantages and acumen these Sluagh bring to the table.

Agony Aunts apply their deft hands to crafting the next big persona, the next big party, or the next big social coup. They are well-known for skills that can propel someone forward into society, as well as their ability to make the same person last week's news. Other Sluagh even call on the Agony Aunts to ensure their High Teas are well-attended or to gather a bit of wisdom that may help them with a sticky situation.

High Tea

High Tea is the greatest tradition among the Sluagh. It is a grand affair, where all Eidolon and Legend Sluagh who are in good standing within the kith are invited to attend. The price of an invitation is a piece of interesting information that no one else has heard. At times, younger Sluagh who have impressed their masters, despite the kith's renowned apathy, are summoned to attend. If they share a particularly juicy piece of information, they will secure their place among the Sluagh elite, guaranteed an invitation to the next High Tea.

At High Tea, tables are set with the finest in aged and rotten décor. The china is cracked, the lace is torn and smudged, and the food is the crème de la crème of moldy delicacy. A Sluagh is expected to be on her best behavior, minding manners recalled from centuries past, and she should be dressed to impress in last year's, last century's, and last millennium's couture. High Tea is just as much about sharing information as it is a celebration of the ruin Sluagh so adore.

The Gloom

The Sluagh created the Gloom as a double-blind network for hiring their best talent. Few Sluagh thrive on the notoriety their actions may bring them, and the Gloom operates as a network of assassins, spies, and fixers available to the highest bidder.

This society can only be reached through a secret webpage on the Dark Web, using chimerical glyphs visible to only changelings. The address is untraceable, much to the chagrin of those who try to infiltrate the Gloom. Those lucky enough to find themselves with the address can reach out and may find themselves in contact with an anonymous fixer who can provide them with the additional steps a faerie must take in order to see their wishes fulfilled.

Fright Knights

The Sluagh aren't particularly known for their tendency towards open rebellion or shock tactics. However, the Fright Knights seek to change this. This group of young Wilders has not only violated the Sluagh's habit of avoiding entitlement by seeking out knighthoods, but they also prefer their scares gory and shocking. The Fright Knights believe that the current iteration of horror is here to stay and that the Sluagh elders are being stodgy fools by trying to keep the art of the slow scare alive, when there is so much horror media available. The Knights play grandiose tricks, embracing body horror and pop-up shocks as they wander the streets and countryside. Many a recent urban legend or disturbing news story is a result of these fractious youth.

Most Fright Knights serve the court from which they received their knighthoods, and they are sometimes sent out by the Unseelie or Shadow Courts to cause trouble with their more orderly neighbors. Seelie changelings are often distracted while reacting to the Knights' antics while their Unseelie counterparts use the opportunity to carry out some plan discreetly.

Appearance

Most Sluagh are pallid in their mortal forms, pale creatures that could almost pass for a vampire or ghost from Victorian literature. They tend to gravitate toward dark colors and older fashions, anachronistic to their cores.

Their Fae Miens take this tendency towards the archaic, anachronistic, and creepy to an extreme. They appears ghostly white, with hair lank lifeless against their skin. Their eyes turn a dull black, dead within their sunken flesh. Their limbs, including their fingers and toes, are disproportionately long compared to the rest of their body, and they carry with them a smell of old books, dust, and sweet decay.

Calling the Wyrd

When a Sluagh calls upon the Wyrd, she becomes a true bogeyman from fairytales and bedtime stories. Sluagh become unnaturally tall and their skin becomes so pale it is translucent, showing their inner workings, which consist of numerous insects and shadowy swirls. They grow long claws on both their hands and feet, and their mouth becomes a maw of gnashing teeth.

Fae Mein Form Benefit

A Sluagh in her Fae Mein form gains a +2 wild card bonus to her Intimidation, Stealth, and Occult skill test pools. In addition, she gains her choice of either the Manipulation or Perception attribute focus.

Frailties

The Sluagh, for reasons none of them can or are willing to disclose, lost their voices as the Shattering occurred. No Sluagh can speak above a whisper. When using an art that requires a vocal component, a Sluagh can only target characters within 3 steps of her location.

Arts Affinities

Chicanery, Dread, Soothsay

Realm

Prop

Trolls

“Neanderthals used stone to shelter themselves from the elements and defend the weak against predators. Is it any wonder that our hearts measure worth in terms of honor and duty?”

— Lady Mika Sandstone

Duty, honor, and loyalty are not nostalgic aspirations for *Trolls*—they are the very source of their legendary strength and fighting prowess. Trolls steel themselves with faith in the old ways to endure the Endless Winter; their duty is a compass, seeing them through the banality of the fallen world. Their honor a shield against despair and madness, and their loyalty is an absolute, unstoppable force in the universe.

Even in the face of the onslaught from the Endless Winter, rivals scoff at the uncompromising, stoic nature of Trolls, seeing them as impassionate dullards too powerful for their own good. Loremasters argue that Trolls’ innate tenacity stems from their origin, born from the dreams of stone. An ancient adage from their lyrical history, the *Chronicles of Leander*, explained it best—*“as long as there have been mountains, there have been Trolls.”*

Trolls seek mastery over themselves rather than over others; they believe that strength without discipline is dangerous and unworthy. A popular cautionary tale features a Wilder knight named Rokku who attempted to defend an isolated town against a siege of Redcaps during the final days of the Accordance War. The Redcaps surrounded the settlement and spent three days and nights taunting and calling vulgar insults out from the darkness. The knight resisted the baiting, until one of the brutes insulted the goddess Dagda and the very code he swore to uphold. Enraged, the knight drew his sword and went into the darkness. He fought them, five against one, and slew them in the muck and rain. Afterwards, he left his broken sword among the dead and left the village. Peace came to the land after the ascension of King David, but Rokku surrendered his rank and lived as a farmer. Though his protected charges survived, the knight who drew his weapon in fury lost his honor.

Known as titans, daityas, and a host of other names across the world, Trolls have etched themselves in the mythologies of mankind. During the Sundering, they explored the world, seeking out new trods and discovering friends and enemies in equal measure among the human civilizations they encountered. They settled the frozen shores of Vinland, where they battled the fierce Fenrir and helped build the Great Wall of China. Their legends echo throughout the great myths and legends of human history; you can see their history reflected by the Cyclops of the *Odyssey*, the Nephilim Goliath in Jewish lore, and the giants of the Germanic folk tales gathered by the Brothers Grimm.

Gifted with legendary fighting prowess, Trolls excel as guardians, leaders, and adjudicators. However, many Trolls seek peaceful professions, thriving as artists, police officers, architects, teachers, or any calling that requires patience and discipline.

The old tales proclaim that Trolls were the first noble kith, ruling over impressive freeholds and communities during the Mythic Age. The Sidhe and Trolls worked as two sides of a coin, shepherding humanity and the other kiths to build cities and, later, kingdoms. While Sidhe taught politics and protocol, Trolls encouraged discipline and heroism—inspiring the chivalric orders of knighthood and the bushido code of the samurai. Together, they maintained order and peace for centuries, until an unknown disagreement split their loyalties. The confrontation swelled into a brutal, unrelenting conflict between the two kith; they waged war for generations, until the Trolls surrendered and swore loyalty to the Sidhe.

A Troll's word of honor is inviolate: a measure of her worth. Centuries upon centuries of unwavering dedication to upholding their oaths have given them a well-deserved reputation for honesty. Should a troll violate her word or betray a trust, she weakens until she atones for the offense. Humbled by an intense sense of responsibility, Trolls refuse to use their great strength to bully or harm others without a just cause. Taking such an unfair advantage over an adversary would be unchivalrous, after all.

Stoic as the proverbial stone, Trolls value bravery, honesty, and patience in themselves and others. Some believe they lack feeling, but in reality Trolls merely prefer to keep their emotions to themselves. Their feelings run deep like a fjord under the mountain, powerful enough to destroy them, if allowed to run amok.

Trolls strive for civility, preferring to utilize formal titles when addressing others and dedicating their lives to duty. In matters of loyalty, they are fiercely devoted and true to their friends, kin, lieges, and vassals. In courtship, they are ardent suitors, strictly following the changeling traditions of courtly love. While they gravitate towards spartan lifestyles, the ideal of hospitality is engrained in their minds as vital to their honor.

Since the devastation of the Endless Winter, the murder of King David, and the shattering of Concordia, some Trolls despair, daring to even question the value of honor and duty. They have begun to join the Unseelie Court in record numbers, and a few even dare allying with the Shadow Court. Others have become invigorated, re-devoting themselves to their oaths and duty out of sheer obstinacy, if nothing else. The near-complete dominance of banality in the world provides the perfect chance for a knight to prove her mettle and create new legends, they say. These Trolls' renewed sense of chivalry encourages them to watch over the latest generation of dreamers, those born after the new millennium, while somehow managing to thrive in a world starved of dreams. Although this resilient new batch of dreamers seem strange to their eyes, they shield them from the Dauntain and other minions of banality with their very lives.

The Code of Dagda

Trolls have followed the Code of Dagda—a chivalric set of ideals and tenets—for three thousand years. A poem from the Chronicles of Leander describes Dagda as a venerated Troll warrior who sought to earn the love of the goddess Danu. To prove his worth, Dagda wandered the earth and established a code of ethics for his kith, dedicated to protecting the world and the Dreaming. Many were the monsters he slew, and before his death, the goddess Danu appeared before the Troll and took him back into the Dreaming.

Seelie and Unseelie alike venerate this code out of respect for their ancient hero, but the Trolls of the Shadow Court have openly abandoned it.

- **Protect the Dreaming:** The exact meaning of this tenet has been the source of heated debate throughout the centuries. Most agree it requires one to protect all changelings and freeholds, but some interpretations also include chimera and humans. How individual Trolls interpret this statement varies from court to court and freehold to freehold. All that is certain is that every Troll will protect their charges, and woe to any who stand against them.
- **Respect Those of Higher Station:** Trolls honor those of higher station with the proper protocols and titles as deserved. They remember, however, that respect associated with a higher social standing is something that must be continually earned.
- **Never Abuse Your Strength:** Be worthy of one's strength; to use it needlessly is a dishonorable waste. This proscription also inspires the high proportion of itinerant warriors among the Trolls; they roam the world in search of worthy opponents and to ensure that no other abuses her power.
- **Accept an Honorable Surrender:** Possessing strength makes one responsible for the weak, so it is honorable to accept a foe's surrender, so long as she is a worthy opponent.

Recently, Lady Mika Sandstone revealed a prophesy to her fellow Trolls. The information was smuggled from the shining courts of Arcadia itself by the Ard Righ of the Fianna, Bron Mac Fionn. According to him, when King David was murdered in the Deep Dreaming through the use of ritual magic, this event not only sparked the Endless Winter, but also opened a small, short-lived portal, allowing a royal soul to escape. Signs and portents suggest this faerie soul has been reincarnated into the last generation of changelings, and perhaps not even into a Sidhe, but instead into a commoner. The Sidhe consider this prophesy to be a horrific heresy, insulting their very blood and right to rule.

However, many Trolls believe that if the Dauntain locate the new royal Foundling before the changelings, then the frozen hold of the Endless Winter will continue forever. Before she was assassinated, Sandstone gathered the greatest surviving knights among the Trolls and bequeathed unto them a quest to find their potential lost liege and if they cannot, to pass this task to the younger generations.

Although the Trolls' struggle seems endless and eternal, as the soul of the land appears to be dying before them, each Troll finds inspiration in her duty. They remind themselves that within each new dreamer is a new seed that might end the curse of winter; each new Foundling has the

potential to carry King David's reincarnated soul. The Trolls walk the broken world, carrying a light to brighten the darkness.

What better time for a knight than an age where strength of heart is needed most? In an age of despair, the ultimate act of heroism is to hope.

Seemings

A favorite idiom of many Trolls is: *a knight with shining armor is one untested by the world*. They respect those who have endured numerous trials and still have the strength of heart to maintain a connection to the Dreaming. Once Trolls believed in forcing their Foundlings through a rigorous training to condition themselves as quickly as possible, but the horrors of the Endless Winter have brought a change in this tradition. Now, many Trolls go out of their way to shield the young and groom them until they are ready to face banality. They straddle the Mists between the banality-tainted realm of the mundane world and the mystical Dreaming, knowing there are humans and changelings alike who need their strength and inspiration.

Foundling

A Troll Foundling newly emerged from her chrysalis discovers an attraction to the excitement and bustle of cities, often seeking out remaining freeholds hidden by the Mists in forgotten places, where hope is needed the most. These young Trolls embrace their natural obstinacy before mastering the legendary patience of stone. Before they have received proper training, they still rush into battle, inspired by legends of past knights and heroes to protect their chosen neighborhoods.

Foundlings typically accept direction from experienced knights who understand well the exuberance of youth. Strict boundaries ensure that Foundlings evolve into worthy members of the kith, and they are assigned chores around their freeholds intended to build character and discipline. Others who dwell within a freehold tend to worry about Troll Foundlings, fearing they might become a proverbial bull in a china shop, unaware of their amazing strength and size.

Errant

As a Troll tests herself against the trials of banality, she begins to learn the value of patience. Errant often seek out adventure and work in the mundane world, trying to improve their own corners of it as best they can. Often, they are known in their neighborhoods as hometown heroes, working at local community centers during the day and turning vigilante at night when needed. Trolls will often first feel the call of her Unseelie nature in this phase of training, learning to revel in her strength and dominance over others.

Once an Errant has chosen a legacy, she is assigned minor missions of importance to her freehold, such as patrolling or maintaining the defenses. Failure due to dereliction of duty is not tolerated among Trolls and is considered a stain upon their entire kith. At this stage in their Seeming, Errant are still inexperienced in matters of honor, and more often than not, their hearts

are used against them in courtly intrigues. Their innate sense of loyalty can sometimes be misplaced, and many cautionary tales speak of love-struck or honor-bound Troll Errants trapped in a web of manipulation, forced or tricked into fighting for an unworthy cause.

Wilder

A Wilder Troll is a walking contradiction of exuberant youth weighed down by the responsibilities of duty and honor. She has the hard-won experience necessary to control the strength and magnitude of her power, but she still feels the urgency of youth, sometimes erring on the side of ideals over practicality. Many Wilder Trolls find their natural instincts drive them to pursue mastery of their chosen professions, hoping to leave some sort of mark upon the world before the weight of banality wears them down.

Those seeking to become warriors often look to apprentice themselves to an older, wiser Troll who can properly instruct them in the chivalric code, how best to walk the world, and how to best defend others. Squire and knight will travel together; the squire seeks to learn the skills required to be a proper knight, while the knight embraces the adventure. Troll Wilders are expected to defend their freeholds and serve as diligent stewards of their realm.

Eidolon

An Eidolon Troll is a knight who has earned her spurs: capable and wise. Her burden is one of knowledge, tempered with wisdom. She has come to understand a sad truth of the world; for all her strength and heart, she is ultimately unable to change the world alone. The terrors and horrors of existence might be more frightening than a dozen dragons, but they can be endured. The greatest battles are often small in scope, meager in stakes, and ultimately personal. The greatest glory comes when defeating the dark nights of the soul, bringing hope to the hopeless.

Once the wanderlust of youth has abated, an Eidolon starts to feel an urge to nest, to build some sort of home. Many flee the urban landscapes to find a homestead within sight of mountains and hills, seeking solace amongst the familiar to fortify themselves between adventures and quests. Traditionally, the Eidolon knights of a region bind together in fellowship to form an order, seeing to the ongoing safety and security of the area's freeholds. They work with Eshu to maintain routes and safe houses. They take on squires and train the young to carry the fight forward.

Legend

Known as Grand Masters, Legends are the venerated warrior-poets of the Troll kith, inspiring others to press forward during the Endless Winter. Weary and tired, yet still enduring the banality of the world and dreaming of a better tomorrow, Legends leverage their wisdom and patience to protect the remaining freeholds and organizing other changelings to protect the remaining Glamour in the world.

Withstanding the weight of banality often requires solitude, forcing a Legend to create and build refuges from the world. Grand Masters often become teachers, accepting squires and service

from knights as they seek to pass along their knowledge to the next generation. They are often hailed as heroes within freeholds, but most Legends are leery of such adulation, as they sense every failure and life lost as a bitter note in their lives. Many slip into Bedlam waiting for their last great battle.

Court Fealties

The vast majority of Trolls, as a kith, have sworn fealty to the Seelie Court; a tradition thousands of years old, but there have always been those who abused their natural gifts and abandoned their duty to the code. Despair in the time of Endless Winter has increased the number of Unseelie Trolls, and even a few ally themselves with the Shadow Court.

Seelie

Stones innately resist change, preferring the certainty of order to chaos. The Chronicles of Leander say that Trolls founded the Seelie Court thousands of years ago before the Shattering. They built their reputations via unwavering fealty to the ideals of the Seelie Code. Other Seelie changelings speak highly of Trolls and acknowledge their worth among the Kithain. Not merely guardians of the people and places they protect, these enlightened warriors are paragons of the Seelie Code, upholding the concepts of honor and chivalry.

Unseelie

Giants are Trolls who have abandoned their duty to the Seelie Code. Some Trolls accuse them of succumbing to the temptation to abuse their strength and embrace their darker nature, indulging in their baser urges and delighting in their power over those weaker than themselves. Giants argue that they have simply surrendered the need for the crutches of protocol, pretense, and false codes of honor, and that they have escaped the trap of courtly love. Despite their chaotic nature, Giants keep their word and oaths religiously, though they are sometimes creative in interpreting the wording of their promises. An Unseelie Troll is feared for her dedication to a cause, ignoring whatever laws or protocols might be in place that prevent them from doing what they believe is right.

Shadow Court

Few Giants deigned to join the Shadow Court conspiracy until the dawn of the Endless Winter, preferring to instead indulge in their vices rather than expend the energy to seize power. Those who did traveled further into the realm of nightmares, becoming known as *Ogres*. Savage and brutal, they no longer care for duty, but rather focus on domination and subjugation. While they are bound by the restrictions of their kith, Ogres rarely give or take oaths, preferring not to restrict their appetites. Some freeholds have actively accepted and allied themselves with the Shadow Court, preferring to live under tyranny than fall to banality, but even they avoid Ogres, seeing them as a danger to themselves and others.

Titles

Founders of the Seelie Court, Trolls keep faith in the importance of the relationship between vassal and lord, knowing that each is important for the health of the realm. Duty and honor are the heart of this faith. Many Trolls seek to become squires and knights, seeking to serve the freeholds and their fellow Kithain.

Commoners

Although Trolls were once considered nobles, the Sidhe dethroned the Kithain when they returned from Arcadia. Even so, Trolls hold an uncommon faith, regarding titles as tools to serve and protect others, means of identifying an individual's worth, and a way of conveying respect. However, most Trolls are all too aware that many Kithain do not hold to such beliefs. Memories of the vile atrocities committed during the Accordance War still echo among the common folk, leading to distrust of most nobility, with the notable exception of the Trolls. They hold true to their oaths and serve the realm. Many Trolls seek elevation to lower titles, such as squire and knight, hoping to use the structure of the nobility to defend the dreamers and the remaining freeholds.

Nobles

Aside from Sidhe, Trolls are the most populous kith among changeling nobility. Troll nobles hold a sacred trust with commoners that crosses the class divide, creating an unconscious bridge between the Sidhe and the commoner kiths. They cherish this bond, downplaying the pomp and circumstances of rank, believing that this symbiotic relationship is vital to the health of the land and the Dreaming. Troll nobles also lead by example, getting their hands dirty with the day-to-day business of protecting the freeholds.

Orders

Troll society once was clannish, forged along familial lines, but the Endless Winter scattered the few remaining Trolls across the globe to seek oases in the glamour desert of the world. They now organize into orders of knighthoods, each accepting a single leader as its grandmaster. It is not uncommon for all members of a given order to be heavily oathbound to its goal or outlook.

Order of the Fisher King

Named after the legend of the wounded king, Lady Mika Sandstone founded this order when she revealed the prophecy from Arcadia. This order believes that King David's soul has been reincarnated into a new body, and if the order can locate him first, they can train him or her to become a king or queen who can heal the land and restore the Dreaming to its former glory. Many Sidhe consider this order's beliefs to be an insult of the highest order, but due to public support, they can't yet act against it. Knights of this order search the world for a new Foundling, hoping to heal the land as did the Arthurian knights as they searched for the Holy Grail.

The Brotherhood of Thor

A faction of Trolls refused to bend knee after the Accordance War and formed an order dedicated to creating a separate court of nobles comprised solely of Trolls. King David brokered a peace that caused the Brotherhood to fall dormant until the arrival Endless Winter. Composed of Trolls from both the Seelie and Unseelie Courts, the ascension of the wicked Shadow Court revived this order's ambition. Members strictly follow the Code of Dagda; they always offer aid to others, when possible, and are identified by a hammer pendant. This order is the cause of recent apprehension among many Sidhe, as the Brotherhood's members are quick to point out that it's reformation would not have been necessary, had the nobles remained true to their responsibilities.

Keeper of the Scales

Knowledge and wisdom are the scales by which justice is measured. Members of this order track legends and myths, as well as the deeds and crimes of contemporary changelings. Their motto is, "Only in knowledge can justice be served." They are neither advocates nor judges, but living repositories of knowledge: the bards of ancient song and the tellers of modern tales. Keepers serve Seelie masters and courts as easily as they serve Unseelie ones, though their preference is to serve members of their own court. Nevertheless, these scribes are highly valued by all wise rulers, and they are often sought out for positions as advisors.

Appearance

The mortal shells of Trolls tend to be larger than average, uncomfortably so, as though the world is simply too small and fragile for their needs. Trolls explored the globe for thousands of years, embedding themselves in every human culture. They project an air of confidence and zen-like calm.

In their Fae Mein, Trolls are large, ranging from seven to nine feet tall, with thick bones and weightlifters' physiques. Seelie Trolls carry an air of nobility, though many favor a Nordic look, and they tend to have blue skin and small, ridged horns on their foreheads.

Calling the Wyrd

Upon Calling the Wyrd, a Troll reveals her Fae Mein. Her skin darkens to a shade of blue, while she grows to her full size and sprouts curved horns. Trolls cannot use human-sized firearms or small or delicate technological devices, since their fingers are too large to operate fine mechanisms. However, many Trolls seek out chimerical weapons that will adapt to their size.

Fae Mein Form Benefit

A Troll in Fae Mein form gains a +2 wild card bonus to her Athletics, Brawl, and Melee skill test pools. In addition, she gains the Stamina or Wits focus.

Frailties

The strength of stone is measured by its endurance. Trolls innately believe that the mystical source of their own strength stems from their adherence to their duty and personal honor.

Should a Troll shirk her sworn duty, violate an oath, or break her word of honor for any reason, including mystical coercion, she receives no benefit from the Strength or Stamina foci until she completes a Complex Quest of difficulty rating 3 or greater, to atone for her sins. If there is any disagreement about whether an action causes this frailty to take effect, the Storyteller adjudicates. For more information, see **Chapter Nine: Social Systems: Oaths**, page XX.

Even the few Unseelie and Shadow Court Trolls take great pains to avoid placing themselves in a situation where they might fall under the curse of this frailty, lest its curse make them vulnerable to attack from their enemies. Many Trolls believe that to eschew oaths and honor in such a fashion is a quick way to become an honorless brute.

Arts Affinities

Primal, Oakenshield, and Metamorphosis

Realms

Fae

Chapter Four:

Character Creation

“This is a work of fiction. All the characters in it, human and otherwise, are imaginary, excepting only certain of the fairy folk, whom it might be unwise to offend by casting doubts on their existence. Or lack thereof.”

— Neil Gaiman

Consider for a moment that your game is an interactive play. Your location transforms to a stage in the mind’s eye. The Storyteller serves as the director, ensuring that the flow of the performance achieves the proper emotional impact and satisfies the audience. Who is the audience? Everyone who participates is both actor and audience of the storylines created by the troupe.

Each player assumes the role of a character, a persona within the context of the game through which the player interacts with the game world. You, the player, fulfill a role in the story. Like a character in a novel or movie, you are a protagonist in the stories of your chronicle. Rather than making up a new character for each session, you create a single, richly detailed individual, then assume that role each time you play the game. As your troupe’s story evolves, you can watch your character grow and develop, have successes and failures, and perhaps resolve the story in a glorious death. Ultimately, the character you create becomes as real and as timeless as one of the great protagonists (or antagonists) in a literary work. To guarantee that all players use the same capabilities for their characters, the rules of **Mind’s Eye Theatre** (MET) provide a single, simple set of guidelines for character creation.

This chapter describes how to create a changeling character. You begin with a general concept and then translate that spark of creation onto a character sheet, using the various mechanics of the game. The process is simple, but it is often worthwhile to create characters with the Storyteller’s collaboration, so that she can answer questions and guide the creation process to match her unique setting.

Quick-Start Character Creation Guide

Step One: Inspiration, page 64

- Decide your character’s concept.
- Choose an Archetype.

Step Two: Record Initial Experience Points (XP) , page 68

- Your character begins with 30 initial XP. You can spend this XP during the character creation process.
 - You may choose to gain more initial XP by selecting flaws during the creation process (step nine).
 - Your Storyteller may opt to award more initial XP, if you are portraying an experienced character.

Step Three: Choose a Kith, page 68

- Choose a kith.
 - Remember that kith determines your character's art affinities gifts (step eight).
 - Check with your Storyteller to determine if your chosen kith is common, uncommon, or rare in your game's setting. If you wish to portray an uncommon or rare character, such as a Sidhe, you must use some of your initial XP to purchase a specific rarity merit. For more information on these merits, see **Chapter Five: Merits and Flaws: Rarity Merits**, page 156.

Step Four: Assign Initial Attributes, page 69

- Rank the character's attributes as primary, secondary, and tertiary.
 - Assign 7 dots to the character's primary attribute.
 - Assign 5 dots to the character's secondary attribute.
 - Assign 3 dots to the character's tertiary attribute.
- Select one focus for each attribute type (Physical, Social, and Mental).
 - Physical focuses: Strength, Dexterity, or Stamina.
 - Social focuses: Charisma, Manipulation, or Appearance.
 - Mental focuses: Perception, Intelligence, or Wits.

Step Five: Choose a Court, page 70

- Choose the court with which your character is aligned.

Step Six: Assign Initial Skills, page 73

- Choose one skill and fill in the first 4 dots of that skill.
- Choose two skills and fill in the first 3 dots of those skills.
- Choose three skills and fill in the first 2 dots of those skills.
- Choose four skills and fill in the first dot of those skills.

Step Seven: Assign Initial Backgrounds, page 84

- Assign 3 dots to a single background of your choice.
- Assign 2 dots to a second background.
- Assign 1 dot to a third background. To be a changeling, you must assign at least 1 dot to Seeming. (see **Backgrounds: Seeming**, page 95)

Step Eight: Assign Initial Arts, page 98

- You automatically gain the first dots in your three art affinities.

Step Nine: Choose Merits^[OBJ], page 99

- You may choose to spend some of your initial XP to purchase up to 7 points of merits. This limit of 7 merit points includes any merits purchased earlier in the creation process (including rarity merits). Your character can never have more than 7 points of merits across all categories.
- Choose your character's flaws. You may receive a maximum of 7 XP from flaws. Add XP gained from flaws to your initial XP. With the Storyteller's permission, a player may choose more flaws, totaling more than 7 points, but the character cannot earn more than 7 XP from flaws.

Step Ten: Spend Initial XP, page 100

- After purchasing merits and adding XP from flaws you may use your remaining initial XP to:
 - Purchase more attributes, skills, or backgrounds.
 - Purchase additional dots of Seeming.
 - Purchase additional levels of your affinity arts.
 - Purchase levels of out-of-affinity arts
 - Purchase levels of realms.

Step Eleven: Finishing Touches, page 101

- Note the character's total Glamour (determined by the Seeming background).
- Note the character's total Banality (determined by the Seeming background).
- Note the character's total Willpower points (normally 6).
- Note the character's total health levels.

Step Twelve: Before the Game, page 102

- Take your character's background and completed character sheet to your Storyteller for approval.
- Prepare your costume, print out your sheet for easy reference, and go to game!

Step One: Inspiration

Character Concept

According to Greek mythology, the goddess Athena sprang forth from Zeus's head, whole and fully formed. While we hope you find character creation equally simple, you may discover that creating a compelling character requires some back-and-forth with the Storyteller. It's important that your character is appropriate for the chronicle and complements the other stories in the troupe. Be sure to consider how your character reflects the themes of your Storyteller's setting, and how she will interact with other characters in your game. A character should be more than a pile of attributes, weapon statistics, and supernatural powers. The best stories come from a character's dreams, fears, and motivations—things that are greater than mechanical maximization or humorous quips. Playing a changeling should be akin to starring in a Shakespearean tragedy; the character knows that the world is unfair, yet full of wonder and beauty. She realizes that the dice are loaded. Although the character might meet a gruesome fate in the end, so long as she encourages beauty and love, it will somehow all be worth it. The manner in which she interacts with others, and how she faces her ultimate doom, is what truly makes the character a legend.

It is often best to begin thinking of a character concept by defining who the character was as a child. Once you know this, you can move through the character's life history. Was the Chrysalis difficult for her? Did it shock her to learn the truth about her changeling nature? Did the savagery of it terrify her? Did the character feel validated by her Chrysalis, allowing her to answer a call to help a grey world yearning for dreams?

This foundation is important, because it helps a changeling relate to others, and gives her a perspective on both the changeling world and the mortal one. It helps you formulate a base personality for your character, and provides an anchor for the changeling's attitude and personality.

Here are three simple questions that may help you define your concept:

- What was your upbringing like? Did you come from a wealthy family? Were you destitute? Did you enjoy childhood, or hate it? Did you know anything about changelings before your Chrysalis?

- Who have you become as a changeling? How did you adapt to your new life? Do you have strong ties to your kith, or are you a loner? Do you look to your court for guidance?
- What are your goals? What do you love the most? What do you fear or loathe? Do you have enemies?

Sample Concepts

- A lonely wheelchair-bound teenager, tended by nurses but largely ignored by her wealthy parents, lives in a massive house. She regularly creates fantastic stories to fill her time, and she has a huge collection of imaginary friends. One day, she awakens to find all her stories are true, all of her companions real, and she is a Sidhe of House Dougal. She enters her new life with ease—for it's just a different story to tell.
- Her youth long behind her, a woman spends her days collecting and cataloguing her extensive collection of antique books and items. Her house is always egged on Halloween, and neighborhood children have long dared each other to try to get into her house. What they don't know is that she is a Sluagh Eidolon, and any child who has managed to wiggle into her house has left dramatically changed—a victim of her talent with terror.
- Descended from a proud line of Eshu storytellers, a Wilder Eshu has saved up tales from every fire she has visited. Within her mind are a thousand stories, fictions mixed with truths, and she is bursting at the seams to go out into the world and share them with others. While she waits, happily planning her future, her family hides that a dark curse hovers over their line, and they hope that her travels will help her elude its grasp.

Archetypes

Carl Jung proposed the concept of *Archetypes*, universally understood symbols or prototypes that are common to all cultures. Archetypes communicate truths about the world. Nearly every culture has a word for rain, or recognizes the image of a mother. In MET, selecting an Archetype allows you to easily describe your character's personality to others in the game. To help, we've provided a list of common Archetypes that you may wish to consider as you create your character. Bear in mind that the Archetypes described here are by no means a complete list. Players and Storytellers should feel free to create more, inventing a new Archetype that better describes the character in question.

Each Archetype summarizes a type of character or personality, offering a basic impression of the character. Is your character a Con Artist, or is she more of a Loner? By choosing an Archetype, you tell the Storyteller (and other players) what they should expect to see in this character's roleplay. It doesn't mean that your Con Artist can't occasionally tell the truth; the Archetype only implies the character's most important, and most prevalent, qualities. Once per hour, when

you are performing an action (or resisting an action) that exemplifies your Archetype, you receive a free Willpower retest. This retest doesn't cost you a point of Willpower, but it takes the place of your normal Willpower retest. You cannot use both Archetype and Willpower to retest on the same test.

Sample Archetypes

- **Architect** – You love physical and social structures, and abhor anyone who works outside the system.
- **Artist** – You focus on inspiration, emotion, and the creative drive. You exist for your art.
- **Bully** – You're proud of your superiority, and everyone knows it. They'd best let you have your way.
- **Caregiver** – You shelter the weak, tutor the ignorant, and go out of your way for others.
- **Child** – Your understanding of human nature is naïve and unsophisticated. You have much to learn.
- **Competitor** – You love a challenge. Victory is only worthwhile if there is a risk involved.
- **Con Artist** – You're a swindler, a liar, and a cheat. Sometimes, it's a living—and sometimes, it's an art.
- **Conformist** – You keep a careful eye on society and work to fit in. Whatever the group wants, you want.
- **Curious** – You're inquisitive, even to your own detriment, and you can't walk away from an unsolved puzzle.
- **Curmudgeon** – Doubt, criticism, and scorn are your weapons. Nothing annoys you so much as trust.
- **Cultured** – You are refined and accept only the finest. You belong with the elite.
- **Enigma** – You're quirky, strange, and often misunderstood. You just don't relate well to others.
- **Fanatic** – You have a cause that inspires you. Nothing is more important.
- **Fighter** – You're used to difficulty, and you like to face it head-on. Combat is always an option.
- **Freak** – You like to shock and disgust others, breaking down their comfortable assumptions.
- **Free Spirit** – You're uncontrollable and unpredictable, and that's how you like it. You hate rules.
- **Judge** – You uphold a standard of behavior; those who don't conform are punished or cast out.
- **Hedonist** – You want to experience pleasure in all its forms before you die.
- **Know-It-All** – You're a scholar, a brain, and you like to show it. Others should admire your smarts.

- **Introvert** – You’re inwardly focused. Thoughtful, shy, and reserved, you prefer to stay quiet.
- **Leader** – You have drive, energy, and ideas. You want to be in command.
- **Loner** – You can’t work within the system. You expect rejection and prefer to work alone.
- **Loose Cannon** – Energetic and over-eager, you’re prone to go off half-cocked.
- **Martyr** – You prove your worth by suffering, and you work to gain sympathy from others.
- **Mediator** – With a natural talent for solving disputes, you’re at your best when negotiating.
- **Mercenary** – Your loyalty can be bought and sold; you’ll do anything, for the right price.
- **Monster** – Causing horror through wickedness, cruelty, or vicious acts brings you delight.
- **Penitent** – You must atone for a wrongdoing in your past; you constantly seek forgiveness.
- **Protector** – Defending the things you love is the core of your existence; you hold the line.
- **Rationalist** – Reason and logic guide you. You reject decisions based on emotion.
- **Royalty** – You are a noble, inherently better than others, and you feel the responsibilities of your station.
- **Survivor** – You’ll do anything, no matter how debased or who you must betray, to stay alive.
- **Type-A Personality** – Capable but self-critical, you demand perfection from yourself and others.
- **Teacher** – You delight in educating others and expect to be seen as an authority in your field.
- **Traditionalist** – You adhere to rote and routine, preferring the predictable over anything new.
- **Troublemaker** – You love to fight authority, inciting rebellion and encouraging defiance.
- **Toady** – You attach yourself to powerful personalities and siphon advantage from their victories.
- **Trickster** – You’re a deceiver, a mischievous figure, and you prefer to win through cunning.
- **Unflappable** – You’re always calm and cool, whether facing difficulties or experiencing victory. When you actually feel excitement, you obsess—until that, too, fades away.
- **Untrustworthy** – Everyone’s out for themselves in the end. Why hide it?

Step Two: Record Initial XP

Your character begins with a minimum of 30 initial XP. If your Storyteller wishes, she may award additional XP to permit more-experienced player-characters.

Keep track of your initial XP and use it to purchase attributes, skills, backgrounds, merits, and gifts later in the creation process. If you do not spend all of your initial XP during character creation, you may reserve up to 5 points for use later in the game.

Step Three: Choose a Kith

Your character's *kith* determines her cultural heritage within changeling society. The kith are well known, and each has their own flavor. Your kith will cause other characters to have expectations about your persona. This choice determines your character's art affinities and access to kith merits, as well as other innate strengths and weaknesses. Acting against a kith's stereotype is perfectly acceptable, so long as it is done on purpose and reflects a character's personal story.

Changeling: The Dreaming provides a choice between 13 kiths of changelings, plus cadet branches known as *regional kiths*. Select one of these kiths for your character, and denote that choice on your character sheet.

For more information on kiths, please see **Chapter Three: Kiths**, page 8.

A Brief Description of the Changeling Kiths

- **Boggans** — As keepers of hearth and home, Boggans are the soul of faerie culture. They are crafters and tradespeople, fastidious workers who are fiercely dedicated to their craft, whether that be constructing a freehold or gathering all the gossip of the nobles. Many freeholds would fail to function without Boggans bustling behind the scenes to keep everything running smoothly.
- **Redcaps** — Sprung from the primal dreads of hunger and starvation, this kith revels in being monsters pressed into flesh. They care little about protocol and diplomacy, believing that true power comes from being the greatest terror in the land.
- **Sidhe** — The Good Folk are the nobles of the faeries: leaders and rulers who hold a sacred birthright and responsibility for all changelings. With their unique connection to Arcadia and the Dreaming, Sidhe are powerful creatures, beautiful and mercurial. They are socialites, forming the political heartbeat of kithain society, offering favor or scorn with little more than a word and a glance.

- **Sluagh** — This kith crept out of the darkest nights and mankind’s most primal fears, forming a group of frighteners, assassins, spies, and collectors. Often anachronistic to their core, they like nothing better than a meal of spiders and a young child’s fear.
- **Trolls** — A honorable and resilient kith of warriors, Trolls are dedicated to defending commoners and dreamers. Loyal to a fault and stoic as stone, they have been at times bitter rivals and at times staunch allies of the Sidhe.

Step Four: Choose a Court

Your character’s *court* determines her political affiliations and her social connections within changeling society. The courts are well known and each has their own flavor. Your court will cause other characters to have expectations about your persona and goals. This choice determines your character’s access to court merits. Acting against a court’s stereotype and goals is perfectly acceptable, so long as it is done on purpose and reflects a character’s personal story.

Changeling: The Dreaming provides a choice between three different courts. Select one of these courts for your character, and denote that choice on your character sheet.

For more information on courts, please see **Chapter Two: World of Darkness: Courts**, page XX.

A Brief Description of the Changeling Courts

- **Seelie Court**—A court believing in order above all else, its members seek to create structure through martial law, courtly love, and forgotten dreams. This court follows and upholds the Seelie Code. (See **Chapter Two: World of Darkness: Seelie Court**, page XX.)
- **Unseelie Court**—A court focused on using chaos, this court follows its passions, disregarding honor and duty when necessary to turn the wheel. This court follows and upholds the Unseelie Code. (See **Chapter Two: World of Darkness: Unseelie Court**, page XX.)
- **Shadow Court**—Some say that this court took the worst from both the Seelie and Unseelie Courts and then unified these changelings behind a tyrannical leader dedicated to seeking complete control and fostering blind obedience. Once a secret society, this court emerged during the dawn of the Endless Winter as the dominant political power opposed to both the Seelie and Unseelie Courts. A reluctant detente and alliance between the other courts have stymied the Shadow Court’s aggression, for now. (See **Chapter Two: World of Darkness: Shadow Court**, page XX.)

Step Five: Assign Initial Attributes

Attributes quantify a character's innate strengths and weaknesses. Depending upon how a player allocates her starting dots, the character might be strong and perceptive, quick and intelligent, or witty and beautiful, based on whether the character has high Physical, Social, or Mental attributes.

A character should also be weak in some attributes. Creating a character who is an imperfect individual makes her more realistic and gives the character weaknesses that she can overcome during the course of the chronicle. Moments of growth are good for a protagonist, and raising an attribute can be a wonderful reward after a tense moment in the story. It could indicate that the character learned from her experiences, growing wiser, stronger, or more capable of surviving in a dangerous social setting.

Most characters have attribute ratings between 3 (poor) and 5 (average), though exceptionally gifted individuals may have ratings of 7 (excellent) or even 10 (peak human capacity). As changelings are supernatural creatures, their players receive bonus points that they can add to their potential attribute maximums. The number of points a character receives in this manner varies according to her Seeming background, reflecting the spiritual strength and stature of the changeling. For more information on Seeming, see page 95.

Assigning Starting Points to Attributes

To assign points in attributes during character creation, you must first rank your character's attributes. Decide which of the three attributes (Physical, Social, and Mental) are important, making one primary, one secondary, and the last tertiary according to your vision for the character. A boxer would likely have a primary Physical attribute, where an artist might place the Social attribute first, and so on.

- Assign 7 dots to an attribute, indicating that this is your character's strongest, or primary, attribute.
- Assign 5 dots to a second attribute, indicating that this is your character's average, or secondary, attribute.
- Assign 3 dots to the last attribute, indicating that this is your character's weakest, or tertiary, attribute.

Physical Attributes

Physical attributes measure your character's general strength, agility, and stamina. A character with modest Physical attributes is not very athletic, while a character with high Physical attributes is exceptionally strong, dexterous, or tough.

Physical Attribute Example

Jack Morgan, a Redcap, is fighting a chimerical nightmare. Depending on Jack's attribute level, his Physical focus, and his ranks in an appropriate skill, he might fight in different ways. If he has focused in Strength, he might try to knock his opponent to the ground. If he has focused on Dexterity, he might use his speed to his advantage, quickly producing a weapon to use in his defense. If he has focused in Stamina, he might be more willing to fight in close quarters, possibly intervening if he has an ally who is attacked.

Social Attributes

Changelings are social creatures, with complex hierarchies, norms, and rules of decorum that can be challenging to navigate. *Social* attributes describe a character's appearance, charm, and ability to interact with others. If your character has few Social attributes, she is awkward, shy, or just plain-looking. A character with a high rating in her Social attribute is attractive, compelling, and smooth, more capable of convincing others to do as she desires.

Social Attribute Example

Misha, a silver fox Pooka, is trying to get herself out of a sticky situation with a local countess. Depending on her attribute level, her Social focus, and her ranks in an appropriate skill, Misha can attempt this in a variety of ways. She might flirt with the countess, relying on her Appearance focus and the Performance skill. If she has focused in Charisma, she might charm the countess with her personality, telling the noble what she wants to hear, using her Empathy skill. If Misha has focused in Manipulation, she might try to convince the countess that she was forced to run an errand for a rival noble, concocting a story meant to direct the woman's ire to someone else, using Subterfuge to make her story as believable as possible.

Mental Attributes

Mental attributes indicate a character's aptitude for problem-solving, learning, deduction, and general alertness. A character with a high Mental attribute is attentive, logical, or intuitive. On the other hand, if a character has a low Mental attribute, she is not as capable. Such a character may be poorly educated, naive, or mentally slow.

Mental Attribute Example

Green Limbs, a Ghille Dhu, is investigating the contamination of a local river. Depending upon his attribute level, his Mental focus, and his ranks in an appropriate skill, Green Limbs can go about his investigation using a number of different methods. He might painstakingly search the area, using his Perception focus and the Investigation skill to notice if the perpetrators left any trace of their presence. If he has focused in Wits, Green Limbs might use his Streetwise skill to remember a list of local companies who might engage in corrupt behavior. If Green Limbs has

focused in Intelligence, he might utilize his Science: Chemistry skill and determine the specific nature of the contaminants, matching them to a local company.

Attribute Bonuses

All changelings have a default maximum of 10 dots in each of the three categories: Physical, Social, and Mental. Mortals and kinain have a maximum of 10 in each of the three categories. Each dot of the Seeming background gives a changeling character one bonus potential attribute point. A player can use these points to increase her character's potential attribute maximums. Each bonus point increases a single attribute category's maximum number by 1; a character must still purchase the attribute up to this maximum using XP, as normal.

Additional attribute dots cost 3 experience points each.

Attribute Focuses

Once you have assigned your initial attribute dots, you must then select one *focus* for each attribute. Each attribute has three focus options. These focuses help you further define your character and provide benefits when the character utilizes her area of expertise. For example, a boxer might choose to take the Strength Physical attribute focus, and an artist might choose the Charisma Social attribute focus.

An attribute focus provides a bonus during challenges involving that attribute, so long as the character's action falls within the focus's description.

Carefully consider which focus to choose for each attribute. Once you are finished with character creation, changing your focus requires you to spend 10 XP.

Optional Rule

Storytellers may allow new or inexperienced players to change their focuses within the first three game sessions, if they feel that the player honestly made a mistake or misunderstood the system.

Physical Focuses

The three Physical focuses are Strength, Dexterity, and Stamina.

- A *Strength*-focused character is vigorous and muscular. Once per combat, such characters may opt to use one of the following Strength-based combat maneuvers without cost: Disarm, Grapple, Knock Down, or Pierce the Heart.
- A *Dexterity*-focused character is quick and nimble. Once per combat, such characters may opt to use one of the following Dexterity-based combat maneuvers without cost: Burst of Speed, Disarm, Fighting Blind, or Quick Draw.

- A *Stamina*-focused character is tough and robust. Such characters do not suffer wound penalties. In addition, such characters cannot be Knocked Out or Knocked Down by a combat maneuver, unless the attacker has a higher Physical attribute than your character.

For more information on combat maneuvers, see **Chapter Six: Core Systems: Combat, Combat Maneuvers**, page XX.

Social Focuses

The three Social focuses are *Charisma*, *Manipulation*, and *Appearance*.

Social powers often give special benefits for a character with a specific focus. For more information, see **Chapter Five: Arts and Realms: Using Arts, Focuses** on page 105.

When making a challenge that relates to your character's Social focus and is not used in conjunction with a supernatural power, the Storyteller may choose to award you a +3 bonus to that challenge. Alternately, when your character is attempting a mundane focus-related action that requires a significant investment of time, such as sweet-talking all the lawyers in town, your Storyteller may halve the time needed for your character to perform the action.

Mental Focuses

The three Mental focuses are *Perception*, *Intelligence*, and *Wits*. Mental powers often give special benefits for a character with a specific focus. For more information, see **Chapter Five: Arts and Realms, Using Arts, Focuses** on page 105.

When making a challenge that relates to your character's Mental focus and is not used in conjunction with a supernatural power, the Storyteller may choose to award you a +3 bonus to that challenge. Alternately, when your character is attempting a mundane focus-related action that requires a significant investment of time, such as translating an ancient text into English, your Storyteller may halve the time needed for your character to perform the action.

Step Six: Assign Initial Skills

Attributes represent your character's raw potential, but *skills* represent the experience and training she's received throughout her life—both mortal and faerie. A character with high skills is well-educated or has a great deal of knowledge about the world. A character with low skills might be naive, sheltered, or uneducated.

You can purchase up to 5 dots of each skill. It's not normally possible to buy more than 5 dots in a skill, unless that skill has been augmented by a Seeming bonus or another unusual quality.

Skills provide two kinds of bonuses to your character. First, they allow a character to perform certain actions that an untrained character simply cannot attempt. Second, they augment a

character's attributes, making certain actions easier because the character has experience or education with a related skill.

For example, a character with a high Physical attribute rating who does not have the Athletics skill might find it difficult to scale a wall or to leap a series of hurdles. A character with a high Social attribute who does not have the Intimidation skill might find it difficult to bully her way past a security guard.

You should select your character's skills based on that character's background, and then place (or purchase) more dots in the skills with which the character should be most proficient. Skill levels range from novice to master, as follows:

- **Novice:** You have learned the fundamentals of this field of knowledge.
- **Practiced:** You have mastered the basics of this area of study.
- **Competent:** You are good enough to earn a professional living in this field.
- **Expert:** You have surpassed the majority of your peers and are considered an expert.
- **Master:** You are world-class at this activity and considered to be among the best in the field.

Choosing Skills

Choose the skills that best reflect your character's education and experiences, and assign starting dots to those skills as follows:

- Choose one skill and fill in the first 4 dots of that skill.
- Choose two skills and fill in the first 3 dots of those skills.
- Choose three skills and fill in the first 2 dots of those skills.
- Choose four skills and fill in the first dot of those skills.

Fields of Study

You can purchase some skills multiple times to reflect a character's background and interests. For example, skills such as Crafts, Performance, and Science are very broad, and encompass many different *fields of study*. When you choose one of these skills, you must also choose a more concentrated field of study within that skill. As in the real world, a field of study specifies in which craft, performance type, or scientific area the character has been trained. Examples might include Crafts: Calligraphy, Performance: Classical Guitar, or Science: Forensics. Thus, a character could be skilled in multiple types of performance and therefore take the Performance skill several times, each with a different field of study.

You might wish for your character to be trained in both Science: Biology and Science: Chemistry, reflecting the fact that the character works in a pharmaceutical laboratory. To do this, you must purchase each of these scientific fields as a separate item, and note the individual dots in each skill in separate places on your character sheet. Your character would not technically have 5 dots in Science, as those two fields of study are uniquely distinct.

Repair and Modification

Repairing or modifying equipment is considered part of the skill associated with the item. For example, a character with the Firearms skill can repair a jammed gun. A character with the Computer skill can repair or upgrade a computer. A character with Drive can repair any vehicle she can utilize with that skill.

Skill Descriptions

The following skills are available to your character. If you want a certain skill or talent that is not on this list, speak with your Storyteller. Many items can be purchased as fields of study under one or more skills. For example, a character who is an architect might purchase Science: Architecture, Crafts: Architecture or even Occult: Architecture, depending on how the character was educated in that field, which interest she chose to pursue, or how she intends to apply her knowledge within the game.

Academics

You possess a level of scholarship and general knowledge beyond primary schooling. This skill reflects the fact that the character has received an in-depth education. With *Academics*, you can express artistic criticism, comment on the classics, discuss philosophy, and indulge in cultural debate. A player may further focus the character's education by choosing a field of study for each dot purchased, such as mathematics, literature, history, journalism, theology, or anything appropriate to a classical education.

System

Once per game session, a character with the Academics skill may spend 10 minutes in study. Thereafter, she may retest a single static (non-combat) challenge without using Willpower. This retest must be relevant to one of the character's specific Academics categories.

Animal Ken

With *Animal Ken*, you know how to handle animals, and you understand their behavior. You know how to calm an animal, care for it, and train it to perform certain tricks or obey commands. You also know how to panic or enrage an animal, when necessary.

System

A character with the Animal Ken skill is extremely soothing to chimerical creatures. She may command unbonded minor chimerical creatures by expending a standard action and speaking to them in a calm voice. If your character acts aggressively towards them, they will defend themselves or flee, but in general, they follow your wishes.

Athletics

You have a knack for athletic endeavors. You are good at sports, and have often participated in physical competitions. This skill is useful when attempting physical activities or sports, when fighting with thrown weapons, or when using a bow.

System

Athletics allows a character to swim, climb, or jump as a simple action, rather than a standard action. Additionally, characters with the Athletics ability can use combat maneuvers as appropriate when fighting with thrown weapons or when shooting a bow.

Awareness

Your senses are keen, and you are trained to notice unusual things in your environment. You also have visceral reactions to the presence of the supernatural, such as a headache or a strange feeling in the pit of your stomach.

System

Awareness allows a character to have a chance to notice supernatural powers being used nearby (see **Chapter Seven: Core Systems: Combat: Noticing Attacks**, page XX). If successful, you learn any realms used to augment the cantrip in question.

Brawl

You have been trained to fight, and know how to use your body in hand-to-hand combat. You might have military training, you might have been trained in the martial arts, or maybe you grew up with a lot of rough-and-tumble siblings. Whatever the case, you know how to dish out damage with your fists and feet.

System

Characters with *Brawl* can use appropriate combat maneuvers when engaging in unarmed combat. For information on combat maneuvers see **Chapter Seven: Core Systems, Combat: Combat Manuevers**, page XX.

Computers

You have the knowledge required to operate and program computers, including mobile devices. In addition, you have a fundamental understanding of the internet, including website

management, data-mining, and hacking. Without the *Computers* skill, a character can do little more than turn electronic devices on and off. She can answer a cellphone by pushing a button, or add a number to its address book, but she cannot use apps or access complex functionality. Such a character can perform only simple tasks on a computer. In the modern world, we take technology for granted. Almost every human character has a dot of computers.

System

A character with the Computers skill receives 1 additional downtime action between games. This benefit can be utilized like a normal downtime action, or it can be used to cancel or observe 1 downtime action spent by another character. This action reflects your character's ability to do research online, tap into information networks, and confuse computer systems. You can cause general havoc with city records, operational electronics, and the mundane online bureaucracy of day-to-day life. No character can be reduced to fewer than 1 downtime action between games.

Crafts

You are artistically talented and have the training or experience needed to create art or build items. You can create beautiful and expensive objects. When you choose the *Crafts* skill, you must choose a specific field of study, such as clockwork, blacksmithing, calligraphy, poetry, or anything appropriate. Note that some artistic fields are better represented by the Performance skill. You may buy this skill multiple times, each with a different field of study.

System

A character with the Crafts skill can temporarily increase her Resources by spending 2 downtime actions (one to craft the item and one to sell the item). This sale increases the character's Resources background by 1 dot for a month, even if the character does not have current dots in the Resources background, up to a maximum of 5. (For more information on downtime actions, see **Chapter Eight: Dramatic Systems: Downtime Actions**, page XX.)

Dodge

When trouble rears its ugly head, you know how to get out of its way. Quick reactions let you evade blows and shots, preventing injury. You can use *Dodge* to attempt to evade an attack of which you're aware, such as diving for cover as someone fires a gun or twisting away from a sword.

System

Characters with the Dodge skill can choose to sacrifice their standard action to increase their Dodge skill test pool by +2 once in the current round. Additionally, if your character is caught in an area-effect attack like an explosion, you can make a Dodge test (difficulty 8) to reduce the damage suffered by 1. For more information about Dodge skill test pools, see **Chapter Seven: Core Systems: Combat: Types of Attacks: Physical Attacks**, page XX.

Drive

Most people can drive, but you have the knowledge and training necessary to perform difficult and dangerous actions while behind the wheel of a vehicle. The first dot of the *Drive* skill gives you competency driving cars. For each additional dot, you are considered competent driving another vehicle in the following categories: carriages, chariots, motorcycles, sail boats, motor boats, large ships, fixed-wing planes, airliners, or helicopters. You may choose other categories, if approved by your Storyteller.

Without the Drive skill, a character can do nothing more than operate a car with an automatic transmission. You cannot operate a clutch or travel safely at speeds higher than 65 miles per hour. Without Drive, a character cannot operate other types of vehicles, including motorcycles and construction vehicles.

System

Without the Drive skill, your character must use her full attention to operate a vehicle. With the appropriate Drive skill, you can operate a vehicle using a simple action instead of a standard action.

Empathy

A character trained in *Empathy* tends to be educated in fields such as psychology, anthropology, or other aspects of human interaction and culture. Such characters are sensitive to the moods, emotions, and motives of other people, and can identify when someone has mental problems, psychological weaknesses, or buried issues.

System

By speaking briefly with a subject, your character learns whether or not the subject has any derangements. If your character examines her target for a few minutes, she can determine which derangement(s) the target has. If your character is aware of a target's derangement, she can spend a standard action to increase or decrease her Derangement traits by 1 (minimum 0, maximum 3) for an hour. You cannot use Empathy on yourself.

Firearms

You have been trained to handle a wide variety of firearms, from holdout pistols to heavy machine guns. You can clean, repair, recognize, and accurately fire most forms of simple modern weaponry.

System

Characters with the *Firearms* skill can use appropriate combat maneuvers when engaging in ranged combat. For information on combat maneuvers, see **Chapter Seven: Core Systems: Combat: Combat Maneuvers**, page XX.

Intimidation

You're good at being fearsome and have often used this talent to terrify others or cow them to your will. Your tactics might be based on your physical size, fighting prowess, reputation, or just knowing how to push someone's buttons and play on her fears.

System

A character with the *Intimidation* skill is extremely frightening. Stock NPCs (including kinain) with a rating of 1 or 2 will not attack a character with the Intimidation skill. If your character acts aggressively towards a rating 1 or 2 Stock NPC, it will flee. This behavior does not apply to mindless Stock NPCs, such as inanimate objects given life by magic or mindless zombies.

Investigation

It takes a great deal of training to be a good investigator. With *Investigation*, you have that education and the experience to use it. You notice subtleties and can connect disparate pieces of information. With effort, you can set a jumbled mass of data into patterns, discovering clues that others would overlook.

System

Use a standard action to visually scrutinize an individual within three steps, or use three standard actions to examine a room or small area. You automatically detect any carried weapons (even beneath clothing), explosives, or hidden objects. Items with the Concealable equipment quality are automatically noticed only if you physically pat down or search the target.

Leadership

Leadership is a combination of authority, strategic thinking, and the understanding of team dynamics. It combines the ability to motivate people with the resourcefulness to draft a successful plan. Even when you are among strangers, you can command attention and gain respect.

System

Stock NPCs who are following your character's instruction receive a +2 bonus to any action they are capable of attempting. In addition, for each dot of the Leadership skill your character possesses, once per game session you can learn the court affiliation, titles, and number of Prestige traits a changeling currently has and how she earned them. (For more information, see **Chapter Nine: Social Systems: Prestige**: page XX.)

Linguistics

Most people have a fluent command of one language: their native tongue. If a character has no dots in *Linguistics*, then she can only communicate in her native language. Other individuals make a diligent effort to learn multiple languages, and through study, master quite a few.

System

For every dot of Linguistics that a character possesses (including the first), she is fluent in one language, in addition to her native tongue.

Lore

To survive the Endless Winter, a changeling quickly learns her own biology and her mystical abilities. She knows that she may change into her Fae Mein, she feels the special delight of Glamour, and she quickly recognizes her vulnerability to cold iron. After a short time as a changeling, she gains an understanding of kithain society, such as the most prevalent kiths, the common laws, titles, and rules of her setting, as well as common arts and powers.

To know more about the supernatural world, a character must collect and study *Lore*. With several dots in Lore, the character is familiar with centuries of legends, understands the minute details of kithian history, and may have her own theory about why King David was murdered and how to halt the Endless Winter. Note, a character does not necessarily need to have a specific Lore skill specialization to believe that a supernatural group exists. However, having Lore represents that she has made a study of them, granting the ability to separate fact from fiction.

System

For every dot of Lore that a character possesses, the player chooses one category in which to specialize. Whenever a character requires knowledge that may be available through this category, the player makes a static challenge (using her Mental attribute + Lore skill) to gain specific and detailed insight from the perspective of that specific topic. Remember that Lore is not Academics; Lore involves knowledge of the supernatural world, where Academics is the study of more mundane topics. Potential categories in Lore might include the events of a specific period of changeling history; a focus on one of the individual kiths; or a specialization in a type of non-changeling creature, such as vampires, werewolves, or mages. If you fail a Lore challenge, you cannot attempt the test again until you acquire new information. Example: Brian has 3 dots of the Lore skill. With his Storyteller's approval, his Lore categories are: Eshu, Autumn People, and Dreaming.

When selecting Lore specialties, players should select topics that are reasonably specific, but they do not need to go into excruciating detail. Should you choose a category that is somewhat broad, your Storyteller may determine that you are unaware of some of the specifics that fall under that category. For example, knowing vampire lore might allow you to name the common clans, but knowing who the leader of a specific city is may require a more specialized area of study, such as Camarilla lore. Your Storyteller is the final arbiter of your character's Lore skill specialization.

Medicine

You have a trained knowledge of human anatomy, including knowledge of medicine and the ability to treat wounds or diagnose diseases. For information on healing mortals with the *Medicine* skill, see **Chapter Seven: Core Systems: Health and Damage: Healing**, page XX.

System

By spending a downtime action studying a target's blood, hair, skin, or remains (including ash) in a proper medical facility, you can determine a creature's supernatural type (if any). Characters who are familiar with said creature type may learn additional information at the Storyteller's discretion. With use of proper equipment, you can preserve blood and other samples for up to one month per dot you possess of the Medicine skill.

Melee

You are a dangerous combatant, especially when you are armed with any sort of weaponry. *Melee* represents your ability to use non-ranged weapons of all forms, from swords and spears, to esoteric martial-arts weaponry, such as sai or nunchaku. This skill also includes training with vampire-hunting weaponry, such as wooden stakes.

System

Characters with the Melee skill can use appropriate combat maneuvers when using melee weapons. For information on combat maneuvers, see **Chapter Seven: Core Systems: Combat: Combat Maneuvers**, page XX.

Occult

You are familiar with occult topics such as mystic philosophy, superstition, or folklore. *Occult* includes knowledge of many traditions, such as Jewish Kabbalah, primitive shamanism, New Age beliefs, or psychic research, but it is always appropriate to mystic studies. The Occult skill does not imply a command of hard facts, but encompasses basic knowledge of rumor, myth, legend, and hearsay.

System

Use a standard action to visually scrutinize an individual within three steps of you. You automatically detect the telltale signs of active rituals on the person or magic items carried by that individual, such as treasures. This skill does not allow you to identify what these rituals or items do, nor to identify the exact nature of their magic (nor to tell if the individual wields magic herself or if the rituals were cast on her by another). Furthermore, characters with the Occult skill can purchase the Occult advantage for their Holdings background (for more information, see **Holdings background**, page 90). You cannot apply this advantage to a Holding that is not your own.

Performance

You have been trained in physical performance and are comfortable entertaining a crowd. This skill represents your talent and technical ability, as well as the ability to enthrall an audience and keep it wanting more. When you choose the *Performance* skill, you must choose a specific field of study such as dance, comedy, acting, oratory, singing, or anything appropriate to the dramatic arts. You may buy this skill multiple times, each with a different field of study.

System

A character with the Performance skill can temporarily increase her Fame background by spending 2 downtime actions (one to promote an upcoming performance, and one to perform). This ability increases the character's Fame background by 1 dot for a month, even if the character does not have current dots in the Fame background, up to a maximum of 5. (For more information on downtime actions, see **Chapter Eight: Dramatic Systems: Downtime Actions:** page XX).

Science

The modern Information Age allows for all manner of studies. By categorizing and breaking down the world into many different forms, the methods of logic and reason give sentient beings the means to understand the universe, or at least small pieces of it. Education in *Science* covers techniques of inquiry, modern studies, and a broad range of underpinning work in a diverse range of fields. When you choose the Science skill, you must choose a specific field of study: biology, chemistry, physics, metallurgy, electrical engineering, mathematics, geology, and botany are all possibilities, though such a list is far from comprehensive. You may buy this skill multiple times, each with a different field of study.

System

A character with Science receives 1 additional downtime action, which can only be spent on a downtime action somehow relevant to one of her fields of study. For example, a character with Science: Mathematics might be able to spend this additional downtime to solve an equation, or a character with Science: Botany might be able to genetically splice two plants together. However, neither skill would generate an additional downtime to investigate a spooky house. For every additional field of study that the character possesses at a rating of 3 or more dots, she gains another bonus downtime action, which can only be spent on a use relevant to one of her fields of study.

Security

You may have been a dedicated security consultant or an incorrigible thief. No matter which side of the law you operated on, you learned a great deal about modern security techniques. You understand both the ins and outs of the technology and the structure of security organizations,

and know how best to circumnavigate both. With a little time and effort, you can design comprehensive security protocols for a location or, conversely, defeat such measures.

System

You can pick a lock or palm a small item by expending a simple action instead of a standard action. Characters with the *Security* skill receive the Security advantage for their Holdings background for free. This character can also use a downtime action to apply this advantage to another character's Holdings; this effect lasts for one calendar year. (For more information, see **Holdings background**, page 90).

Stealth

It takes a great deal of physical training to move silently and a tremendous amount of mental dedication to remain unnoticed when others are attempting to find you. You know how to take advantage of surrounding cover and how to act nonchalant, and you understand the uses of timing and diversion. By taking the appropriate precautions and using your natural skill, you can blend into a crowd and remain unnoticed, even without supernatural powers.

System

A character with *Stealth* is skilled at hiding among a crowd. So long as you have a few appropriate items, you can automatically pass yourself off as a specific type of person, convincing others that you are a policeman, or blending in with the dancers at a club. This skill does not make you unrecognizable and does not fool people who are already aware that you are in disguise.

Streetwise

You're a savvy individual, completely capable of taking care of yourself no matter how difficult the circumstances. The streets and the underbelly of urban areas hold no danger for you, and *Streetwise* allows you to know the local criminal organizations and how to contact—or avoid—them. You can recognize tagging and other territorial markers, and you know the signs, colors, and accoutrements that are used as identification by those who make their homes in those areas.

System

As long as your path leads through a densely populated urban area, it is not possible to follow you without using supernatural powers specifically designed to track, even if your pursuers attempt to track you by scent.

Subterfuge

Lies, bluffs, and subtle games of manipulation are the purview of those who have studied the art of *Subterfuge*. An individual trained in this skill is capable of hiding her intentions and redirecting the attention of others in order to deceive them. You may be at your best with feats of

“magical” misdirection, or you may be a con artist, making money playing three-card-Monte on the streets. You may use phraseology to confuse your listener, or you might be the sort to utilize small feats of hypnotism to confuse and distract. Like the old hucksters used to say, there’s a sucker born every minute.

System

Once per game session, if your character is caught using a supernatural power, it instead seems as though another character of your choosing within three steps of you used the power, not you. This skill does not apply to powers that have an obvious source, such as Holly Strike or Grandeur.

Survival

You know the ways of the wilderness and you feel at home in untamed environments. Using *Survival*, you know how to navigate a variety of terrains, find shelter, and survive in hostile habitats. You can control your responses and act with temperance and composure, having suffered numerous hardships with ease. Your survival instincts are rarely ignored, even under the direst provocation.

System

Once per game session, a changeling can expend 3 standard actions and 3 points of Glamour to heal 3 health levels of aggravated damage. This action drains a changeling’s soul, and for the remainder of the game session, her maximum Willpower pool is reduced by 1.

Step Seven: Assign Initial Backgrounds

Backgrounds flesh out a player’s concept, helping you define many portions of a character’s history. Does the character have powerful connections in human society? Does the character have access to a great deal of money, or is she poor? Backgrounds help you to portray these personal items, creating a framework for the character’s life.

You can purchase up to 5 dots of each background.

Choosing Backgrounds

During character creation, the player chooses three backgrounds and assigns dots in the following manner:

- Assign 3 dots to a single background of your choice.
- Assign 2 dots to a second background.
- Assign 1 dot to a third background.

Seeming

If you do not assign at least 1 of your free background dots to Seeming, your character begins play as a mortal or a kinain. For more information on the **Seeming background**, see page 95.

Losing Backgrounds

The Storyteller may opt to strip a background permanently if your circumstances change significantly. For example, if you fake your death and change your face, you'll probably lose the Resources background.

Other players can work to undermine your backgrounds. Attacks from other players can temporarily reduce your backgrounds, but given time you will recover. As a general rule it takes two game sessions or one month (whichever is longer) to recover 1 dot of a lost background. For example, if another character killed your 3-dot kinain, it would take six games or three months (whichever is longer) to find a suitable replacement.

Shared Backgrounds

Changelings who are members of a motley may pool certain backgrounds together. Shared backgrounds should be noted specifically on your character's sheet, listing your individual contribution, as well as the total among the group.

The following backgrounds may be shared:

- Holdings
- Dreamers
- Allies
- Contacts

Shared backgrounds cannot exceed the maximum of 5 dots for the shared group, no matter how many dots are contributed by the motley's members. Characters can purchase individual levels of these backgrounds in addition to contributing to a shared group; however, each background must be purchased separately. When a member dies or leaves the motley, all contributed backgrounds are lost after 30 days, unless other members of the pack spend XP to repurchase them.

Example

Tristan has 3 dots in his own personal Holdings background, but also wishes to contribute to the motley's Holdings. He notes that the second Holdings is the Motley's shared holdings, and purchases 2 dots of that background. Tyson shares Allies and Contacts with Tristan, and he contributes 1 dot to the shared Holdings background. The motley members consult and choose which benefits these 3 total dots provide from the shared Holdings background. Every motley member notes them on their character sheets for future reference.

Background Descriptions

The following backgrounds are available to your character. In general, having multiple dots in a background allows for more effective or more frequent use of that background's benefit. Some backgrounds change your character during character creation, while others affect the character only after she enters game. Read each background carefully to determine which are appropriate for your character's story.

Allies

The *Allies* background represents mortals who support and help you. These humans may be family, friends, or even a loyal corporation or criminal organization. Allies may represent friends who work as park rangers, write for a prominent blog, or circulate in the high society of local celebrities. With Allies, you can make a few calls, cut a few deals, and get trustworthy assistance in a wide range of activities.

Remember that Allies are mortal, and are not aware of the supernatural world. They genuinely believe you are a friend, and they may ask you for a favor in the future. If your Allies ask for a favor in return, and you are unable to assist them, you may lose dots in the Allies background until you “make good” on the deal.

System

For each dot of Allies that you purchase, you must define one group of people with whom your character is allied. For example, a character with 3 dots of Allies may choose to define those Allies as civil rights attorneys, park rangers at a nearby forest reserve, and a local professional wrestling circuit known as the Hardcore Combat Federation. When you have your character call in favors, you must tell the Storyteller which group (or groups) she is contacting and explain how that group is capable of assisting your character with the specific problem.

Allies can perform reasonable tasks and may be more capable if the task is something appropriate to their profession. For example, Allies who work as civil rights attorneys could do something mundane, such as research a local business. They would be very good at something in line with their profession, like filing a court motion. However, it would be outside their area of expertise to dispose of a body. The character's second ally, the park rangers, would be more appropriate for that task.

If a situation requires character sheets for your Allies, the Storyteller can generate up to three Stock NPCs, one of rating 3 and two at rating 1. All of these NPCs are human, and none have any supernatural abilities. Note that Allies are capable of fighting, but they are not designed to be a character's personal army. If a character's Allies are killed, the character loses access to the Allies background for the next two games or one month (whichever is longer).

You may choose to use this background once per game session for each dot of Allies your character possesses.

Alternate Identity

You maintain a second *Alternate Identity*, complete with papers, birth certificates, or any other necessary documentation. This identity is normally applicable to the human populace, although it may be used to infiltrate supernatural groups if you possess 4 or more dots of the background. You may buy this background multiple times, with each instance representing an entirely separate cover identity. Some merits may hinder any ability to successfully infiltrate other kiths or supernatural groups, at the Storyteller's discretion.

System

In order to determine if a character is using an Alternate Identity, you may choose to spend a number of downtime actions investigating a character you suspect of having an Alternate Identity, researching your target's bona fides. After you have spent your chosen number of actions, make a challenge using your Mental attribute + Investigation skill versus the target's Mental attribute + Subterfuge skill. If you succeed in this challenge, and you have spent a number of downtime actions equal to or greater than your target's dots of Alternate Identity, you discover the true identity of the target character.

If you fail the test, if you have not spent a number of downtime actions that equal or exceed your target's dots of Alternate Identity, or if your target is not using an Alternate Identity, the identity appears legitimate. Storytellers should conduct the test in secret so as to avoid indicating whether or not someone is using an Alternate Identity. Additionally, a Storyteller should not tell a player in advance how many downtime actions are needed to thoroughly investigate someone, or if such an investigation is even warranted.

- Your identity is very shallow. You have a driver's license or other minor documentation, and it can survive a perfunctory internet search.
- You have a well-grounded identity that could withstand the scrutiny of a minor criminal investigation. This identity might include birth certificates and social security numbers.
- Your identity is very well established and stands up to all but the toughest scrutiny. This persona has a long and believable history, including friends, family, and character witnesses.
- Your identity is designed to infiltrate another kith or supernatural organization. At this level you've established a rudimentary identity as a new (or fairly new) member of the chosen organization.
- Your identity is a respected member of society; it holds powerful office in the human world or among your chosen supernatural group. You have a long and in-depth history, and your cover is solid enough to pass even supernatural means of verification.

Note that this veracity doesn't prevent your character from being "found out" if you make a mistake, and other players catch on.

Even the strongest Alternate Identity will fail if you can't keep a secret, display proper etiquette for the identity, or if you are directly observed breaking your cover. While your cover story and paperwork can withstand inspection, some supernatural powers that directly examine you may lead to your alternate persona becoming compromised, at the Storyteller's discretion.

Chimerical Companion

Chimerical Companions are creatures of the Dreaming that bond with and support changelings. They may be born from a changeling's unconscious dreams or a character may carefully cultivate them. These creations have minds and personalities of their own. While some are dedicated to their creators, others may also have their own goals, causing conflict. Players should collaborate with their Storyteller regarding their companions' form, nature, and type.

System

To create a chimerical companion representing this background, use the Stock NPC rules for creating a minor chimerical creature. (See **Chapter Fourteen: Allies and Antagonists: Stock NPCs**, page XX.) The Stock NPC's rating is equal to the number of dots you possess of the Chimerical Companion background. It can take any action that an NPC can perform, but the Storyteller should remember that chimerical companions are not perfect. For example, a chimerical companion spying on an enemy would certainly report back, but could not be able to quote the things its observed verbatim. If there is ever a question about what a chimerical companions can accomplish, the Storyteller makes the final determination.

If your chimerical companion is released or killed, you lose access to the corresponding background for one game session or two weeks, whichever is longer, for every dot you allotted to that specific chimerical companion. This time represents your search for a suitable replacement. You should work with your Storyteller to determine how your character is securing the aid of additional chimerical companions.

Contacts

You have established close personal relationships with people all over the city. When you start making phone calls and asking for gossip or inside tips, the amount of information you can dig up is impressive. You know who to bribe, manipulate, or coerce into offering information, and the favorites list on your cellphone looks like a who's who of the city's most important people.

Your *Contacts* help you keep an ear out for rumors and gather information. When you call on your Contacts, the character makes a few phone calls, checks in on her snitches, and listens to the local gossipmongers. The character very quickly gets rumors and information appropriate to the network she's established with this background.

System

For each dot of Contacts that you possess, you must define one individual with whom your character has a close relationship. This individual is considered to be very well connected in their field or area of expertise; she knows a great deal and actively remains aware of current events within her sphere of influence. For example, a character with 3 dots of Contacts may choose to define those individuals as Bethany, the wealthy socialite; Carlos, the head of Accounting at a local financial conglomerate; and Jane Anne, the owner of one of the most popular nightclubs in the city. When the player has her character call these Contacts, she must tell the Storyteller which individual (or individuals) she is contacting and explain how that individual might know information of use to her character in the specific situation.

When you use your Contacts, you may ask the Storyteller for one piece of information about an ongoing plot, or you may ask for information about one Influence transaction that occurred within the city in the last month. If used to investigate plot, these Contacts provide information that the Storyteller considers appropriate. If the Contacts are used to investigate Influences, the character gains a full description of the influence result and information that can be used to discover who controls that Influence (if anyone).

You can use this background once for each dot of Contacts the character possesses, per game session.

Dreamers

Changelings gather Glamour from Dreamers they inspire. You've managed to become a patron to a collection of Dreamers that you can visit from time to time and harvest their excess Glamour.

System

Characters with the Dreamers background do not have to spend a downtime action collecting Glamour each month. If plot, influence actions, or other circumstances require changelings to spend more than 1 downtime action harvest Glamour, you reduce the number of downtime actions required by a number equal to your dots in Dreamers. If you have more dots in Dreamers than you must expend for downtime actions to harvest Glamour, you may allow other individuals to feed on your Dreamers, thus using the dots to supplement their downtime actions in the same manner.

Additionally, at any point you may spend five minutes out of game refreshing your Glamour, shortening the duration to five minutes instead of the standard 15 minutes. If you do, you gain a number of Glamour points equal to your Dreamers rating. You cannot allow other characters access to this advantage.

Fame

When purchasing *Fame*, decide why your character is famous. The number of dots purchased in this background determines the range of the character's mortal acclaim. For example, a painter with 1 dot of Fame might be known only within artistic circles, while an actor with 5 dots of Fame would be a nationally known celebrity.

System

When you interact with mortals who recognize your character's Fame, you can add +5 to any non-supernatural Social challenges. Additionally, NPCs often give you favors, assist you without question, and grant you the benefit of the doubt. For example, a famous celebrity will not have difficulty getting a private room, borrowing someone's car, or convincing people in a hotel that the strange things they saw were just scenes being filmed for a new horror movie. Note that when you call on your Fame to help you, the circumstances quickly become common knowledge among your sphere of acclaim. If a famous painter asks for a free ride home from the airport, it will make the news, and people will speculate about her reasons for needing the ride.

Fame ranges

- Local scene
- City
- State
- Adjoining states/region
- Entire country

High levels of Fame can be disruptive to a chronicle. Storytellers should regulate the Fame background as they feel appropriate for their setting.

Holdings

The Endless Winter turned most of the world into a land barren of Glamour and joy. Not every changeling has a place to call her own, but many take shelter within a freehold. Such freeholds take many forms: a Sidhe might reside in a penthouse apartment, while a Redcap may take shelter within an abandoned warehouse.

System

Every time you purchase a dot of the *Holdings* background, choose one of the following advantages. Purchasing this background may also make you eligible to access some of the qualities of your freehold. (For more information, see **Chapter Twelve: The Dreaming and Freeholds: Freehold Qualities**, page XX.)

You may purchase this background multiple times. Each iteration of this background details a

separate Holding. You cannot select the same advantage more than once for a single Holding location.

- **Guards:** Perhaps you've befriended local animals or hired security guards. In either case, guardians regularly patrol your holdings. Anyone who tries to infiltrate your Holding must contend with 5 ratings of Stock NPCs who guard your freehold. You may choose to make five rating-1 Stock NPCs, one rating-5 Stock NPC, or any other combination that adds up to 5. Your guards only function in your Holdings and cannot travel with you. They are not supernatural NPCs, and you cannot use kinain as your guards. If you want underlings who can leave your Holding, consider purchasing the Kinain background instead. For more information on creating Stock NPCs, please see **Chapter Fourteen: Allies and Antagonists: Stock Non-Player Character Generation**, page XX.
- **Inaccessible:** Your freehold is located far from the mortal populace, and approaching it requires specialized equipment or supernatural powers. It's possible that for mortals with climbing gear to assault your Holding, but no one ever accidentally wanders into it. This advantage cannot be combined with the Location advantage.
- **Location:** Your Holding is located in a prestigious neighborhood. Anyone who wishes to use downtime actions to negatively affect you must spend twice as many downtime actions, as long as you regularly stay in your Holding. Additionally, you receive a number of story benefits (police respond quickly when you call, your roads get cleared first when the weather is bad, etc.). This advantage cannot be combined with the Inaccessible advantage.
- **Luxury:** You've filled your Holdings with comfortable and expensive extras, such as televisions, automatic chairs, computers, or works of art. You receive a +3 wild card bonus to Social skill test pools versus mortals when they are in your holdings.
- **Occult:** Your Holdings contain a number of simple wards and rites to keep out unwanted guests. You may have runes carved into the window sills or a line of salt at the door. Regardless of the wards used, supernatural Stock NPCs cannot enter your freehold without being invited. This advantage has no effect on player-characters or NPCs with full character sheets. You cannot purchase this bonus unless you have the Occult skill.
- **Security:** Any challenges made to break into your Holding or to bypass detection suffer a -3 penalty. Additionally, you always receive at least one turn of warning when someone attempts to break into your freehold, no matter how well your attacker tests to gain entry. Characters with the Security skill gain this advantage for free.
- **Size:** Your Holding is enormous with dozens of rooms. You can comfortably house up to 10 additional characters within it.

- **Staff:** Your Holdings include several servants who see to the needs of yourself and your guests. Staff don't normally fight, but if forced to engage, treat them as rating-1 Stock NPCs with no specialties applicable to combat. For more information on creating Stock NPCs, please see **Chapter Fourteen: Allies and Antagonists, Stock Non-Player Character Generation**, page XX.

Influences

The *Influence* background is a mechanical means to express the series of social connections, business transactions, and personal favors that make up your character's influence over the mortal world. You can purchase up to 5 dots of either influence category as listed below:

- **Elite:** You have influence over the upper crust, those who are wealthy, hold legitimate power, own corporations, or control noteworthy institutions. These individuals live in a world of wealth and affluence.
- **Underworld:** You have influence over those who work outside of the law, whether they represent working classes looking the other way, or those who live on the street ruling gangs and drug cartels, running networks of thieves or controlling intricate cultural bureaucracy. These individuals live in a world of rumors, whispers, and lies.

System

Information about utilizing Influence is detailed in **Chapter Fifteen: Influences and Equipment**, page XX.

Kinain

A *kinain* is a mortal who possesses faerie blood but is not a full changeling. You have a kinain, perhaps a relative, ally, or paid retainer, who assists you. While they may wield a small amount of Glamour, kinain are shielded from most effects of Banality. For this reason, many changelings rely upon the Kinain background to assist when a softer touch is needed. Unlike the Allies background, your kinain are always available when you need them. They can be trusted to oversee your personal effects, defend your property, and further your goals.

A kinain does not have the specialized knowledge of a Contact, nor the broad capacity to perform favors like Allies do, but she is more loyal and resilient than either of the other two. A kinain fights if necessary, though changeling who needlessly place such a precious resource in the line of fire are likely to find themselves punished.

System

To create a kinain representing this background, use the Stock NPC rules found in **Chapter Fourteen: Allies and Antagonists: Stock NPCs**, page XX. The Stock NPC's rating is equal to the number of dots you possess of the Kinain background. It can take any action that an NPC can perform, but the Storyteller should remember that kinain are not perfect. For example, a kinain

spying on an enemy gathering would certainly report back, but could not be able to quote the things she's observed verbatim. If there is ever a question about what a kinain can accomplish, the Storyteller makes the final determination.

You can purchase the Kinain background multiple times, representing multiple kinain, but you must purchase dots separately for each individual. You cannot allot more than 5 dots to a single kinain. If your kinain is released or killed, you lose access to the corresponding background for one game session or two weeks, whichever is longer, for every dot you allotted to that specific kinain. This time represents your search for a suitable replacement. You should work with your Storyteller to determine how your character is securing the aid of additional kinain.

Resources

There are many ways to acquire goods, services, property, and luxuries in the **World of Darkness**, but ready access to money is one of the oldest and most reliable. Changelings occasionally maintain some kind of cash flow and some even hold down normal jobs. The *Resources* background measures your character's purchasing power, available credit, accumulated assets, and liquid cash reserves. Resources may be actual cash, but as you purchase additional dots of this background, it is more likely that your character has significant investments in stocks and bonds, real estate, or hedge funds, rather than piles of cash sitting around. At the upper end of the background, she may gain money by exerting control over a corporation, criminal syndicate, or religious institution; or she may own a large amount of land, live off a trust fund, smuggle precious objects, or control a massive criminal infrastructure.

A character with no dots of the Resources background is impoverished. She has enough clothing and supplies to survive, and she may live in a cheap motel, a cave, or a small apartment (or something similar). Characters without Resources have little or no liquid cash and cannot afford luxury items. They rarely, if ever, pay their debts.

System

The Resources background provides a guideline for a general standard of living. It shows wealth and buying power in mortal equivalents. The gulf between each dot of Resources widens considerably the higher up the scale you go, but the exact amount of cash your character has on hand is decided by the Storyteller. You must also work with your Storyteller to detail exactly where your character's money comes from and how it can be accessed. The Storyteller also adjusts the details of this background so that it is appropriate for her setting and chronicle. Standards of living can vary markedly between geographic areas, and what's acknowledged as Comfortable in one community might be considered Sufficient in another.

- **Sufficient:** You can maintain a typical working-class residence: a small house or condo. You can afford an economical car, you pay your bills on time, and you can purchase simple luxuries like good-quality electronics or occasional vacations to other countries.

Through careful management of your finances, you can spend up to \$1,000 in liquid cash per month.

•• **Moderate:** You can support an upper-middle-class lifestyle and home with the occasional lavish gift or conspicuous indulgence such as multiple vehicles or a time-share condominium in addition to your comfortable home. You can employ a servant or personal assistant, or hire temporary help as necessary. You can spend up to \$2,500 in liquid cash per month.

••• **Comfortable:** You are a prominent and established member of your community with land investments; a large, luxurious home; and at least one second home in a fashionable vacation destination. You likely have more money tied up in investments and property than you do in ready cash. You can spend up to \$20,000 in liquid cash per month without much concern.

•••• **Wealthy:** You rarely touch cash, as most of your assets exist in tangible forms that are themselves more valuable and stable than paper money, such as gold, diamonds, and gems, or in massive credit reserves based on these holdings. You hold more wealth than many who would claim to be your peers, but it's likely they underestimate your true total net worth. At this level of wealth, banks and government institutions closely monitor how you convert your money to cash. You can easily spend up to \$100,000 in liquid cash per month without attracting the wrong kind of attention.

••••• **Extremely Wealthy:** You are the model others wish to emulate, at least in popular opinion. You have vast and widely distributed assets, perhaps tied to the fates of nations, each managed by large, specialized staffs and supported with connections to every level of society through a region. Corporations and governments sometimes come to you to buy into stocks or bond programs. If there is something you want, and it is possible to buy, you can purchase it without the cost affecting your bottom line. At this level of wealth, the banks, the IRS, and other agencies closely monitor how you convert your money to cash. You can easily spend up to \$250,000 in liquid cash per month without attracting the wrong kind of attention.

Overtaxing Your Resources

An individual with the Resources background can overtax her Resources, allowing her to spend more than her allotted amount of money in a given month. A character who overtaxes her Resources can spend up to twice the listed amount of money in a single month, but doing so taxes her investments and requires time to recover fiscally. When a character overtaxes her Resources, her Resources background reduces by two dots (to a minimum of zero) for the next six game sessions or three months, whichever is longer. The character can cut this recovery time in half by spending 3 downtime actions taking a personal interest in the recovery of her financial investments.

Seeming

Trapped on Earth, pressed into mortal flesh and exiled from Arcadia, changelings run through five stages of life: Foundling, Errant, Wilder, Eidolon, and Legend. These *Seemings* represent the amount of time someone has spent trapped between these two worlds, seeking a balance between a mortal life and faerie existence. One's Seeming has a profound effect on a changeling's personality, power, and tolerance for Banality.

When you purchase a dot of the Seeming background, you gain the bonuses and drawbacks associated with your new Seeming. If you do not have at least 1 dot of the Seeming background, your character is a human or a kinain.

For more information on Seemings and each individual stage, see **Chapter Two: World of Darkness: Seeming**, page XX.

Seeming • Foundling

You are fresh from your Chrysalis, the changeling equivalent of a callow youth, learning the ways of the world. While your innocence shields you from most Banality and grants you greater access to the excess Glamour that flows from the Dreaming, you have not yet come into your true power.

Seeming •• Errant

You have learned some of the ways of the world, and that experience has increased your personal power, but at a cost. You are more susceptible to Banality and have reduced access to Glamour. You've begun to contribute to the defense and operation of the local freehold.

Seeming ••• Wilder

Many consider this stage of Seeming to be the penultimate experience of life as a changeling. Your personal power has grown to new heights, but you have yet to be completely anchored by Banality. You feel personally comfortable interacting in both worlds, and with any Seeming.

Seeming ••• Eidolon

The bloom of youth and innocence has faded from you, but your power and skill are amazing. Banality has crept into your bones like a poison, but your experience has granted you power.

Seeming •••• Legend

Isolated in your power, you've come to the end of your existence as you feel Banality throughout your body. As the most experienced changelings, Legends are often rulers of society and making the most important decisions in faerie society.

System

Seeming Chart

Seeming	Bonus Attributes	Banality	Glamour	Downtime Action Bonus/Requirement	Skill Cost
Seeming 1 (Foundling)	1	1	14	+ 1 downtime action	New level x1 XP
Seeming 2 (Errant)	2	2	13	Default	New level x1 XP
Seeming 3 (Wilder)	3	3	12	Default	Default
Seeming 4 (Eidolon)	4	4	11	- 1 downtime action	Default
Seeming 5 (Legend)	5	5	10	- 1 downtime action	Default

Attribute Bonuses

Each dot of Seeming gives a changeling character one bonus potential attribute point. A player can use these points to increase her character's potential attribute maximums. Each bonus point increases a single attribute category's maximum number by 1; a character must still purchase the attribute up to this maximum using XP, as normal.

Banality

Banality is the changeling name for the force of human disbelief. Banality is viewed as the antithesis of Glamour. As a changeling advances in her Seeming, she naturally accrues more Banality. (For more information on the effects of Banality, see **Chapter Eight: Dramatic Systems: Banality**, page 190).

Glamour

Glamour is the very stuff of dreams; changelings use it to power their arts. Foundlings begin with an innate and powerful connection to the Dreaming, allowing them to access an excess of Glamour. As a changeling advances in her Seeming, she begins to lose that connection and her access to Glamour decreases. (For more information on Glamour, see **Chapter Eight: Dramatic Systems: Glamour**, page 182).

Downtime Bonus/Penalty

Changelings of fresher Seemings have little in the way of responsibilities and find themselves full of the boundless energy of youth. As a changeling advances in her

Seeming, so does the amount of time required to maintain her magic and Glamour. The number in the Downtime Bonus column of the chart above reflects the amount of free time enjoyed by newly minted changelings. For more information on downtime actions, see **Chapter Eight: Dramatic Systems, Downtime Actions**, page XX.

Changelings of Seeming 4 and Seeming 5 receive one fewer downtime action than the default. However, they can offset this penalty if they can enlist younger changelings to help with various duties around their freeholds. For more information on freeholds, see **Chapter Eleven: The Concordia of Kingdoms**, page XX.

Skill Cost

Changelings who have recently emerged from their Chrysalis learn at an exceptional rate, mastering difficult concepts much easier than changelings who are more advanced in their Seeming. Some attribute this phenomenon to an advantage of biology, while others believe younger changelings lack the Banality that plagues adults, inhibiting their personal growth.

When purchasing skills, Foundlings (Seeming 1), and Errant (Seeming 2) changelings spend XP equal to the skill's new level, rather than the standard rate of new skill level x2 XP.

When creating a new character, you cannot purchase the Seeming background after you spend XP to increase your dots of skills. You cannot use the Seeming background's XP bonus to purchase skills, and then later purchase additional dots of the Seeming background during your initial character creation process. After you complete the character creation process and your character has entered play, you can purchase dots of the Seeming background normally, without having to expend additional XP to retain the dots of skills purchased using the Skill Cost bonus.

Increasing Seeming

Dots of the Seeming background purchased during character creation should be justified in your character's background. Increasing your Seeming background after character creation requires significant roleplay in addition to the required expenditure of XP.

Treasures

Treasures are fantastic items that have been imbued with Glamour, thus giving them the power to perform specific Glamour-based effects. To wield a treasure, you must become attuned to it, represented by purchasing this background.

System

Each dot of this background allows you to attune yourself to a single level of a treasure. You can attune higher-level treasures by devoting additional dots of this background to that treasure. For example, attuning a level 3 treasure requires 3 dots of the Treasure background. No character can attune themselves to more than 5 levels of treasures without some sort of merit or special power, but she can divide those treasure levels as she wishes.

Dots of this background are not lost if a treasure you have attuned is lost, stolen, or abandoned. Instead, you can reallocate your dots of this background to attune yourself to new or different treasures. Note this background does not provide you with a treasure. Rather, it is a measure of your ability to correctly use and care for one. For the complete rules on Treasures, see **Chapter Fifteen: Influences and Equipment, Treasures**, page XX.

Step Eight: Assign Initial Arts

Arts are the mystical means by which a changeling can mold and shape Glamour to produce certain magical effects. Powered by Glamour, arts are the sacred powers of faeries. Foundling changelings may only command a few of these powers, while Legend changelings have mastered a far greater number of arts.

They are the stuff of legend, and over the millennia, have been the foundation of numerous fairy tales, stories and myths. Changelings can create illusions, befuddle the mind, assume a variety of strange forms, and fight with blinding speed and ferocity. They can summon the elements, heal the wounds of their allies, and frighten their enemies.

Arts and Realms at Character Creation

During character creation, a player assigns 4 dots of cantrips in your kith's art affinities in the following manner:

- Assign 2 dots to a single art of your kith's affinities.
- Assign 1 dot in each of your character's remaining two in-affinity arts.

You start with the Realm affinity natural to your kith.

Arts and realms are detailed in **Chapter Five: Arts and Realms**, page 103.

Thereafter, you can use initial experience points (XP) to purchase additional levels of arts and realms.

During character creation, you may choose to purchase additional arts, both with affinity and out-of-affinity.

When you finish creating your character, the Storyteller may assign a lump sum of XP, based on the chronicle's overall power level and the character's background. Speak to your Storyteller to

determine if she requires you to have character history ties to other characters in the game, representing those teachers who instructed your character in learning additional dots of out-of-affinity arts.

Step Nine: Choose Merits and Flaws

Merits

Merits are rare or unique advantages. Each merit has a specific cost associated with it. You can use your initial XP to purchase up to 7 points of merits; this maximum of 7 points includes any merits purchased earlier in the creation process (such as kith merits). A character can never have more than 7 points of merits across all categories.

You can purchase merits after you begin playing a character, provided the description of the merit does not specifically say it can only be taken during character creation—but you must never exceed the 7-point limit on merits. For more information on adding merits, please see **Chapter Six: Merits and Flaws: Overview: Adding Merits**, page 155.

Character Rarity Merits

If you choose to portray an uncommon or rare character type, you must buy the associated rarity merit. Rarity merits are unique; you cannot be a member of more than one uncommon or rare character type.

For more information on rarity merits, please see **Chapter Six: Merits and Flaws: Rarity Merits**, page 156.

Flaws

Flaws are liabilities or disadvantages that pose challenges to a character's daily existence. Flaws can provide player-characters with added depth and personality, making them unique.

Each flaw has a specific value associated with it. When you choose a flaw, add the flaw's value to your initial XP. If you acquire a flaw after character creation, add the flaw's value to your earned XP, up to a total of 7. You may choose to take as many flaws as you like, but you can only gain up to 7 XP from taking flaws. Flaws taken in excess of 7 do not reward the player with additional XP.

For more information on flaws, please see **Chapter Six: Merits and Flaws: Adding Flaws**, page 155.

Step Ten: Spend Initial XP

Your character begins with a minimum of 30 initial XP. Your Storyteller may choose to award more than the standard 30 XP, if she wants her chronicle to include more-experienced characters. You may have spent some of your initial XP on merits, and you may have gained more initial XP by purchasing flaws. Any remaining initial XP should be spent now.

Spending Initial XP

With your initial XP, you may:

- Purchase more attributes, skills, or backgrounds.
- Purchase more cantrips from arts for which you have affinity.
- Purchase cantrips from arts for which you do not have affinity.
- Purchase additional realms
- Purchase general or kith merits.

If you do not spend all of your initial XP during character creation, you may reserve up to 5 points. Reserved experience becomes earned XP. You cannot reserve more than 5 of your initial XP. If you complete character creation with more than 5 unspent XP, the remainder is lost.

Earned XP

As you play your character at games, you earn experience points (XP) with which you can enhance your character sheet. You can spend XP to purchase new attributes, skills, backgrounds, merits, and arts, improving your character and allowing her to “learn” as she goes through stories and experiences in the game.

Earned XP may be used to purchase cantrips from affinity arts above the first dot. To purchase an out-of-affinity cantrip with earned XP, you must have a teacher. For more information on learning out-of-affinity cantrips, see **Chapter Five: Arts and Realms: Learning Arts**, page 103.

XP for Playing

Storytellers should award between 3 and 5 XP per game session. For large chronicles that run multiple games per month, XP should not exceed between 8 and 10 XP per month. For more information about awarding XP, see **Chapter Ten: Storytelling**, page XX.

XP Chart

The costs for improving attributes, backgrounds, skills, merits, and arts are the same for both earned and initial XP.

Item	Cost
------	------

Attribute	3 XP each
Art (With Affinity)	Cantrip level x4 XP
Art (Without Affinity)	Cantrip level x6 XP
Skill	Seeming background 0-2: New level x1 XP Seeming background 3+: New level x2 XP
Merit	XP equal to merit rating
Background	New level x2 XP
Realms	Current number of realms x8 XP

Step Eleven: Finishing Touches

Congratulations! Your character is complete. Now write down your character's derived qualities, and then you'll be ready to play. Derived qualities are items formulated by using other statistics on your sheet. These include a character's health levels, Willpower, Banality, and Glamour.

- All characters start with 9 health levels, comprised of three boxes in each of three tracks: Healthy, Injured, and Incapacitated. If you have the Rugged merit, or another quality that grants bonus health levels, you may have more health boxes; denote that, if applicable.
- All characters begin with 6 permanent Willpower. Some merits may alter your character's Willpower, depending upon the situation. Denote that, if applicable.
- Your character's Initiative is equal to the higher of her Physical or Mental Attribute. Denote that number.
- Note your maximum Glamour pool is 15 - 1 for each dot of the Seeming background you possess, and there is no limit to the amount of Glamour you can spend per turn (other than your current available Glamour).

As you play your character at games, you will earn more experience points. You can use these to further enhance your character sheet. Continue to spend those earned points according to the costs defined in the above chart.

Step Twelve: Before the Game

Live-action roleplaying (LARP) is an immersive experience that can be improved with a little preparation. Before attending your first game, consider the following steps to prepare you for portraying your character.

Develop Your Character Background

Consider writing a detailed background for your character to help answer questions, such as where she grew up, and who the important people are in her life. Doing this can help to establish a motivation for your character, and help draw others into your personal story.

Give Your Character Sheet to Your Storyteller for Approval

The logistics of running a game can be very involved. The few minutes it takes to approve a character sheet at the beginning of a game session can be difficult to manage when there's a line of people looking to check in and play. Consider sending a copy of your character sheet to the Storyteller in advance to secure her approval. This way, you'll be ready to enter play with minimal hassle.

Prepare Your Costume

Consider putting together a special costume for your character. Even if the game takes place in a modern setting, a few carefully selected pieces, such as a special jacket, pin, or shirt, can help establish your character as a unique personality, making it easier for others to recognize the concept you're looking to portray.

Print Out or Ensure You Have a Portable, Digital Copy of Your Character Sheet

While some games are happy to provide character sheets and can track characters electronically, games that are starting out often do not yet have access to these kinds of resources. By bringing your own copy of your character sheet or creating a digital one, you'll avoid any issues with record-keeping.

Go to Game—And Have Fun!

Whether this is your first LARP or you're a LARP veteran, a positive attitude and an open mind can make all the difference in your play experience. Do your best to arrive as close to the designated start time whenever you can. Storytellers can become busy, and are often much more able to answer questions and provide assistance before the game gets started. Should a Storyteller be unavailable, don't hesitate to ask for help from a narrator or even from your fellow players. Always be mindful of your fellow players, and if you see a player who seems to be struggling or uncertain, offer to direct them to a Storyteller or offer to help them yourself. Have fun, and remember—it's only a game!

Chapter Five:

Arts and Realms

Arts are the magical powers changelings possess: a wide array of abilities that allow faeries to manipulate the world around them, both the mundane and the Dreaming. Powered by *Glamour*, the ephemeral essence of the Dreaming, changelings create a multitude of magical effects. Arts can drastically alter any situation by allowing the user to command attention from an audience, grow vastly in size, or strike her enemies from a distance, or much more. Within each art exist *cantrips*. These spells are all that remains of the ancient arts that once allowed the Fae unimaginable power. *Realms* boost the inherent power of a cantrip, granting the user the ability to affect additional targets, large areas, or even time itself.

To Kithain society, the power to teach arts and realms can be a potent bartering tool. Some arts are fiercely guarded by certain kiths, while others are taught freely to any willing to learn.

Learning Arts

At character creation, you gain the first-level (1-dot) cantrip for each of the arts with which your kith possesses *affinity*.

Thereafter, you may use initial experience points (XP) to purchase additional cantrips.

The following rules apply to learning cantrips:

- You may learn cantrips from any general art, regardless of its affinity, as long as you have met the requirements to learn it.
- You cannot learn an Art's cantrips unless your character possesses the required affinities, you have a teacher with the required affinities, or you have purchased a merit that specifically grants you the ability to learn cantrips from said art. For example, if a Redcap wanted to purchase the Protocol cantrip from the Sovereign art, she would need to locate a teacher or purchase the merit **Art Affinity** to learn it.
- To purchase a cantrip of an art, you must have already purchased the previous cantrips of that art. For example, to purchase Grandeur (the third-level cantrip of the Sovereign art), you must have previously purchased Protocol (level one), and Dictum (level two).

Using Arts

The following general rules apply to all uses of cantrips:

- Cantrips do not cost Glamour to activate, unless specifically stated in the description of that power.
- A power's effect can only be focused on one target at a time, unless specifically stated in the description of that power, or modified via the Scene realm.
- Unless otherwise stated, a power does not stack with itself. For example, if you have a power that can be activated to give your character a +1 bonus, you cannot activate that power a second time and double the bonus to gain a +2 bonus.
- Any cantrip that has a cost to activate, such as Glamour or actions, lasts for one hour unless otherwise stated in that cantrip's text.
- By default, a changeling must be able to see a target clearly in order to use an cantrip on that target. Sensory-enhancing powers may allow a changeling to target subjects at a distance (outside the range of normal sight). Technological assistance is not sufficient to target cantrips at a distance. A changeling must observe her target with her own senses or powers. The use of binoculars, sound amplifiers, video cameras, or other similar tools cannot assist a changeling in targeting her subject.
- Unless otherwise stated, a changeling can cease using a power by spending a simple action.
- For the purpose of cantrip descriptions, partially supernatural characters (such as kinain) are considered human. If a power is described as having a greater effect on humans, it will also have that greater effect on kinain.
- If an cantrip requires a character to utilize her dots of the Seeming background, and she uses that cantrip against a character that does not possess dots of the Seeming background, neither party can add dots of Seeming to their test pools.

Gaze and Focus

Many cantrips require the target to have her attention focused on the user of the power. These powers do not require eye contact, but do require having the attention of the individual you wish to control. Anyone whose attention is focused on you is a viable target for powers that require *gaze or focus*. This includes individuals who are looking into your eyes, holding a conversation with you, attacking you, or using a power on you, so long as you are the immediate center of her attention.

It is possible for a single person to focus on two or more individuals. If supernatural powers are used to make a target pay attention to two different characters at the same time, she might glance back and forth between them or move to a place where she could see both characters at the same time.

Familiarity with the Target

Several powers require you to be *familiar* with your target. To meet the requirements of familiarity, you must have met your target on at least three separate occasions, and you must have had a conversation with your target for at least five minutes on one occasion. In addition to these requirements, you must have interacted with your target within the past 30 days in order to remain familiar with that target. If you recently met your target in person, spoke to her over the phone, or exchanged letters with her, then you are currently familiar. If you have known the target for several years on-and-off, but have not interacted with her within the last 30 days, then she is not currently familiar to you.

Focuses

Most powers have a *focus effect*. Focus effects are bonus abilities granted to characters that possess the correct focus. If your character purchases a power and has the correct attribute focus, she can attain additional benefits when using that power. Focus bonuses come into play when the person using the power has the correct focus, regardless of her targets' focuses.

Physical Attacks

Several cantrips require making a successful Physical attack against your opponent in order for that cantrip to function. Any attack, whether brawl, melee, thrown, or firearms, can meet this criteria; however, unless otherwise stated, only one cantrip's power or a single combat maneuver can be used in conjunction with a single attack. An attack that includes a combat maneuver cannot be used to meet an cantrip's criteria, unless otherwise stated in the description of the specific power or combat maneuver.

Realms

"I feel bad for humans; they need everything to be within a certain realm of possibility. If they want to go further, maybe they should consider additional realms?"

— Amelia Gearstrong, Knocker inventor of the steam-powered calculator

Throughout their history, humans have pursued a static form of learning they call *science*. Following wholly linear lines of thinking, they endeavored to separate the possible from the impossible, creating a series of expectations based on cause and effect. Unbeknownst to humanity, a series of cosmic laws, loopholes, and undiscovered properties also exist, wholly beyond mortal comprehension.

Existing outside of time, space, and understood notions of possibility, *realms* allow changelings to greatly enhance the power of their arts. By invoking a realm as one uses a cantrip, a

changeling can exceed the standard parameters of her arts, granting them additional scope, duration, and utility, and even breaking conventional rules. This potential has bolstered changelings' reputations as unpredictable tricksters, possessing powerful magic that defies expectation.

There are seven realms – Actor, Condition, Fae, Nature, Prop, Scene, and Time – each with its own distinct effects. Each kith possesses an affinity for a specific realm. Characters may purchase additional realms at the cost of her current number of realms x 8 XP.

Once a character learns a realm, she may opt to expend 1 additional point of Glamour to add its effect to any cantrip that is compatible with that particular realm and declare the criteria she is adding. Only certain arts may be combined with certain realms, however. You may combine multiple realms by paying the additional cost for each, resulting in a cumulative effect.

The realms with which each art can be used are noted in the art's description.

Actor

The *Actor* realm draws on unorthodox rules in order to strike a target with precision, attacking from unexpected angles. Spend 1 point of Glamour to invoke this realm. Once invoked, a cantrip combined with this realm does not count towards your target's maximum number of potential attackers in the current round. This bonus can only be utilized against a target once per round for each category: Physical, Mental, and Social.

In addition, your target cannot resist your cantrip using Banality. This bonus can be utilized without limitation.

Example

Shaggy, a cat Pooka, is trying to reason with an obsessive Nocker. In spite of the freehold's objections, the Nocker is about to demo his latest invention, a towering machine with sparking electrodes that he insists will generate Glamour out of thin air. In the seconds as he reaches for the machine's switch, the Redcap sheriff attempts to scare the Nocker away from the console, but fails.

When Shaggy's initiative is called during the Everyman round, he decides to attempt to use the Chicanery cantrip, Fuddle. Normally, the Nocker could not be targeted by a second Social attack, but Shaggy possesses the Actor realm. He expends 1 point of Glamour to cast Fuddle, and then he spends a second point of Glamour to invoke the Actor realm. Now, he is able to target the Nocker. After winning the opposed challenge, he tells the Nocker that activating the machine could endanger the freehold. Realizing this, the Nocker chooses to power down the device rather than activating it.

Condition

The *Condition* realm allows you to imbue your arts with complexity, logic, and in some instances, trickery. Spend 1 point of Glamour to invoke this realm, speak your pre-determined condition aloud, and then resolve the applicable challenges normally, if required, for the enhanced cantrip. You may choose one of the following modifiers as part of your condition:

- **Except [Condition]:** You may choose a set of circumstances during which your power will not apply. Any individuals who are subject to the condition are exempt from the effects of the power. Should an affected party cease to meet this condition, the power will once again apply. For example, “except on Sundays,” or “except anyone who is my ally.”
- **If [Condition]:** Instead of taking effect immediately, the enhanced cantrip takes effect when your stated pre-determined condition occurs. You do not need to be present for the condition to be triggered. The power’s duration begins when the condition is met. Examples include, “When this hourglass is depleted,” or “If you attack the queen.” If a cantrip requires some decision-making as part of its use, such as choosing between various modes, you make the decision when you invoke the realm. The condition remains in effect for one day, after which it will dissipate.
- **Until [Condition]:** You may choose to end a cantrip when a certain condition has been met. The power persists, ending either when the condition is met or its duration concludes, whichever comes first. Valid examples include, “until the last petal of this rose falls,” or “until you’ve cleaned the laboratory.”

Conditions used with this realm must be tied to your target’s present or future actions and cannot be used to determine unknown information. For example, “If you should steal anything,” would be a valid use of Condition, but “if you are a thief” is not. This realm is able to determine what is going on within the boundaries of common sense. In the above example of “except my allies,” the realm exempts anyone who the user believes to be an ally. It does not know if that person is covertly plotting against you unless you are already aware of the betrayal. The Storyteller is the final arbiter of when and if conditions are triggered. In most cases, the Storyteller should adjudicate in favor of literal interpretations of the criteria; ironic ones should be preferred.

A target can only have a single beneficial use of the Condition realm in effect at a single time, and a target can only be under the effects of a single hostile condition. In the case of multiple beneficial conditions, the recipient chooses which effect to maintain. In the case of multiple hostile conditions, the most recently-applied condition replaces older conditions. The Storyteller should expressly forbid any attempt to manipulate this process by having allied parties replace hostile conditions with less-severe ones.

Example

A seedy-looking Satyr enters the antique store operated by Ivan Klechkowski, a Sluagh. Ivan has spent years collecting his curios, and is visibly displeased as the Satyr begins to pick over the merchandise.

Ivan has the Condition realm and wishes to issue a stern warning. He uses the cantrip Dreadful Mein, invoking the Condition realm, and says in a whispery voice, “Please be careful with my antiques. Should you break anything here, I will be very upset.” The condition he has chosen is, “should you break anything here.” Ivan then wins the opposed challenge to affect Dreadful Mein on the Satyr. For the next hour, if the Satyr breaks any of Ivan’s curios, Dreadful Mein’s effect immediately takes place. If that happens, the Satyr will be overcome with fear and seek to avoid Ivan. If the Satyr wishes to avoid the effect, he will need to handle with care.

Fae

The *Fae* realm touches the realm of true magic, imbuing your cantrips with an additional power as part of their effects. Spend 1 point of Glamour to invoke this realm. Once you do so, you can utilize the focus benefit for the cantrip enhanced by the Fae realm, whatever that benefit might be, regardless of whether you possess the corresponding focus or not.

Example

Old Man One-Eye is a Seelie Troll who is assessing a group of vampires as a potential threat to the freehold. He wishes to infiltrate their building. Old Man One-Eye has the Metamorphosis art, and wishes to use the Impersonate cantrip to appear as a vampire. However, he notices the occasion is a formal one, and Old Man One-Eye doesn’t have the Wits focus, which would allow him to alter his clothing’s appearance.

Fortunately, Old Man One-Eye has the Fae realm. He spends 1 point of Glamour to activate Impersonate and a second point of Glamour to invoke the Fae realm. He can now benefit from the Wits focus for this usage of Impersonate, and he is able to alter his broad-shouldered appearance to look the part of a creature of the night. He enters the building and is able to mingle with the crowd.

Nature

The *Nature* realm deals with the latent spirit within things. Invoking this realm allows you to apply your effects to non-sentient animals and objects, affecting their animal consciousness or functionality. Spend 1 point of Glamour to invoke this realm. Once you do so, you can target a single inanimate object or non-sentient animal with your powers, affecting it the same way a human or supernatural target would be affected. This realm may be combined with invocation of

the Scene realm, allowing you to add additional targets. For example, you could use the Heather Balm cantrip to heal an ailing tree, exercise the power of Sovereign over a pod of narwhals, or make use of Dreamcraft to determine if computers truly dream of electric sheep.

Objects affected with the Nature realm fully adhere to the rules of every power used against them. For example, if you target a rock with a Sovereign power that prevents your target from attacking you, in the event it this rock is thrown at you, its collision would cause no effect or damage.

Example

One day, while traveling through a forest, Barnabus the Ghillie Dhu comes across a pool of water that has been contaminated with motor oil, the product of campers performing maintenance on their ATVs. The water in the pool has turned a murky color, and the chemicals threaten harm to the ecosystem within. Recognizing the danger, Barnabus is desperate to return the pool to its original purity.

Barnabus has the Heather Balm cantrip. Normally, he could only target himself or a single individual with this power. However, Barnabus has access to the Nature realm, which allows him to target a non-sentient animal or object: in this case, the water in the pond. The player of Barnabus checks the description for Heather Balm and sees that Nature is one of the allowed realms. Barnabus spends 1 point of Glamour to activate Heather Balm, and a second to invoke the Nature realm. The oil disappears from the pond, as Barnabus uses his power to heal the damage. With the matter handled, he sets out in search of the careless campers.

Prop

The *Prop* realm allows you to channel your other powers to create extraordinary tools and weapons. When you invoke this realm, you can channel the power of one art into a tool or prop of your choosing. Spend 1 point of Glamour and a simple action to invoke this realm, which you may invoke separately, without using a cantrip. As you do, select the art to which you wish to attune your prop. Once you do, the target prop gains chimerical properties and immediately takes on a more impressive appearance.

For the next hour, you, and only you, may utilize your prop to enact one of the powers of your art by making use of the item's standard function. This activation requires requires you to expend an action. As you do this, your test pool benefits from the item's qualities during the opposed challenge (see **Chapter Fifteen: Influence and Equipment**, page XX).

You can only target items with the Prop realm if they possess some plausible connection to the art being used through it. For example, a crown or a scepter could serve as a prop for the

Sovereign art, even one made from papier-mâché, but a handgun could not. The Storyteller is the final arbiter regarding which objects may be used in combination with uses of the Prop realm.

If you are rendered unconscious, your prop ceases to function, returning to its normal appearance. You can only have a single use of the Prop realm active at any given time. Upon the creation of a new prop, any previous ones cease to function.

Example

Baroness Jasmine, a Sidhe, is facing a difficult night at court, and must subdue a Redcap peasant who is causing problems. The crown she wears is a symbol of power and respect in the freehold, and thankfully, she possesses the Prop realm.

The player of Jasmine looks at the description of the Sovereign cantrip Contract, and sees that the Prop realm is permitted to be used with it. Jasmine spends 1 point of Glamour and her simple action to attune her crown to her Sovereign art, and she chooses the Accurate quality. She then spends 1 more point of Glamour and her standard action to activate Contract.

She turns to her target and motions to her crown, which has the miscellaneous gear qualities Antique and Superior, and the treasure qualities Accurate and Deadly. For the next hour, when activating the Sovereign art, she benefits from all of the wild card bonuses those qualities provide to her test pool during opposed challenges. Jasmine's standard test pool for Sovereign is normally her Social Attribute, which is 13, plus her Leadership skill, which is 4. However, she can now add the bonuses from Superior (+1 trait), Accurate (+2 traits), and when comparing traits for an exceptional success, she can use the crown's Deadly quality for +5 traits.

Scene

The *Scene* realm blurs the boundaries between space, individuals, and identity. Invoking this realm allows you to extend the effects of your cantrips to others. Spend 1 point of Glamour to invoke this realm. Once you do so, you can apply your cantrip to up to two additional targets, provided they are valid targets for the power and within range. Effects that would normally target only you can be applied to additional targets within a range of one step of you.

When using a cantrip enhanced by the Scene realm, if the power used requires an opposed challenge, make it against all targets simultaneously. Should you spend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges, without spending further Willpower. If you spend the point of Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges you've lost and apply that Willpower retest retroactively.

Example

Donnie, an Eshu, has been on the run following a series of local thefts, and he has been confronted by the countess's guards. Realizing he's outmatched, he quickly throws his hands up in surrender. However, he's not looking to be taken away any time soon. Donnie has the Chicanery cantrip Fugue, and he wishes to use the Scene realm to befuddle the three guards present. The Donnie's player checks the description for Fugue and sees that the Scene realm is permitted to be used with it. Acting on his initiative, Donnie declares his use of Fugue, as well as the additional use of Scene for additional targets, and expends the appropriate points of Glamour to activate them both.

Donnie is fortunate and succeeds in winning challenges against all three of the guards, causing them to forget what they're doing at the moment. Donnie quickly explains that they must be there to find the countess's missing cat, and Donnie uses the opportunity to beat a quick exit.

Time

The *Time* realm grants you the power to bend and stretch the progression of time as it pertains to your powers. Spend 1 point of Glamour to invoke this realm while activating a compatible cantrip, and resolve any challenges the cantrip requires. If you succeed, you can apply one of the two following effects to the cantrip, altering its duration and the time required between maintenance costs, if any:

- **Prolong:** You may extend or reduce a single instance of time for the cantrip by up to one-half of its standard duration, rounding up. When you round up, do not split units. For example, a power that lasts for one hour instead lasts for two hours, rather than an hour and 30 minutes. However, a power that lasts for 30 days can only be extended to 45 days.
- **Contract:** You may choose a shorter span of time for the power's effects. Choose an amount of time. Instead of the power's standard duration, the power lasts that long instead.

Once enacted, your cantrip persists for the length of its new duration, though you may end it early if you wish. If the cantrip allows you to extend it for successive instances by paying a cost, you may also extend the cantrip for this interval as well. Once the cost is paid, the cantrip lasts for the extended (or contracted) duration, after which you may choose to extend it again by paying the cost again.

The *Time* realm can also grant you an exemption to powers that require your presence to maintain. Once you have successfully enacted a cantrip in combination with this realm, the effect persists even if line of sight is broken. However, you can always end your own power

voluntarily. Cantrips that have an immediate or one-time effect (such as Heather Balm) cannot be combined with this realm.

Example

Gnasher, a Redcap, has discovered a Dauntain operating out of a tax preparation office in his neighborhood, and Gnasher has called the rest of his motley to come investigate. While he's waiting for them, the Dauntain notices the Redcap lingering outside the window and stands up from his desk to open the door. The office is in a public place, so Gnasher reluctantly doesn't want to fight.

Gnasher seeks to subdue the Dauntain with the Dread cantrip Sleep Paralysis, and he has the Time realm. He wants to be certain the Dauntain goes down for the count. He declares his use of Sleep Paralysis and spends an additional point of Glamour to invoke the Time realm. He chooses to extend the cantrip's duration to 15 minutes. Before he can make it to the door, the Dauntain falls asleep. Gnasher's friends arrive 9 minutes later. He grumbles something about Eshu punctuality and opens the door. The motley has six minutes to search the office before the cantrip's duration ends and the Dauntain wakes up.

Arts

Chicanery

"If your sleight of hand causes you to break eye contact with your audience, it's too advanced for your skill level."

— Jeff McBride, stage magician

Chicanery embodies the faerie predilection for subterfuge, trickery, and general flim-flam. The purview of con-men, tricksters, hucksters, and snake oil salesmen, this art is a favorite of those who prefer to make their living by their charm and wits rather than by their hard work. Especially popular with the commoners, its practice satisfies a wide variety of functions and motivations in ways that brute force cannot. Stories through the ages have told of well-intentioned mortals led astray and fools preyed upon by the kinain, many of whom owe their woes to this very art.

The art of *Chicanery* plays with its subject's perceptions, making them at first susceptible to foreign sensations, then whole concepts, and ultimately feelings. Though benign in form, it serves a variety of purposes. Well-intentioned Seelie changelings may use *Chicanery* to teach a lesson to an overly-proud mortal, or set right an injustice in an especially poetic fashion. Unseelie faeries frequently employ it to con or deceive the unsuspecting or, more frequently, to play cruel jokes on the unwitting.

It is no surprise that nobles aren't overly fond of this art, and many are known to keep an eye on those who demonstrate an aptitude for it. Unfortunately, as one's skill progresses, one finds her ability to get into trouble exponentially heightened. In changeling society, any use of Chicanery on one's fellows beyond the level of petty trickery is considered a breach of the Escheat.

Realms

Condition, Fae, Nature, Prop, Scene, Time

Chicanery Test Pool

Social attribute + Subterfuge skill versus target's Social attribute + Willpower

● Fuddle

The first thing a magician learns is to always control the audience's attention. If you can control where they're looking, you can perform the grandest of tricks right under their noses. This art lets you affect your subject's perceptions directly, bypassing the need for mundane distractions or sleight-of-hand.

System

Expend 1 point of Glamour and a standard action to befuddle your target's perceptions. If you succeed in an opposed challenge, your target experiences a minor hallucination for the next five minutes. Pick a single phenomenon for her to experience, and describe what sensations she perceives. The hallucination must be static in nature; she cannot be made to see people or moving objects that aren't present. For example, a person standing outside on a cloudy day could be made to believe that rain is imminent, hearing the boom of distant thunder, but she could not be made to believe she's standing in a downpour, nor could she be made to see clouds when there are none. However, if she is inside, she could be made to hear heavy rainfall and see flashes of lightning. She is also free to draw her own conclusions from her experiences. If your target is made to believe a person in the street is a police officer, seeing a uniform over his clothes, she determines her own reaction. If she is a criminal, she may believe that the officer is there to arrest her; if she's in need of help, she may believe that he will protect her. Additionally, a subject cannot be made to experience senses she doesn't have, such as persons who are blind, have anosmia, or are hearing-impaired.

Fuddle is not powerful enough to alter or hide the identity of individuals interacting with your target, or cause the target to ignore them entirely. These applications fall within more advanced uses of Chicanery.

A character using Fuddle during combat can distract and confuse opponents with false sensory input. To do this, you must pay the costs of this power and then make an opposed challenge using the Chicanery test pool. If you succeed, your target is momentarily distracted and loses her simple action on her next initiative. This use of Fuddle relies on surprise and cannot be used on a specific individual more than once every five minutes.

Exceptional Success

If you achieve an exceptional success using Fuddle, your hallucination lasts up to 15 minutes. If used in combat, your target loses both of her next simple and standard actions.

Focus [Charisma]

Those affected by your use of Fuddle cannot utilize combat maneuvers for the rest of the turn, including all rounds in that turn.

●● Veiled Eyes

Your knack for Chicanery is so strong that you can hide in plain sight, befuddling the senses of all around you, making you completely imperceptible. Unless you make an overt demonstration of your presence, all will continue to act as you're not there at all, allowing you to operate unnoticed.

System

Spend 1 point of Glamour and expend a standard action. You and all inanimate objects on your person become functionally invisible to anyone who was not looking at you when you activated Veiled Eyes. If another individual is watching you when you activate this cantrip, the observer automatically sees through this power. If she looks away for more than a few seconds (e.g., one turn in combat), she automatically loses track of you.

While this cantrip is active, others ignore minimal effects of your presence, such as minute sounds, fragrances, or breathing. If you talk, touch someone, produce an outlandish odor, or take any action that requires a challenge, Veiled Eyes immediately ends. If you place other characters in a position where they must logically acknowledge your existence, Veiled Eyes fails, and you become visible to all.

Veiled Eyes cannot be used to make unconscious or dead characters invisible. Electronic equipment, such as cameras, record your presence as a blur or a ghostly image.

Veiled Eyes Versus Supernatural Senses

Opponents with supernatural senses, such as a Changeling using Fae Sight or a werewolf using Wolf Senses can attempt to use her sharpened senses to pierce Veiled Eyes. To perceive you, she must win an opposed challenge using her power activation test pool versus your choice of your Social attribute + Willpower or your Social attribute + Stealth skill. For example, if a Changeling attempts to pierce your Veiled Eyes with Fae Sight, she must succeed in an opposed challenge with her Fae Sight activation test pool (Mental attribute + Occult skill) versus your Veiled Eyes test pool (Social attribute + Willpower or Stealth skill). However, if a Werewolf attempts to pierce your Veiled Eyes with Wolf Senses, she must succeed in an opposed challenge using her Wolf Senses activation test pool (Mental attribute + Investigation skill) versus your Veiled Eyes test pool (Social attribute + Willpower or Stealth skill).

Focus [Charisma]

This gift also masks your presence from machines, spirits, wraiths, and chimera.

●●● **Fugue**

Your ability to outwit and befuddle extends beyond the present moment. With a few carefully chosen words and a bit of persuasion, you can make someone doubt their own recollection, affecting memories as opposed to mere senses. Memory, however, is a persistent thing. In time, your tricks will be revealed, but hopefully long after you've made your exit.

System

To activate Fugue, expend 1 point of Glamour and a standard action, and make an opposed challenge versus your target. This power requires your target's gaze and focus (see **Gaze and Focus**, page 104). If you succeed, your target enters a trance for a small amount of time while you supply her with details to alter, erase, or completely overwrite her memory. If the target is threatened in any way, she snaps out of this trance, ending the application of Fugue. For this reason, it's not possible to use Fugue during combat.

A successful use of Fugue allows you to erase or alter up to 10 minutes of memory. A more substantial period of time may be altered (in 10-minute increments) with repeated application of this power. These memories remain altered for one hour, after which they return to their original state. If your target encounters proof of an obvious error in her memory, such as seeing a videotape of herself taking actions she does not remember, she stubbornly clings to her altered recollection until the hour has passed.

Exceptional Success

If you achieve an exceptional success with Fugue, your hallucination lasts one day instead of one hour.

Focus [Manipulation]

You may alter up to one hour of the target's memory with a single application of Fugue, instead of the power's standard duration of 10 minutes.

●●●● **Haunted Heart**

No longer limited to the material and factual, you have the power to bewitch your subject's feelings, determining how she will react to the stimulus of your choice. Anger or sadness, joy or pain—all are within your grasp to grant or deny. With this power, your target's emotions are like clay, and you are the master sculptor.

System

To use Haunted Heart, you must gain your target's gaze and focus (see **Gaze and Focus**, page 104) and spend at least five turns (15 seconds) describing the emotional response you wish to inflict. When you finish this description, spend 1 point of Glamour and make an opposed

challenge against your target. If you succeed, you inflict the emotional response of your choice on your target for the next day. This emotional response functions as either a Compulsion or Obsession derangement (see **Chapter Six: Merits and Flaws: Derangements**, page XX). If you are able to tie the Derangement to one of the target's memories, she immediately gains 1 Derangement trait.

For example, you might approach a Troll and say, "I saw that Boggan over there cooking up a delicious pie last night. I bet there's no finer pie to be had in the entire kingdom!" If you succeed in the required opposed challenge and give your target the Obsession derangement, citing "pie" as the trigger. If the Troll happened to have a special fondness for desserts, perhaps as part of a cherished memory or a career as a baker, she gains a Derangement trait, as her memories reinforces her newfound desire for pie.

An individual can only be affected by one application of this power per Chicanery user. If the same character attempts to inflict a second derangement before the first expires, the older derangement replaces the newer one. If another Chicanery user successfully targets someone already under the effects of this cantrip, both derangements apply.

While the Chicanery art is varied and versatile in its applications, this aspect of faerie magic has a fatal flaw; it cannot simulate love. Any attempt to cultivate amorous feelings in your target for another individual, including lust or infatuation, simply fails.

Exceptional Success

The derangement inflicted by Haunted Heart lasts for two game sessions or one month, whichever is longer.

Focus [Manipulation]

Rather than spending five turns talking to your target, you can inflict a derangement by speaking a single phrase and expending one standard action. For example, you could inflict the same derangement outlined above simply by passing near your target and saying to her, "I could really go for some pie right now—couldn't you?" A character does not need to fully explain the derangement through roleplay in order to apply the effects of this cantrip, but a player should be sure to explain the derangement out of character to the targeted player, so that she can properly portray the effect.

●●●●● Captive Heart

You have reached the epitome of the persuasive arts, having gained the power to place a subject wholly under your power. Like an empty vessel, she will dutifully uphold anything you say as the absolute truth, follow your instructions to the letter, and hold your word above all others. Perhaps this power more so than any other has stoked man's fear of changelings throughout the

centuries, as their fellows have returned from long absences bewitched into believing strange things. Misuse of this power in modern nights may attract unwanted attention.

System

To activate Captive Heart, spend 1 point of Glamour, expend a standard action, and make an opposed challenge against your target. If you succeed, for the next hour, your target becomes enthralled by you, believing everything you say and carrying out your instructions to the letter.

This cantrip alters its subject's emotions and personality toward the enthralling changeling, causing her to believe anything she says is undeniably true and that any instructions she hears from the user make perfect sense and should be carried out immediately with full effort. In what may appear as a shocking display, the target behaves normally unless circumstances bring into play some belief or command you have given her. A target of this power can be made to act against her principles, even attacking her friends, all while seeming to remain herself. However, she will not do anything that is apparently harmful to herself; her sense of self-preservation prevents this reaction. As with Haunted Heart, this cantrip cannot instill any romantic feelings or beliefs, though a target can be made to act against someone for whom she cares.

If you use this cantrip on the same target twice in one game session, reduce the duration of the second application of Captive Heart by half; it lasts for a base duration of 30 minutes. This penalty is cumulative. The second time you use Captive Heart on one target, the base duration becomes a half hour; the third time you use Captive Heart on that target in the same game session, the base duration becomes 15 minutes; and so forth.

Once Captive Heart ends, the target attempts to rationalize the actions she took while under the sway of this cantrip. If, while affected by Captive Heart, the target engaged in particularly abnormal activities or acted against her ethics or beliefs, she will almost certainly realize her emotions were forcibly manipulated.

Exceptional Success

Should you use this power on your target an additional time in the same day, its duration will not be reduced.

Focus [Charisma]

You are able to influence your target to the exclusion of all other outside influences. While under your sway, she cannot be affected by anyone else's use of Chicanery cantrips.

Dread

“I bet you’re one of those types who thinks he doesn’t scare. It’s funny; that’s the kind of thing people with all their organs like to say. Now, stop screaming before you take the fun out of this.”

— Charles Feirmeoir, Redcap

Dread is born from the nightmares stemming from one’s subconscious, from the worries and insecurities buried away in the depths of the psyche. Fear is a force both relentless and patient, always lurking in the periphery and waiting to strike during moments of vulnerability, especially sleep. Of all things, fear is immortal—it is never truly beaten. With access to such fundamental power, it is no surprise that many practitioners of the Dread art view themselves as keepers of an existential truth. They are not simple fear-mongers; they are initiates and devotees of one of nature’s most primal mysteries. *Everyone*, after all, is afraid of *something*.

Unlike other arts that produce astounding chimerical or transformational effects, many Dread cantrips affect their targets internally. This privacy, however, is not an indication of the art’s potential power. Although professional curiosity may prompt a practitioner of this art to perform an in-depth study, applications of Dread do not require any special knowledge of a subject’s fears. Instead, Dread draws on primal instincts and survival mechanisms that seek to preserve all life. Because of this relationship, some Sluagh scholars believe Dread may be one of the oldest arts in existence.

Opinions are varied regarding the right and proper application of this art. Unseelie commoners are known to wield it with joyous abandon, scattering the seeds of fear in hopes of reaping a harvest of Glamour. Conversely, Seelie changelings often take an academic interest in Dread. They acknowledge the art as a fundamental and potent weapon, one to be brought to bear during moments of righteous anger. While title-holders and commoners alike pursue the art, nobles typically are discreet about their ability. In particular, many Seelie nobles consider its careless usage somewhat vulgar, and Unseelie nobles believe fear is more powerful when used in moderation. In changeling society, any use of Dread against another changeling beyond the first cantrip is considered a breach of the Escheat.

Realms

Condition, Fae, Nature, Prop, Scene, Time

Dread Test Pool

Social attribute + Intimidation skill versus target’s Social attribute + Willpower

● Scent of Fear

Everyone wears a social mask – an artificial layer of composure that hides one’s inner fears and anxieties. With the right startle, you can pierce the shell they hide behind, revealing the truths they seek to conceal.

System

Expend a point of Glamour and spend a standard action aggressively sniffing, glaring, or seeking to startle your target. Such behaviors can range between awkward and predatory (keep player comfort in mind at all times and narrate your actions if appropriate). You do not specifically need to smell your target, but you must be able to interact with her socially, as you seek to gauge how she responds to stimuli.

If you succeed in an opposed challenge, you cause your target to momentarily drop her guard, giving you some insight into her current emotional state: whether she’s close to panic or rage. She must tell you how many points of Willpower she currently has in her pool. In addition, the target must tell you how many Bedlam and Derangement traits she currently has.

If your target is a vampire or werewolf, you also learn how many Beast and/or Seethe traits she has, as well as her current level of Rage. This total includes any penalties or bonuses she possesses that influence those scores. You cannot determine a target’s creature type with this power—instead, you get an impression that she is very close to a state of rage.

If you possess the Acute Sense merit, you do not need to spend Glamour to active this power.

Exceptional Success

For the rest of the game session, you automatically succeed in subsequent uses of this power against the same target.

Focus [Appearance]

It takes little effort to elicit a reaction from your target. You can use this cantrip by expending a simple action, instead of the normal standard action.

●● Dreadful Mein

The changeling form is a wondrous thing: otherworldly and ethereal. Using Dreadful Mein draws your Fae Mein to the surface and focuses your anger on another individual. Your otherworldly nature is apparent as you hiss or roar in dark, terrifying wrath. Those targeted by this fearsome power often quail before it, fleeing in terror from your fury.

System

Expend a standard action as you channel the fearsome aspect of your Fae Mein, hissing, growling, or roaring at your target. You momentarily assume some characteristics of your Fae Mein, perhaps taking on gnashing teeth if you’re a Redcap or a terrifying countenance of an

enraged noble if you're a Sidhe. This momentary change is noticeable to all onlookers, including mortals. If you succeed in an opposed challenge, your target is overcome by fear. She cannot willingly come within five steps of you for the next five minutes, and she actively seeks to avoid your presence and anger.

A character affected by your Dreadful Mein cannot attack you unless she has no other option. If forced into a confined place with you, the victim may fight you in order to escape, but she will move away and stop fighting at the earliest opportunity.

Exceptional Success

For the rest of the evening, if you make any aggressive movement towards the individual who has been subjected to your successful Dreadful Mein, this power re-exerts itself, and your target will be forced to back away, suffering the effect of Dreadful Mein for another five minutes.

Focus [Appearance]

You can expose the fury of your Fae Mein without revealing your supernatural nature. Instead, when you glare at your target your eyes seem bright and piercing. Your brows knit, your features are writ in anger, and your motions are predatory — but your visage is nothing extraordinary, and the Mists do not take hold. Observers may notice that you appear aggressive towards your opponent.

●●● Dark Ambiance

By channeling the nightmare aspects of the Dreaming, you are able to peel back the static layers of reality, allowing ambient dread to surface. Mortals behave erratically as the mood becomes more tense. Redcaps are known to utilize this power as a show of force, while Sluagh may use it in controlled circumstances, such as when conducting a séance.

System

Spend 1 point of Glamour and three standard actions to channel dark energy from the Dreaming. Light sources flicker and irregular breezes or chills may sweep through the vicinity, affecting an area equal in size to a standard house, a single ballroom, or a floor of an apartment building. Cellular devices lose signal, and radios pick up static. The targeted area immediately becomes ominous as the barrier between worlds begins to thin.

While this cantrip is active, fear and madness come more easily to those within the targeted area. Whenever anyone besides yourself gains a Derangement trait while within the affected area, the total number of Derangement traits gained increases by 1.

In addition, while this power is in effect, any nearby mortals find the target location disconcerting. They begin to behave erratically, disagreeing about whether to investigate, stay put, or seek help. Stock NPCs of rating 3 or greater are still frightened, but act more rationally than Stock NPCs of rating 1 or 2.

Dark Ambiance lasts one hour, unless you end the duration earlier by spending a simple action to do so. In addition, if you leave the affected area, another individual who also possesses Dark Ambiance may choose to expend 1 point of Glamour and a simple action to end your activation of this cantrip.

Focus [Manipulation]

You can activate Dark Ambiance by expending one standard action, rather than three. In addition, this effect lasts for one day.

●●●● Sleep Paralysis

They say that sleep is the refuge of the mind, but against you, it offers no sanctuary. Borrowing from the Sandman legend, you can induce a state of drowsiness that brings with it a form of paralysis, inhibiting your target from moving and reacting normally.

System

Spend 1 point of Glamour and use your standard action to instill your target with powerful somnolence. To target someone with this power, you must have her attention (see **Gaze and Focus**, page 104). If you succeed in an opposed challenge against your target, for the next three turns, she loses her simple action as feelings of drowsiness overcome her. If, at the end of the three turns, she has not subsequently been targeted by a challenge, if she is not involved in combat, and if her life is not in immediate danger, she nods off and falls asleep for the next 10 minutes. During this time, she experiences unpleasant dreams as her fears come to the surface. Any strong stimulus awakens her, such as a gunshot, a violent shaking, being targeted by a challenge, or if anyone attempts to move her. If any of these criteria are met, the target awakens on her next initiative, and she is able to act, although she may possibly be prone (see **Chapter Seven: Core Systems: Movement: Lying Prone**, page XX).

Exceptional Success

Your opponent loses her simple action for the next five rounds, instead of the next three. If not already in combat or in danger, she falls asleep immediately.

Focus [Manipulation]

If you choose to do so, you may impart an especially fitful sleep. Instead of 10 minutes, your target rests for the next hour, during which she is assailed by unspeakable nightmares. At the end of this time, she awakens, feeling disturbed and weary. Once per day for the next week, she gains 2 Derangement traits when she awakens.

●●●●● Waking Nightmare

Your mastery of terror has granted you the power to bring your target's deepest fears to the surface, reducing her to a state in which she is truly afraid and vulnerable. In her panic, she

imagines herself beset by threats, subconsciously sabotages her own efforts, and distrusts anyone who would try to help her.

System

Expend 3 points of Glamour and use your standard action to menace your target, reducing her to a state of panic as she becomes certain her life is in peril. To use this power, you must have your target's Gaze and Focus (see **Gaze and Focus**, page 104). If you succeed in an opposed challenge, your target enters a terrified state for the next hour.

The feelings conveyed by this power are complex and create a subjectively horrifying experience for the target. She may be assailed by nagging thoughts or demons from her past. The Storyteller may wish to work with the target to determine the exact nature of her affliction.

The user of this power selects one of the following effects, which dictate the overall theme of terror the victim experiences.

- **Panic:** The victim is terrified of anything that is even remotely threatening and seeks to run away and hide in a safe place until Waking Nightmare fades. The victim cannot fight unless cornered and, if forced to fight, flees at her first opportunity.
- **Despair:** Should the target fail a challenge that involved the use of a skill, she becomes convinced that her situation is hopeless. She receives a penalty to whichever skill she used in the challenge equal to the number of dots she possesses of that skill.
- **Paranoia:** The target believes that anyone who seeks to remain within three steps of her is aggressive; she either attacks them or seeks to move away. If she is cornered or unable to move away, she attacks the nearest person. While under this effect, she cannot use the Assist Attacker mass combat tactic or benefit from the Assist Defender mass combat tactic. In addition, she cannot consent to the use of any power on her.

Exceptional Success

The effects of Waking Nightmare last for two hours instead of one.

Focus [Appearance]

The target loses all of her Mental and Social attribute focuses for the duration of Waking Nightmare.

Inglenook

“He is happiest, be he king or peasant, who finds peace in his home.”

— Johann Wolfgang von Goethe

The art of *Inglenook* is born from dreams of hearth and home, of fresh-baked breads, warm stews, and kindly grandparents who live on in cherished memories. Named for the recess where a fireplace meets a wall, this art grants its user access to a suite of miracles, ranging from fixing a child’s broken toy to keeping peace at a dinner table.

During the heyday of stone fireplaces, the inglenook, with its proximity to the fireplace, was where a person tending a fire would often stand. This individual kept the home fire burning, ensuring a warm house and a hot meal for all. Depending on the house, this caretaker could be anyone from a hostess to a common servant, a youth given an important charge, or a grandparent attending to her family. Regardless of who carries out such tasks, the luxury of rest and comforts of home are commodities anyone can appreciate—a magic unto itself—lifting dour spirits and bringing life back into tired bones.

Practitioners of Inglenook make excellent craftspeople and healers, but they are also often sought by nobility to serve as stewards and chamberlains. Among nobles, this art is perceived as somewhat servile in nature, leading many to prefer employing someone else to use it, rather than master it themselves. Commoners, however, view Inglenook as incredibly practical. Seelie practitioners use its cantrips to benefit their communities, while Unseelie changelings are known to demand payment for services rendered. In either case, both commoners and nobles alike consider it prudent to have access to this art in one form or another.

Realms

Actor, Condition, Fae, Nature, Prop, Scene, Time

Inglenook Test Pool

Mental attribute + Medicine skill versus target’s Mental attribute + Willpower

● An Eye for Detail

Anticipation is a quality deeply connected to hospitality. Whether it’s a hot cup of coffee or a fresh set of towels, nothing escapes the eye of a capable host. This power grants you insight into the needs of those around you, allowing you to see to their comfort.

System

Expend a point of Glamour and spend a standard action as you appraise your target. If you succeed in an opposed challenge, you immediately know how many damaged health levels the target possesses, if any, as well as whether she has any immediate needs for food, beverage, or rest. Additionally, you can ask the target, “What do you need at this particular moment?” Your

target must answer truthfully, but may do so in general terms that do not reveal her precise motivations. For example, if your target is plotting to steal a work of art, she simply appears to be looking for something, or perhaps she wants to be alone. However, the target is free to answer in detail. You can also ask the Storyteller to adjudicate by making the challenge for on your behalf, anonymously, so you can appear to coincidentally have whatever your target might need.

Exceptional Success

For the next hour, you can continue anticipating your target's needs, without spending additional points of Glamour or attempting additional challenges. You remain aware of her health levels' current state, and can repeatedly ask her to describe her needs for the one-hour duration of the power.

Focus [Intelligence]

Any beneficial skill used on behalf of the target, regardless of source, receives a +5 wild card bonus, such as attempts to use the Medicine skill to provide aid to the target. This bonus applies to non-supernatural static challenges only.

●● Heather Balm

Since ancient times, healers and shamans alike have relied on pleasant scents and exotic teas to conduct their miracles. Drawing on the dreams of soothing herbs and cleansing medicines, you can heal a variety of injuries.

System

Spend 1 point of Glamour and use your simple action to heal 1 point of normal or aggravated damage. This cantrip can only target an individual who is within one step of you.

Focus [Intelligence]

You can use this cantrip on any target within a number of steps equal to the number of dots you possess of the Medicine skill.

●●● Master of the House

Even the most generous of hosts needs a little privacy from time to time, often reserving a room for private use. This cantrip grants you perfect control over a building's doors and entryways, allowing you to confound burglars looking for valuables or frustrate inn patrons who might seek to skip out on their bills.

System

Spend 1 point of Glamour and spend three standard actions to weave a powerful enchantment over the building in which you are currently located. For the next 12 hours, you are able to control the destination of each door in the building. To make your selection, spend a simple action and choose two doorways to switch. If you are familiar with the affected location, the doorways do not need to be within your line of sight, this is an exception to the rule limiting

targets to those within line of sight. Thereafter, traversing one door leads to the other's location, and vice-versa. You, however, can open either door to your choice of its new destination or its previous one.

You can only use this cantrip to affect a building or location with which you have an existing connection, such as your home, place of business, or a location that you own. Alternatively, the location can be one where you're employed, or one entrusted to your care by its owner. You cannot use this cantrip in someone else's home; another supernatural creature's territory, such as a vampire's haven; or a public space. Generally, if you have keys to the building and are considered welcome by the owner, you are free to exercise this cantrip.

This cantrip only affects doorways. Should someone attempt to exit by smashing a wall or jumping through a window, their egress is not impeded by Master of the House.

Focus [Wits]

As you enact this cantrip, you may designate a single individual as your seneschal, who can choose to either operate the affected doors normally or traverse them to their altered locations. This individual does not need to be present at the time of the power's activation.

●●●● **Civil Interdiction**

Although music soothes the savage beast, unruly guests can need anything from a fresh pint to a stern lecture to calm them down. You have the power to project an aura of calming civility, softly discouraging those nearby from getting out of hand. It's rumored that this cantrip is responsible for avoiding violent outbursts from political discussions during Beltane feasts or at heated debates during the Parliament of Dreams.

System

Spend 1 point of Glamour and use your standard action to activate Civil Interdiction. Civil Interdiction protects you and all characters you choose, including creatures and people, so long as they are within two steps of you. While this power is active, no one with hostile intent can come within five steps of you or those you choose to guard without first succeeding in an opposed challenge using the Inglenook test pool. If an individual already standing within five steps chooses to attack or use a hostile power targeting you or those you are guarding, she must first test against you as well. If she fails to succeed, the attacker is immediately and automatically pushed five steps away from her target as though by a gentle, supernatural hand.

Civil Interdiction does not prevent individuals using ranged weapons or powers from attacking you or those you protect. If an individual protected by your Civil Interdiction attacks or targets someone with a hostile power (whether targeting an individual inside or outside of your aura), she immediately loses the protection of Civil Interdiction. Such a character cannot again be protected by the power for the next hour.

Once Civil Interdiction is activated, and you have chosen the individuals you are protecting with this cantrip, you cannot add other individuals to that protection unless you reactivate Civil Interdiction. There is no limit to the number of individuals you can protect with this power, so long as they remain within five steps of your physical form.

Every turn after the first, you must spend 1 point of Glamour to keep Civil Interdiction active. If you stop spending Glamour, or take any action other than speech or simple movement, this cantrip immediately ends.

Focus [Wits]

Characters protected by your Civil Interdiction also gain a + 3 bonus to Dodge- and Survival-skill based defense test pools.

●●●●● Restore Vitality

A little bedrest and some chicken soup can succeed when even powerful medicines falter. The most powerful dreams of healing and vitality take their root in the home, dreamt under the watchful and loving care of a kindly guardian. You have the power to channel these dreams to achieve a miracle of healing, restoring your target to health.

System

Spend 3 points of Glamour and a standard action to activate Restore Vitality. You can use this cantrip on yourself or a target within one step of you. Your target immediately heals all of her injured health levels, whether her damage was normal or aggravated, and she is freed from any maladies she currently suffers. Restore Vitality can be used to counteract poisons or drugs, cure any non-terminal disease currently capable of being cured by modern medicines, and remove unwanted alterations to the target's physical form.

In addition, you can end the effects of any single hostile power currently affecting your target, such those caused by the Dread or Chicanery arts. You can do so even if you are unfamiliar with the power itself. Cantrips that have not yet taken effect, such as those modified with the Condition realm, cannot be affected by Restore Vitality, as they are not currently in effect.

Focus [Intelligence]

You can use this power on any target within a number of steps equal to the number of dots you possess of the Medicine skill.

Oakenshield

“We are the last line of defense, the ones tasked with protecting all faeries. When the mountains crumble and the seas run dry, we will remain, ever stalwart.”

— Sir Martin StoneHeart, Troll

Like the unmoving mountains, the Oakenshield art offers changelings the ability to become supernaturally resilient to injury. Fierce blows glance off their bodies, and grievous injuries heal within moments. The Troll kith first practiced this art, a manifestation of their innate stalwart behavior. It allowed them to better serve the kithain, protecting others with their stone-like bodies. Over time, Trolls have shared this gift with the kithain as a whole, offering the magic as a means to survive the Endless Winter. Though Oakenshield is most often found among Trolls and other martial changelings, these gifts can be found among all kiths.

Each dot of Oakenshield represents an additional increase to a character’s physical resilience, and each cantrip stacks with all other mechanical bonuses granted by other cantrips of this art. If your character has Stalwart (Oakenshield ●●●), she also benefits from the bonuses granted by Valor of Body (Oakenshield ●) and Hard as a Rock (Oakenshield ●●), which she must possess to reach Stalwart.

Oakenshield powers are always active and do not normally cost Glamour to activate, unless specifically stated in the description of that power. Some cantrips may require Glamour or an action to activate; refer to each power for specifics.

Realms

Fae, Nature, Prop

Oakenshield Test Pool

There is no standardized Oakenshield test pool.

Focus [Stamina]:

Stamina-focused characters gain 1 additional health level in each wound category when they first purchase Oakenshield. Such a character has 4 Healthy wound levels, 4 Injured wound levels, and 4 Incapacitated wound levels.

● Valor of Body

As steady as a mountain, you have learned to ignore pain and fatigue. Through sheer force of spirit and will, your body resists the effects of damage or exhaustion, lifted beyond such temporary inconveniences.

System

You easily ignore pain. Your character is immune to torture and doesn't suffer wound penalties. In addition, your clothing and armor always appears perfect and fresh, unless specifically damaged.

●● Hard as a Rock

Breaking a stone requires monumental force, and you have learned to emulate the slabs of the earth. You are as indomitable as your will, and even the harshest blows fall short on your granite skin.

System

Your skin becomes hard and stony. You gain a +3 wild card bonus to your defensive test pools when resisting ranged attacks. In addition, each time your character takes aggravated damage, you may convert 1 point of aggravated damage to normal damage.

●●● Stalwart

Blows that might bring any other warrior to heel glance off you, allowing you to ignore wounds you would otherwise suffer. Such injuries mean nothing to creatures of stone and earth.

System

Each time your character takes damage, you may ignore 1 point of normal damage. You can use this power in conjunction with other powers that convert aggravated wounds into normal wounds. You can use Hard as a Rock to downgrade a point of aggravated damage into normal damage; then, you can use Stalwart to ignore that point of normal damage.

In addition, you may spend 1 point of Glamour to heal a point of normal damage.

●●●● Regeneration

The earth endures, accepting punishment and shifting with blows. Even the most grievous wounds cannot stop you. You endure punishment in a great feat of endurance, always soldiering through battles.

System

Each time your character takes aggravated damage, you may convert 1 point of that aggravated damage into normal damage. You can use this power in conjunction with other powers that convert wounds from aggravated damage into normal damage.

This power stacks with Hard as Rock, allowing you to convert 2 points of aggravated damage from each attack into normal damage. In addition, it stacks with Stalwart, allowing you to then ignore 1 of those points of normal damage.

You can also spend 2 points of Glamour to instantly heal 1 point of aggravated damage. This power doesn't require the expenditure of an action to perform.

●●●●● Wisdom of Stone

Iron and steel fill your body and soul, protecting you from monumental forces that seek to destroy you. Only the most violent attacks can truly cause you harm as you remain, unmoving, against the tide of battle.

System

Each time your character takes damage, you may ignore 1 point of normal damage. You can combine this effect with Stalwart in order to ignore 2 points of normal damage per attack. You can also use this power in conjunction with powers that turn aggravated wounds into normal wounds.

In addition, any time you are hit with a melee weapon or any other inanimate object, the object breaks against your flesh and becomes useless. Weapons destroyed by Wisdom of Stone inflict damage before they break, but cannot pierce your skin; thus, Wisdom of Stone effectively prevents you from being stabbed—the destroyed weapons bludgeon instead of pierce. Ranged attacks and attacks that do not actually strike your flesh are unaffected by Wisdom of Stone.

Metamorphosis

*“Sometimes ya gotta be small and sometimes ya gotta be big and sometimes ya gotta be really, **really** big. We’re just flexible like that.”*

— Charity Darling, Rabbit Pooka

In ancient times, the fae possessed the power to transform themselves and others into wild and fantastical creatures. The basis of many fairy tales, this magic caused princes to wither into toads and spurned lovers to erupt into dragons. Though much of the magic is lost to time and the onslaught of Endless Winter, its essence has persisted in the form of *Metamorphosis*, the art of transformation. Even as conventional reality makes these transformations more difficult, in the hands of a clever changeling these powers have potent possibilities.

Although not exclusive to the commoner kiths, it is rare to find Sidhe who wield this art. Many of them find the idea of taking on the mien of a lesser creature distasteful. This art found new life in the wake of the Shattering, as faeries were forced to find new ways to adapt and hide in the mortal world. Many Pooka claim this art was their gift to Kithain society, a treasured bit of commoner lore that has been passed down and shared among freeholds.

Realms

Condition, Fae, Nature, Prop, Scene, Time

Metamorphosis Test Pool

Mental attribute + Subterfuge skill versus target's Mental attribute + Willpower

● Wyld Tongue

Legends tell of faeries who possess the ability to control creatures, summoning them and requesting their assistance. By uttering an animalistic call, you summon animals to your location. Depending on how you call for these creatures, you can select the size and type of animal, provided it is common to the area. These animals are not your slaves, but rather friendly companions who will attempt to assist you with your commands.

System

Spend 1 point of Glamour and use your standard action to summon up to five small animals, three medium animals, or one large animal. You determine the type and size of the animals. Normally, these animals arrive within the next 10 minutes. However, if you choose to summon animals that are particularly common in your area, it may take less time. Summoning especially rare animals may take longer, at the Storyteller's discretion. Attempting to summon creatures that do not exist within the locale, such as calling a polar bear in the Egyptian desert, has no result.

Summoned animals are not granted any unusual power to answer your call, and they must be able to travel to your location. A coyote cannot open a locked door, but it can arrive in a parking lot, while a crow could more easily fulfill a summons to a rooftop. This cantrip confers no special abilities, intelligence, or courage to the animals summoned.

Summoned animals consider you an alpha of their breed. If you use Wyld Tongue to communicate, they will attempt to obey your requests. They work for you until dawn or until they take damage equal to their Stock NPC rating.

Multiple uses of this cantrip do not allow you to summon additional packs of creatures while still controlling the first. However, if your original group of summoned animals is disbanded, such as by taking damage, fleeing, or dismissal, you can utilize this power again to summon a second group. Further, Wyld Tongue cannot be used to control animals that are currently under the effect of another practitioner's use of Wyld Tongue.

Animals summoned with Wyld Tongue are created using the Retainer background rules, with the following additional guidelines:

- *Small Animals:* Use the rules for 1-point Retainers. Small animals possess one unusual movement ability. This movement ability allows them to swim, fly, or burrow at their normal movement rate. Small animals include small dogs, cats, and squirrels, as well as most birds, fish, or moles.
- *Medium Animals:* Use the rules for 3-point Retainers. This category includes larger dogs, brown bears, coyotes, and bobcats.

- *Large Animals*: Use the rules for a 5-point Retainer. The summoner might beckon a horse, a stag, or a grizzly bear.

Focus [Intelligence]

When you summon creatures using this power, apply one of the following additional effects:

- *Unusual Movement*: You may choose to summon a group of medium-sized creatures that possess the ability to swim or fly at normal speeds, such as a vulture, eagle, or salmon; or you may summon a single large-sized creature that possesses the ability to swim at normal speeds, such as a shark or dolphin.
- *Cunning*: You can summon an animal with extraordinary cunning for its breed. This animal is capable of understanding and following more complex instructions. You can issue it if/then commands, such as “Stay by this door while I sneak inside. Bark once if you see a man approaching, and twice if you see a woman.” This animal is a standard example of its type for all other purposes.
- *Swarm*: You summon a large number of small animals. These might be rats, crows, piranha or similar creatures; Wyld Tongue cannot affect insects. A swarm is built using the normal Retainer rules, and a swarm is considered a single creature for the purpose of combat. A swarm moves slowly (one step per action), and killing a single animal has little effect on the overall swarm. To overcome a swarm, you must inflict twice the normal amount of damage necessary to defeat a standard Retainer of its size. For example, a large animal has 5 health levels, whereas a large-sized swarm has 10.

●● Impersonate

The ability to change the slightest aspect of one’s appearance or possessions is a powerful gift, one used in myriad ways. With the slightest effort, you can alter your appearance to look like another person or kith. While this power does not bestow any of the merits or cantrips associated with a different kith, it can allow you to pass a cursory inspection. Faeries who are particularly talented in the arts of acting or subterfuge can perfectly impersonate their targets, allowing them to move easily among even their most dire enemies.

System

Expend a simple action to wrap yourself in the veil of Impersonate, changing all sensory aspects of your appearance: visual, as well as audible and olfactory. You may use Impersonate to appear as a generic-looking and generally forgettable mortal or changeling, or to specifically mimic the appearance of someone you’ve studied.

Impersonate can be used to mimic anything that generally matches your form. A changeling in mortal form could look like an old man, a child, or a soccer mom, but she cannot appear to be a horse.

To believably mimic a specific individual's appearance, you must have at least 2 dots of the Subterfuge skill, and you must study that individual from multiple angles, learning her facial expressions, how she moves, and other distinctive qualities, for at least five minutes. You might be able to mimic someone's face after studying a photograph, but your disguise will not fool people who have previously met your target, as you do not know enough to successfully replicate that person. To believably mimic another character's voice, you must have at least 3 dots of the Subterfuge skill, and you must listen to her talk for at least five minutes as she uses a variety of words and phrases. Listening to a recording of that voice is not enough for a true replication; your disguised voice would not have the variety necessary to fool anyone who has ever spoken directly to your target.

Impersonate can be used to change the appearance of your clothing and equipment in minor ways, so long as your equipment does not change significantly in size or shape. A dinner jacket could be made to appear as a windbreaker, or a ribbon around your neck could appear to be a fancy tie, but this power cannot make that dinner jacket look like a floor-length trenchcoat, nor could it make a pistol look like a pencil. Impersonate cannot be used to make an object invisible or partially invisible. You might make a hoodie and jeans look like a suit and slacks, but you cannot reduce them to appear as if you are wearing a bikini. Impersonate can only affect objects that you are holding or that are on your person.

Impersonate Versus Supernatural Senses

Opponents with supernatural senses, such as a changeling using Fae Sight or a werewolf using Wolf Senses, can attempt to use her sharpened senses to pierce Impersonate. To see you, she must win an opposed challenge using her power activation test pool against your Mental attribute + your choice of either your Willpower or Stealth skill. For example, if a rival changeling attempts to pierce through your Impersonate with Fae Sight, she must succeed in an opposed challenge with her Fae Sight activation test pool (Mental attribute + Investigation skill) versus your Impersonate test pool (Mental attribute + Willpower or Stealth skill). If she succeeds, she sees your true form.

Focus [Wits]

You can dramatically change the appearance of your wardrobe and equipment.
You are capable of feats such as making a cell phone look like a shotgun or causing a hoodie and jeans to appear as though you are wearing a ball gown.

●●● Go Ask Alice

Faeries are often referred to as "the Little People," in large part due to the magic they wield with this cantrip. A popular spell among commoners who seek to hide their freeholds from prying mortal eyes, this cantrip allows you to shrink to a fraction of your normal size and squeeze through entrances too small for any normal-sized mortal. Alternately, this power can be used to grow dramatically, making you a more formidable and intimidating foe.

System

Spend 1 point of Glamour and expend a standard action to alter your physical size. You may choose one of the following effects:

- You may grow to up to triple your normal height, granting you 3 additional Healthy wound levels. Damage to these health levels remains when you return to normal size; a careless changeling can find herself incapacitated or worse after returning to her normal size.
- You may choose to shrink yourself down to one-fifth of your normal height. When you decrease your size by at least half, you gain a +3 wild card bonus to any challenges using your Stealth skill.

●●●● Merlin's Game

Fairy tales are filled with magical transformations: princesses becoming birds, witches turning into cats, and peasants morphing into newts. This cantrip is the basis for many of these tales — the magic that has allowed faeries to perform these feats. You are able to become any small nonmythical creature, adopting some of the traits of the animal while retaining your own mind and birthrights.

System

Spend 1 point of Glamour and expend a standard action to change your form into a small animal, choosing a specific form each time you use Merlin's Game. You may select any non-supernatural animal roughly the size of an average housecat. In no case can the form you assume be small enough to hide on another individual's person. While you retain the form of this animal, you can't speak or communicate with other animals. While transformed, you divide your Physical attribute in half when making Physical attacks, and you receive a +3 wild card bonus to Dodge-based defense test pools due to your small size. You can possess one of the following bonuses, so long as it fits the theme of your chosen form:

- **Agile:** You receive a +5 wild card bonus to your Dodge-based defense test pools, rather than the standard +3 bonus.
- **Aquatic:** You swim at normal movement speed, but your movement speed on land is reduced to one step per action. Alternately, at your Storyteller's discretion, you cannot move on land at all while in this form.
- **Avian:** You can fly at your normal movement speed.
- **Fast:** If you expend both your simple and standard actions on movement, you can move nine steps in a round, instead of the standard six steps.

- **Climbing:** You can climb upward at a speed equal to your walking pace and climb as a simple action, rather than a standard action.
- **Vicious:** Do not reduce your Physical attribute when making Physical attacks while in this form.

Merlin's Game is a transformative power and cannot be combined with other transformative powers, such as Mythic Transformation. When you end this transformation, you revert to your natural form.

Focus [Wits]

Once this power has been activated, you can shift into the animal form you previously chose at any time during the rest of the game session by spending a simple action. There is no limit to the number of times you may shift back and forth, but if you wish to adopt a new animal form, you must reactivate the power and pay the costs again, overwriting the previous use of Merlin's Game.

●●●●● **Mythic Transformation**

Deep in the Dreaming, creatures of myth and legend still roam free: memories of time long past. Although rarely glimpsed, the memory of these creatures lives on in the souls of changelings who still roam the earth. When casting this cantrip, you draw on the memory of these creatures, allowing you to transform into a creature of legend, such as a dragon, manticore, or firebird. One of the most powerful, yet dangerous cantrips modern changelings can know, Mythic Transformation confers to you all the strengths of that beast. Becoming a dragon, for example, may allow you to fly or breathe poison, while a minotaur may have toughened skin or defensive spikes covering its body.

System

Spend 2 points of Glamour and a standard action to transform into a creature of myth and dreams, such as a dragon or a thunderbird.

Select two of the following qualities when you activate this gift:

- **Agile:** Your muscles and joints shift in awkward and extraordinary ways. You gain a +3 wild card bonus to your Dodge-based defensive test pools.
- **Avian:** You can fly at your normal movement speed.
- **Defensive Spikes:** You are covered with spikes or barbs. Anyone who succeeds in hitting you with a Brawl attack takes 3 points of normal damage.
- **Poisonous:** Mortals struck by your successful Brawl attacks are immediately wracked with pain. This agony prevents any form of activity other than screaming helplessly.

Supernatural creatures affected by your poison suffer a -2 penalty to their Physical attribute for the next hour. Penalties from the Poisonous quality are not cumulative.

- **Slick:** Your body is slick and hairless. You can spend a simple action to automatically escape from a Grapple.
- **Tough:** Your skin becomes mutated into tough scaly armor, with extra bulk that grants you 4 additional Healthy wound levels.
- **Vicious:** You receive an additional +3 bonus to your Brawl-based attack test pools, which do aggravated damage.

Once transformed, you cannot leave this form for at least five minutes after your initial transformation. Mythic Transformation is a transformative power, and cannot be combined with other transformative powers, with the notable exception of Go Ask Alice.

Since this power infuses you with the Dreaming itself, these bonuses are useless against mundane mortals, who can't even perceive you properly while this power is activated.

Focus [Wits]

You can select three qualities from the chart, rather than two.

Primal

“Once, we held power without measure: the ability to shift the earth and summon it to our will. The time of creating mountains and destroying oceans has passed, but some of nature’s magic still remains.”

— Candace Slim, Selkie

Since the time of legends, faeries have held a special connection to the forces of earth and nature. The *Primal* art encapsulates this connection, granting its user the ability to draw strength from the earth to affect the world around her. She gains strength beyond measure and can cause inanimate objects spring to life. Cantrips from this art cannot affect items made of cold iron, although alloys are affected normally.

This art was developed by the Inanimae, who used it to commune with the nature they embraced. During the time of the Shattering, most faeries lost their ability to channel the power of land and whisper to inanimate objects. One of the first things the Inanimae shared after the Shattering was the ability to whisper back. Although these changelings are now rare, the magic they shared persists.

Each cantrip within the Primal art represents an additional increase to a character’s physical strength, and each cantrip stacks with all other mechanical bonuses granted by other powers

within this art. If your character has Eldritch Calling (Primal ●●●), she also benefits from Willow-Whisper (Primal ●) and Calling Upon the Earth (Primal ●●), which she must possess to reach Eldritch Calling.

Primal cantrips are always active, and do not normally require Glamour to activate, unless otherwise stated. Primal cantrips cannot be used at distances further than hand-to-hand or melee combat range, unless the power specifies that you can do so.

Realms

Fae, Nature, Prop, Scene

Primal Test Pool

Physical attribute + Brawl skill versus the target's Physical attribute + Dodge skill

Focus [Strength]

Strength-focused characters who have at least 1 Primal cantrip add +2 to all of their Brawl and Melee attack test pools.

● Willow-Whisper

In ancient times, faeries believed that every item in the world had a soul, containing a small shard of the Dreaming that connected it to the rest of the world. This spark of pure creation allowed objects ranging from a small pebble to the tallest oak to commune with changelings and each other. Your connection to the primal force of the land and the Dreaming allows you to tap into the essence of these objects and compel them to communicate with you.

System

Spend 1 point of Glamour and use your standard action to examine the chimerical elements that live within objects. For the next five minutes, you may communicate with everyday objects and can bid them to communicate with you. The nature of the object determines its personality; a knife will have a sharp personality, whereas a coffee maker might be very excited.

Objects answer basic questions truthfully, but unfamiliar concepts may confuse them. You can reasonably expect answers to the following types of questions:

- What is your function?
- Has anything interesting happened around you?
- What did the person who ran by moments ago look like?
- Has anyone been fighting here recently?

Inanimate objects accessed by this power cannot detect characters hidden by supernatural powers.

In addition, your connection to the Dreaming provides a deeper understanding of mundane objects. This insight allows you to immediately destroy small hand-held objects. In addition, during combat your Brawl and Melee attacks benefit from the Armor Piercing equipment quality. (For more information, see **Chapter Fourteen: Influence and Equipment: Melee Weapons: Armor Piercing**, page XX.)

●● Calling Upon the Earth

The mighty oak stretches her roots deep into the earth, drawing on the power found there to stand tall, never yielding to even the most ferocious blows. With this cantrip, you harness the power of the land, becoming mighty and stalwart like the oak. Your roots plunge into the ground, and not even the fiercest blow can force you to move. The strength of the earth enhances your natural power, making you a true force to be reckoned with.

System

You can call upon the Earth herself to boost your strength. Spend 1 point of Glamour and a simple action to plant your feet into the ground. For the next five minutes, or until you move more than 3 steps from your location, you are immune to the Knockback equipment quality. (For more information, see **Chapter Fourteen: Influence and Equipment: Ranged Weapons: Knockback**, page XX.)

In addition, the power of the land itself flows through your veins, making you stronger. When you succeed in making a Brawl or Melee attack, your character automatically inflicts 2 points of damage, instead of the standard 1 point of damage.

Normal Success

Your character inflicts 2 points of damage at this level of Primal.

Exceptional Success

Your character inflicts 3 points of damage upon achieving an exceptional success at this level of Primal.

●●● Eldritch Calling

Objects that surround you are more than just a means to gain information and knowledge — they can also spring to life with little more than a word. With this cantrip, you have the ability to control inanimate objects, willing them to action and commanding them to do your bidding.

System

Your understanding of the material objects around you allows you to awaken a bit of the Dreaming within the mundane world. Spend 1 point of Glamour and use your standard action to animate an object within your line of sight. The object gains limited mobility and obeys your commands to the best of its ability for the next hour. You can give these objects simple

commands, such as “Chase that man,” or “Attack anyone who enters.” Objects aren’t very smart and have extremely limited reasoning. Animated objects cannot use weapons or benefit from equipment qualities. A command stating “Bring me the gun when you see a red car drive past outside,” could result in an extremely confused bar stool.

You can animate and simultaneously control a number of objects equal to the number of dots you possess of the Occult skill, but each object must be animated separately. They remain animated as long as they are within your line of sight, for up to an hour.

Treat objects animated by this power as rating 2 Stock NPCs. Animated objects with wheels or legs move at normal speeds. Objects without wheels or legs move at a rate of 1 step per action. Animated objects cannot be targeted by Mental and Social powers, and cannot attack anyone the caster cannot attack herself. For example, if the caster is successfully affected by the Sovereign cantrip Grandeur, her animations are unable to attack the changeling who overpowered their master.

In addition, this cantrip mystically strengthens your body during combat, allowing you to become inhumanly devastating while fighting. When making a Brawl or Melee attack, you gain a +5 bonus to determine whether or not the attack achieves an exceptional success.

●●●● Dagda’s Fury

Nature can erupt with a deadly beauty, as elements work in concert to destroy anything in their path. With a touch of your hand, you harness the power of nature, allowing you to send your enemies flying away or strengthening your blows.

System

You can draw strength directly from the Glamour hidden within nature. Spend 1 point of Glamour and expend your standard action as you touch an opponent with the palm of your hand. Touching an opponent in this manner requires a challenge utilizing your Physical attribute + Brawl skill versus the target’s Physical attribute + Dodge skill. If you succeed, your target is knocked two steps away in a direction of your choosing and lands prone, but she does not suffer any damage.

In addition, any time you achieve an exceptional success with a Brawl or Melee attack, your character automatically inflicts 2 additional points of damage, rather than the standard 1 additional point she would normally inflict when she scores an exceptional success.

Normal Success

Your character inflicts 2 points of damage at this level of Primal.

Exceptional Success

Your character inflicts 4 points of damage, rather than the standard 3, when she scores an exceptional success.

●●●●● Primal Force

Some faeries believe that the Dreaming is a sentient being in and of itself, often lending aid or causing detriment at random. With this cantrip, you harness the primal strength of the Dreaming. As you are imbued with its force, your hands begin to glow, lending all of the destructive force of the Dreaming to your blows.

System

During combat, your hands glow with the primal force of the Dreaming itself. All damage done by your Brawl attacks are now upgraded to aggravated damage. In addition, when you succeed making a Brawl or Melee attack, your character automatically inflicts 3 points of damage. This amount includes the extra damage granted by Calling Upon the Earth. Note that Dagda's Fury still adds an additional point of damage, but only when you achieve an exceptional success.

Normal Success

Your character inflicts 3 points of damage at this level of Primal.

Exceptional Success

Your character inflicts 4 points of damage, rather than the standard 3, when she scores an exceptional success.

Soothsay

“Fair is foul, and foul is fair? Bah! If only Shakespeare had any real idea of the terror behind those pretty words...”

—Quentin Loveless, Sluagh Fright Knight

Faeries believe strongly in the force of *Dán*: the immense, complex tapestry of fate that binds all beings together. *Soothsay* is the art of divination, prediction, and interaction with *Dán*.

Changelings use this power to help them understand Glamour, the Dreaming, and their own destiny. Occasionally, the forces of *Dán* make themselves apparent to a person in the form of portents, or even a rare visitation from the Norns.

While most practitioners of *Soothsay* are commoners, many nobles find this magic necessary for courtly intrigue and often employ seers and advisors who have an affinity for this art. Many commoners fear the power and knowledge these faeries wield, though all hold a great deal of respect for these changelings. In the time of Endless Winter, those with the ability to glimpse the future are even more treasured, as faeries struggle to find a means of survival.

Realms

Condition, Fae, Nature, Prop, Scene, Time

Soothsay Test Pool

Mental attribute + Occult skill versus target's Mental attribute + Willpower

● Fae Sight

The great tapestry of Dán is a series of interwoven connections, threads that intersect throughout a lifetime. Each thread has a destiny and a greater purpose within the Dreaming. This cantrip allows you to touch the threads of Dán, and attune yourself with your immediate destiny. As you open your mind to the tapestry of the universe, you open your senses to the physical world around you, discerning the hidden world with more than just your eyes.

System

Fae Sight is always active.

Your character's connection to the Dán conveys mystical vision, allowing you to see clearly, even in total darkness, and to understand sounds too quiet for normal people to hear. When a character with Fae Sight comes within two steps of an individual hidden by supernatural concealment, such as Veiled Eyes, the character with Fae Sight automatically realizes that someone is nearby, although she does not know who, or precisely where to find that someone. Fae Sight provides only a vague warning that something is out of place.

When something blinds you, your hearing can provide adequate compensation for the loss of vision. Normally, characters who cannot see while in combat must use the Fighting Blind combat maneuver. So long as your character's hearing is unimpaired, you may fight without needing the Fighting Blind combat maneuver.

If you spend 1 point of Glamour and take a standard action, you sharpen your senses even further. If you do so, you will automatically notice any mundanely hidden objects within line of sight, and you can make an opposed challenge using your Soothsay test pool to discern the details of any person or object hidden with supernatural powers, as well as illusionary objects, or objects or people disguised by supernatural powers. If you pierce a supernatural power in this way, you ignore uses of the same power generated by the same user for the next five minutes. If you possess more dots of Soothsay than the target possesses of the power she's using to generate the concealment or illusion, the effects of piercing the target's power persist for an hour, instead of five minutes.

Exceptional Success

If you score an exceptional success when trying to see through supernatural concealment, you will automatically pierce any supernatural concealment (or illusion) created by the same individual for the next hour.

Focus [Perception]

A Perception-focused character sharpens her senses by spending a simple action, rather than a standard action.

●● Backwards Glance

Even items are part of the tapestry of Dán, holding their own history and psychic imprints. Using this cantrip allows you to view the past as it pertains to an item and explore the emotions connected to it. The longer you possess the item, the deeper you may delve into the threads of fate surrounding it.

System

Spend 1 point of Glamour and use your standard action to touch an object. You can then ask the Storyteller one of the following questions, plus an additional question for every five minutes your character concentrates on the object or location:

- “Show me the last person who handled the object.”
 - Your character receives a vision of the last person to use the object. The vision generally shows the last significant individual, not simply the most recent person who touched the item.
- “How did this individual die?”
 - This question can only be asked when Backwards Glance is used on a dead body (or part of a dead body). Your character receives a vision of the last few moments of the target’s life. You cannot ask this question when using Backwards Glance on living (or undead) individuals.
- “When (or how) was the object last used?”
 - Your character gains an image of the item’s most recent use and target (a knife stabbing, with the victim’s appearance; binoculars looking down, seeing a noble’s vehicle; etc.). If the object was recently involved in an emotional event, like a murder or a robbery, your character gets a brief glimpse of the emotion, and how it relates to the item.
- “Are there any strong emotions attached to this object?”
 - If someone loves or hates the object, or if any deep emotions are relevant to the object’s use, your character will receive such information. This information may be quite old, depending on the object’s nature and associations.

Some objects or locations have particularly strong emotional connections. Your Storyteller may elect to provide one or more answers for free when a character uses Backwards Glance on such an emotionally charged target. Characters using Metamorphosis (or another power altering the perception of their appearance) who handle an object or visit a location, do not leave psychic impressions.

For the purposes of this power, corpses (including the corpses of supernatural creatures and the ashes of vampires) count as objects, and may be targeted by Backwards Glance. Vampires who have not met Final Death do not count as corpses.

Focus [Wits]

When you activate Backwards Glance, you may ask three questions instead of one.

●●● Fate Fire

The tapestry of Dán has a complex weave that few truly understand; mastery of the threads of fate is rare. The future is always shifting, rarely set in stone, changing with every decision made and action taken. You have learned to peer into the tapestry of your own fate and glimpse what your immediate future holds. This ability allows you to shift the strands of fate in your favor and manipulate your personal Dán.

System

You possess an inborn ability to perceive the strands of fate and move between them. These glimpses of the immediate future occasionally let you alter events that relate to your own fate. You can side-step attacks before they begin or dodge a falling object before it starts to fall. Even Mental and Social powers can be evaded; you know just what to say or think, where to look, or upon which emotions to concentrate to avoid such powers affecting you in that moment.

Once per game session, when you are called upon to resist a Physical, Mental, or Social attack, or when you are required to make a test that could result in injury, you may spend 1 point of Glamour to automatically win the challenge or avoid the situation entirely. Fate Fire can be invoked at any time, even before your turn in the initiative order. When Fate Fire is used to avoid an attack, your opponent is considered to have failed to affect you. In the case of Mental and Social challenges, this result prevents you from being immediately targeted again by the same power. For more information, see **Chapter Seven: Core Systems: Challenges: Opposed Challenges: Retrying Failed Attacks**, page XX.

●●●● Looking Glass

Dán connects everything in the universe; strands of fate stretch between people, places, and objects. You sense these interconnections, and you understand how to manipulate them subtly. With this cantrip, you can use your innate connection to the tapestry of the world to snoop on people, places, or things with which you are familiar. Without moving, you perceive the world around your target as though you are present.

System

To activate Looking Glass, spend 1 point of Glamour and expend a standard action. Your perceptions split, allowing you to focus on a familiar person, place, or object without losing the

ability to perceive your current surroundings. For more information on targeting a familiar character see **Familiarity with the Target**, page 105.

If you use Looking Glass on a supernatural creature, or on an object in the possession of a supernatural creature, you must make an opposed challenge against your target, or the individual controlling the object, using your Soothsay test pool. If successful, you can see, hear, and otherwise sense the area around your target as though you are in its presence. If you observe a location with which you are familiar, no challenge is required, and your Looking Glass automatically succeeds.

Your Looking Glass lasts for five minutes for each dot you possess of the Occult skill. If you use Looking Glass to spy on a character who is in multiple places at the same time, such as a character whose physical form has been split into more than one piece, you must choose which location you would like to perceive when you activate Looking Glass. Thereafter, if you choose to perceive the alternate location, you must activate Looking Glass again, paying all applicable costs.

You can only utilize other Soothsay cantrips while Looking Glass is active, so long as you can fulfill the other requirements of those powers. For example, a character can use Fae Sight to smell a candle viewed through Looking Glass, but she cannot touch the wax to activate Backwards Glance. Because you are not physically present, your Fae Sight cannot forewarn you about the proximity of supernaturally hidden individuals or illusions. You can still spend 1 point of Glamour to sharpen your senses, in the hope of detecting such effects.

If your target is hidden by a power that grants invisibility, such as Veiled Eyes, you must overcome the target's power in order to use Looking Glass on that individual. Make a challenge using your Soothsay test pool versus the either the target's Mental attribute + Willpower or the target's power test pool, target's choice.

A character cannot have multiple applications of Looking Glass active at the same time.

Focus [Wits]

When you activate Looking Glass, you may choose to share the vision with anyone within three steps of you.

●●●●● Fair is Foul and Foul is Fair

Dán is fluid and everchanging; the threads of fate constantly unravel and weave themselves into new patterns. The future you glimpse today could change with a single action or word. When you see a person or a situation, you can divine what the immediate future holds and how a situation might unfold. With this cantrip, you affect others' strands of fate, shifting them ever so slightly to favor one person over another, bestowing minor doses of good luck. While this boon may not change the target's ultimate outcome, the gentle manipulation of fate can sometimes mean the difference between life and death.

System

Expend 3 points of Glamour and use a simple action to activate Fair is Foul, which lasts for 10 minutes. While this power is active, you can observe any challenge taking place between two individuals within your line of sight. You are able to recognize the nature of the challenge, including any powers used, as long as you possess the appropriate knowledge or Lore skill specializations. You also understand the nature of the outcome, including damage dealt. Once per turn, you may offer the challenge participant of your choice a +3 wild card bonus to her test pool. You must designate this bonus at the start of the challenge, after it is announced, but before the challenge itself is thrown. This cantrip can be used in conjunction with Looking Glass.

Focus [Perception]

In addition to the above effects, when observing a challenge between two other parties, once per turn you may assign -3 penalty to either party. You may choose to apply this penalty in addition to assigning the +3 bonus, or apply the bonus and penalties in different challenges.

Sovereign

“When we speak, the people listen. And should they fail to give us our proper due, we will force them to bend knee.”

— Duke Alexi Petrov ap Ailil

In ancient times, Sidhe employed the *Sovereign* art as a means to enforce their will on commoners in hopes of maintaining their lofty positions. With the ability to force others to listen to their words or obey their commands, Sidhe used this art to rule with an iron fist. While some nobles cling to the belief that forcing the adulation of others is the righteous path, wise Sidhe have come to understand that the gifts of this art are best used sparingly.

Sovereign allows its wielder a measure of power over commoners and nobles of equal or lesser rank. While some have attempted to use this art on those of higher standing, these cantrips ultimately fail to take hold, leaving the user to face serious consequences for the attempted breach of etiquette. While this art does not change the opinion one might hold of the user, it can force a target's observance and acquiesce, at least temporarily.

For centuries, the Sidhe fiercely guarded tutelage in this art, and those commoners who possessed its power were often hunted down, so as to not disrupt the fragile power balance among faeries. During the years of the Interregum, this art became a popular with the other Kiths, who realized the usefulness of bringing a crowd to silence. Often, these commoners wielded this power more responsibly than their Sidhe counterparts.

Realms

Condition, Fae, Nature, Prop, Scene, Time

Sovereign Test Pool

Social attribute + Leadership skill versus target's Social attribute + Willpower

● Protocol

Courtly decorum and tradition are essential to the Sidhe; these practices are impressed upon even the youngest Foundlings. At times, when the proper decorum is not observed, the Protocol cantrip must be enacted in order to maintain order. You have the power to command attention as you enforce ancient courtly protocol over all within your presence. No matter the situation, every eye is drawn to your natural beauty and charisma, and even your greatest enemies will stop and listen, temporarily granting you the benefit of the doubt.

System

To activate Protocol, spend 1 point of Glamour point and expend a standard action. For the remainder of the scene, you seem larger than life, more impressive than usual, and everyone within conversational distance pays attention to you and feels a strong desire to be near you. While this cantrip is active, your mere presence enforces the traditional Kithain court protocols on all under your power. Protocol is often leveraged by nobles as part of court preparations to prevent Unseelie outbursts and hyperactive Foundlings from disrupting proceedings.

Characters affected by Protocol are not compelled to like, trust, or stop attacking you, but they must pay attention to you and act according to the understood protocols and social rules of a traditional Kithain court. While a furious Redcap might not simply attack you, she might challenge you to a duel if properly motivated. The Storyteller is the final adjudicator of what is considered suitable protocol for a situation, and the Storyteller is encouraged to create different types of court settings, each with its own rules and traditions.

It is considered taboo to activate Protocol if a higher-ranked Kithain who is present is also using it.

A target affected by Protocol is automatically considered to be focused on you, as per **Gaze and Focus**, page 104.

Characters may spend 1 point of Willpower to ignore all uses of Protocol for one hour, even if they are enacted by multiple individuals.

Focus [Appearance]

Characters who wish to overcome your Protocol must spend 2 points of Willpower, rather than 1, to ignore your activation of Protocol for the next hour. No matter how many characters in the area have this focus, expending 2 points of Willpower allows targets to ignore all focused uses of Protocol.

●● Dictum

A dictum is a formal pronouncement from a royal, authoritative source. With a single word and a meaningful look, a Sidhe can compel others to do her bidding. Often, her mere presence is enough to command compliance, but in situations where obedience is necessary, employing a harsh hand is one option they may bring to bear. With this cantrip, you have the ability to bend the will of others and command them to do your bidding. Although your target is aware of the compulsion, she is unable to disobey your command. Among all the gifts the Sidhe possess, this cantrip is perhaps the most despised by those who often find themselves on its receiving end.

System

To target an individual, expend a standard action and speak a simple one-word order or make a brief gesture to a target. If you succeed in an opposed challenge using the Sovereign test pool, you force your target to obey your will. The order must be immediate; the subject spends her next turn, but only one turn, attempting to obey your order.

Such dictates must be clear and straightforward: run, agree, fall, yawn, jump, laugh, stop, go, scream, or follow are good examples. The target of a *Dictum* attempts to take context into account. If you point at a door and order your victim to “Leave!” she will attempt to leave via the door you indicated, as opposed to using a different door or jumping out of a window. A *Dictum* may be part of a sentence in order to conceal the power’s use, such as by saying, “I’m afraid I must ask you to leave this house at once!”

If a *Dictum* is confusing or ambiguous, the subject may respond with less accuracy or perform her task poorly, as she struggles to understand what’s been asked of her.

Exceptional Success

If you achieve an exceptional success while using *Dictum*, the target does not realize that she’s been supernaturally coerced. Mortals simply rationalize away any strange behavior. A supernatural creature is momentarily confused and does not realize she’s been forced to act against her will for 3 turns after the *Dictum* ends. After this confusion passes, a supernatural victim may realize she has been mystically influenced, if the circumstances allow.

Focus [Manipulation]

An individual who has been successfully given a *Dictum* must follow your order for 3 turns (instead of 1).

●●● Grandeur

Every changeling carries inside her a shard of Arcadia: a small glimmer of the place where they originated. Sidhe, in particular, learn to harness this component of noble poise and refinement, and exert it over anyone in their presence. With this cantrip, you have the ability to overpower others with awe and wonder as they glimpse in you a sliver of their lost homeland. Your inner

nature shines through, bringing others to their knees and offering you a measure of safety and protection from attack and discourtesy. This cantrip is the reason many noble changelings were once regarded as gods and goddesses by the rest of the world.

System

Spend 1 point of Glamour and expend a standard action to activate *Grandeur*. For the next hour, you appear to be the apotheosis of your character's best nature — astonishingly beautiful, terrifyingly evil, regal beyond reproach, or otherwise — as reflects your character's personality. The feeling of an individual character's *Grandeur* can vary, depending on the user's personality and current mood.

Grandeur manifests as a domineering emotional presence, amplifying your character's nature. While this cantrip is active, others cannot show you disrespect, and while they may disagree with you, they must do so with utmost courtesy.

Anyone who wishes to attack or be rude to your character must make an opposed challenge, using her Social attribute + Willpower versus your Sovereign test pool. If the aggressor fails this challenge, she cannot make another attempt against your *Grandeur* for 10 minutes. She becomes trapped in the effects of your *Grandeur* and continues to treat you with respect and courtesy even if she leaves your locale. After 10 minutes have passed, the aggressor may again attempt to break your *Grandeur*. This effect also applies to powers that don't directly target the *Grandeur* user, but instead target the area encompassing the *Grandeur* user. If a character wishes to engulf a room in fire, and one of the characters in the radius has *Grandeur* active, the aggressor must test against that *Grandeur* to do so.

If you attack an individual affected by your *Grandeur*, or if you use a power on such an individual, your *Grandeur* immediately breaks for that person. She is rendered immune to your *Grandeur* for the next hour and can treat you as she would normally, even attacking you, as she sees fit. This breaking of *Grandeur* only affects the specific individual; others in the area who are affected by your *Grandeur* are not freed simply by witnessing your aggression toward their friend.

Focus [Appearance]

While your *Grandeur* is active, you ignore the *Grandeur* of other characters.

●●●● Contract

Power and prestige often come at a great cost, and the best leaders understand the need for circumspection and safety, lest political foes attempt to undermine their authority. With the ability to hold others in a specific space or prevent others from entering your space, you wield the power of your presence as a shield. Use of this cantrip allows you to prevent certain people or items from crossing a threshold without your approval.

System

Spend 1 point of Glamour and expend a standard action to activate *Contract*. For the next hour, you imbue a door, a hallway, or a room with the power and weight of your presence, blocking anyone from entering or passing through. No one can pass into or through a space affected by *Contract* without your implicit approval.

If you are present, you may choose to give personal approval to every individual who wishes to enter your contacted space. You may also choose to alter your use of *Contract* to allow exceptions, such as individuals who belong to a specific kith, know the passphrase, or wear a specific house's colors or crest. Exceptions cannot read the intent of individuals who attempt to enter your dominion; for example, you cannot choose to allow only those individuals who do not wish you harm.

Those who wish to challenge your authority over the contracted space to egress through the door or hallway or enter into the room must make an opposed challenge, using their Social attribute + Willpower versus your Sovereign test pool. If the aggressor fails this challenge, she cannot make another attempt to violate your *Contract* for 10 minutes. She becomes trapped in the effect of your *Contract* and cannot attempt to enter or trespass on your dominion.

After 10 minutes have passed, the aggressor may attempt to break your *Contract* once again. While affected by *Contract*, targets cannot seek to harm or disrupt the protected area. For example, if a character wishes to engulf a contracted room in fire, the aggressor must test against that *Contract* to do so.

This breaking of *Contract* only affects the specific individual; others in the area who are affected by your *Contract* are not freed simply by witnessing your aggressor's freedom.

Focus [Manipulation]

Your dominion over the contracted space last for two hours, instead of the standard one hour.

●●●●● Geas

Ancient warriors, though terrifying in battle, would go to great lengths to avoid violating a geas — a mystic obligation powerful enough to influence their fates. Old stories speak of redeeming oneself and regaining one's honor by fulfilling a geas; other tales tell of the tragic deaths of those who disregarded their sacred charges to uphold these oaths. You have the power to command a target to adhere to your judgment, setting her on the path to redemption or leading her down the road to perdition.

System

Expend 1 point of Glamour and use your standard action to vocally issue a prohibition to your target. If you succeed in an opposed challenge against your target, she becomes mystically bound

by your Geas and forced to uphold the prohibition for the next 30 days, or pay a heavy price for defying it.

If your target freely gives an oath to maintain the prohibition, she may choose to be bound by it for a year and a day. Changelings who seek redemption often willingly submit to this restriction as a demonstration of their honorable intent. For example, a faerie may declare, “I will not return home until I have avenged the death of my liege lord!”

Once affected, the target cannot break the prohibition without first spending a point of Willpower. If she does so, she can then freely engage in the prohibited activity for 10 minutes. If she is unwilling to spend a point of Willpower, then she cannot engage the prohibited activity. If, after 10 minutes pass, your target is still in the process of performing the prohibited activity, she must immediately cease. However, she is not obligated to undo the results of her work. For example, if a target is prohibited from leaving the city, then spends a point of Willpower to board a plane, she is not obligated to jump out of it once 10 minutes have passed. If she has no points of Willpower remaining, she can act freely, but the Geas resumes once she has Willpower to spend.

Prohibitions must not be inherently life-threatening in nature, such as forbidding the target from breathing or drinking water, though they may oblige her to do dangerous things, such as entering enemy territory. In no circumstances can this power rob a target of the ability to defend herself in an opposed challenge, but forbidding a target from engaging in violence is a valid Geas, leaving her unable to attack should a fight break out.

Alternatively, you can use Geas to bind your target to the completion of a quest as part of a punishment. This type of Geas requires you to lay your hands on the target for another three consecutive standard actions, as you detail the quest’s requirements. If you succeed in an opposed challenge against your target, she becomes bound to the quest. If she has not attempted to advance her quest by the end of each game session, she begins her next game session down 3 points of Willpower, which cannot be recovered until she has made an attempt to continue on her quest. This effect lasts for a year and a day.

The quest application of Geas should not be used to compel player attendance or punish a lack of it. If a player whose character is under the effects of a Geas is unable to attend game sessions, the Storyteller should work with her to resolve any missed sessions, either retroactively or through email between games.

If a target is already affected by a Geas, she cannot be subsequently affected until the first one is completed or its duration ends. You may choose to end the effects of this power before the end of its duration by expending a simple action.

Exceptional Success

For the next day, the target cannot break the prohibition unless she expends 2 points of Willpower.

Focus [Manipulation]

You are able to forge a spiritual connection with the target. Should she neglect her quest or violate her prohibition, you instinctually know.

Wayfare

“They say it's not about the destination; it's about the journey. Then again, that's the kind of thing you say when you get stuck in traffic.”

— Norbid Santiago, Eshu

Faeries have always depended on the Wayfare art for rapid and discreet travel, using it as a means to swiftly traverse both the Dreaming and mundane worlds. Developed in ancient times by scouts and messengers, this art remains one of the most commonly used among the kithain, valued for rapid travel and increased response times. Even Sidhe, who often refer to it as a lesser magic, find use for rapid means of communication between freeholds.

Although Wayfare has always been popular, its use has increased in the time of Endless Winter. The ability to move nigh-instantaneously between two locations, without interacting with the banality of the world, is incredibly useful. With the scarcity of Glamour and increased danger to changelings, rapid retreat is often necessary.

During combat, Wayfare allows you to take additional actions. These extra actions resolve in a series of special rounds known as *Wayfare rounds*. After resolving the everyman round of actions for all characters, performed in initiative order, the Storyteller progresses the combat into the first Wayfare round. Each Wayfare round is processed in initiative order. After all character actions on the first Wayfare round are complete, the Storyteller progresses to a second Wayfare round, and so forth, until all players involved have expended all of their actions.

The everyman round and all subsequent Wayfare rounds comprise a single turn. Once all Wayfare rounds have been resolved, the Storyteller begins a new turn, starting with a new everyman round and moving through Wayfare rounds once more.

You can only take Physical actions during a Wayfare round. Your character may move, attack, or activate a Physical power, but cannot engage in any Mental or Social challenges.

You must spend 1 point of Glamour point to activate Wayfare for the turn. That expenditure activates all Wayfare powers you possess. Activating Wayfare doesn't require an action, and can be done at any time, even before your turn in the initiative order.

Each dot of Wayfare represents an additional increase in physical speed, and each dot stacks with all mechanical bonuses granted by other dots of this art. If a character has Wind Runner (Wayfare ●●●), she has the bonuses granted by Wind Runner, and also the bonuses granted by Hopscotch (Wayfare ●) and Grace (Wayfare ●●), which she must possess to reach Wind Runner.

Using Wayfare at the Wind Runner level or beyond is obviously supernatural, should it be seen by mortals.

Focus [Dexterity]

Anytime you activate Wayfare, your character gains a +2 wild card bonus to Dodge-based defensive test pools.

Realms

Fae, Nature, Prop

Wayfare Test Pool

There is no standardized Wayfare test pool.

● Hopscotch

With this cantrip, you possess the ability to drastically increase your speed. Distances seem smaller as you close in on them more quickly. With a sudden burst of energy, you leap forward, bringing you into the fray or out of harm's way.

System

When you spend Glamour to activate Wayfare, your initiative increases by the sum of all of the Wayfare powers you possess. In addition, during your initiative during the everyman round, you can take an additional step for every dot of Wayfare you possess.

If you expend a second point of Glamour, you may move six additional steps in a giant leap in one single direction. You can perform a Brawl or Melee attack to a foe positioned anywhere along this leap. If you have not completed your movement when you attack, you must afterward continue in the same direction until you have taken all six steps.

●● Grace

Your body gains a newfound measure of dexterity, allowing you increased response to the world around you. Time slows, allowing you to focus your attack and defense. Additionally, Grace allows you to traverse any surface with ease, moving over the most treacherous terrain as though it were flat.

System

When activated during combat, Grace grants you gain a +5 bonus on ranged attacks to determine whether or not the attack scores an exceptional success. When dodging, you receive a +5 bonus to your test pool for the purpose of comparing attributes to determine if your attacker has achieved an exceptional success.

For the next turn, you can climb any surface, no matter how slippery or flimsy, moving at your normal speed even under extreme conditions, such as inclement weather. You have absolute balance and easily cling to any surface, defying gravity without effort.

●●● Wind Runner

Flight is a useful power to possess, one that grants its user a great deal of leverage in chasing down enemies or fleeing an oncoming army. With this cantrip, you can use your speed to momentarily become airborne, floating for brief periods of time. In combat, you act twice before a mortal even begins to move.

System

Spend 1 point of Glamour to hover, fly, or float in the air for the next turn, moving at your normal speed. While flying, you can carry up to 50 pounds of equipment for each dot you possess of the Occult skill. Wind Runner may be augmented with other Wayfare cantrips, but once you no longer power this cantrip with your Glamour, your ability to defy gravity is gone.

When activated during combat, you gain an extra round of actions (one simple action and one standard action). Resolve these actions on the first Wayfare round.

●●●● Portal Passage

You have the ability to call forth the power of the Dreaming and shape it into a passage between solid objects. With this cantrip, your body moves at inhuman speeds, allowing you to rapidly travel even outside of combat situations. Your incredible speed grants you additional time to focus, aim, and attack.

System

You can mystically shape and twist your Glamour into a portal that can allow you and others passage through any barrier up to 3 steps thick. To activate *Portal Passage*, expend 1 point of Glamour and use a standard action to physically shape a chimerical door into the barrier. This portal lasts a number of turns equal to the dots you possess of the Subterfuge skill. Only you have the ability to open this door, and once you do, it reveals a passage through the barrier.

When activated during combat, all of your Dodge-based defensive test pools receive a +2 wild card bonus while Wayfare is active. This bonus stacks with the +2 bonuses to your Dodge skill granted by the Dexterity attribute focus. Additionally, when you score an exceptional success

with a mundane ranged attack, one not related to any supernatural power while Wayfare is active, your character inflicts 2 additional points of damage instead of the standard 1 additional point of damage.

●●●●● **Flicker Flash**

With a blur of movement, you travel immediately from one place to another, removing both the risk and time involved in travel. This preternatural speed makes you a blur of constant motion, rapidly moving between targets and throughout the field of battle.

System

If traveling between scenes, during an interlude, you may expend a point of Glamour to eliminate any travel time necessary, so long as the journey concludes within the same city or general geographic area. To others, you seem to disappear from one scene and appear at the end of another.

When you activate Wayfare during combat, you gain an extra round of actions (one simple action and one standard action). Resolve these actions on the second Wayfare round.

Chapter Six:

Merits and Flaws

Overview

Merits are special advantages that help distinguish a character and show the effects of her history and ongoing story. *Flaws* are disadvantages that pose challenges to a character's existence and provide a player a few extra experience points (XP) to spend elsewhere on her sheet. These qualities allow you to customize your character by specifying particular advantages and disadvantages that give her added depth and personality. Merits and flaws are optional. If you don't see any that suit your character, you can create your character and play without adding any to your sheet.

Each merit and flaw has a specific XP cost associated with it. This number indicates the points needed to purchase a merit or the points you will receive for taking a flaw. You may purchase up to 7 points of merits. Furthermore, a character can never have more than 7 points of merits at any time. This rule encourages players to make significant choices about the qualities that make a character unique and allows the merits themselves to make characters truly exceptional.

In addition, you may select flaws at character creation. Flaws add up to 7 XP to your character, but also give that character a notable disadvantage in the game. Flaws are designed to be interesting and significant, and to exemplify your character's troubled past or personal prohibitions. You should try to roleplay your character's flaws as much as possible, helping the Storyteller create a rich and detailed chronicle full of complex characters. Perfect people are no fun to roleplay, and characters with authentic-feeling traumas, biases, and failings bring life and vibrancy to the game.

A Storyteller may choose to prohibit any merit or flaw that she feels is inappropriate for the character or her chronicle. Merits can be removed from a character sheet with or without a refund of XP, and flaws may be added to that sheet (either temporarily or permanently) as the Storyteller sees fit, so long as a character never has more than 7 XP of merits and has not received more than 7 XP from flaws at any time.

Merits and Arts

Any merit effect that requires the expenditure of Glamour counts as a supernatural power and is treated like a cantrip, as described in **Chapter Five: Arts and Realms: Using Arts**, page 103.

Adding Merits and Flaws

If you do not purchase the maximum points of merits for your character, or if you do not take the maximum amount of XP in flaws at character creation, you may purchase merits and flaws during the chronicle with Storyteller permission. Note that there are some merits and flaws that can only be purchased at character creation and cannot be added to a character sheet thereafter. These merits and flaws represent qualities that happened in a character's history, and they cannot suddenly develop now. Some examples of these items include: rarity merits, Chrysalis-related flaws, and merits and flaws that directly represent events occurring prior to a character's Chrysalis. A character could spontaneously gain access to her Past Lives after going through a Dreaming-related plot, for example, but she could not develop Faerie Eternity after her Chrysalis.

To purchase a merit, obtain your Storyteller's permission, expend a downtime action and the necessary XP, and then add that merit to your character sheet. This purchase cannot cause the character's total point value of merits to exceed 7. Benefits conveyed by a merit begin immediately upon the merit's purchase.

If you wish to replace a merit with a new one, you must first remove the current merit, then pay for the new merit normally; a character cannot simply "swap merits." For example, let's assume a player has her Storyteller's permission to remove the Lucky merit from her character sheet and add the Code of Honor merit. The player must first remove Lucky, receiving no refunded XP when that merit is removed. She must then spend 2 XP to place the Code of Honor merit on her sheet.

If you have any questions about whether a specific merit or flaw is appropriate for purchase during the play of your chronicle, ask your Storyteller.

Removing Merits and Flaws

As your character grows, you may wish to remove some of her merits or flaws. If a merit or flaw is integral to the function of your character sheet, it cannot be removed. These merits and flaws represent qualities that happened in a character's history. They cannot vanish, because that history cannot be erased. Similar to the above examples, these items include: rarity merits, Chrysalis-related flaws, and merits and flaws that directly represent events occurring prior to a character's Chrysalis. To remove a merit, obtain your Storyteller's permission, expend a downtime action, and then remove that merit from your character sheet. This action does not refund any of the XP used to purchase that merit; this XP is lost. Benefits conveyed by a merit cease immediately upon the merit's removal. When you remove a merit that granted the character a special ability or allowed you to buy an item, you must strip the power or item granted by that merit from your sheet when you remove the merit. You gain no refund of any XP

used to purchase that item; that XP is lost. For example, if you choose to remove a merit that specifically allowed you to purchase out-of-affinity art at a discount, you remove said art from your character's sheet without an XP refund. If you remove a merit that granted your character the ability to purchase an item at a decreased cost, you must immediately pay the difference in XP, or forfeit the items purchased.

To remove a flaw from your character sheet, you must spend XP equal to twice the original benefit of the flaw. A 3-point flaw requires 6 XP to remove, and so forth. If you have any questions about whether a specific merit or flaw is appropriate for removal during play in your chronicle, speak to your Storyteller.

Repeated Merits or Flaws

Unless otherwise stated in the mechanics of a merit or flaw, you cannot purchase a specific merit or flaw more than once. For example, a character cannot have the Rugged multiple times, gaining a plethora of additional health levels.

Inappropriate Flaws

Players cannot purchase flaws that do not impact their characters. Such flaws include:

- Flaws that duplicate a kith's innate fragility.
- Flaws that are inappropriate to the character's creature type.
- Flaws that are negated by a power or merit the character possesses.
- Flaws that are made irrelevant by circumstances of plot or setting. You cannot have a flaw that requires you to fear all Sidhe, if the chronicle takes place during the Shattering when there are no Sidhe in the mundane world.
- Merits and flaws that are diametrically opposed in story or in mechanics. A character cannot purchase Acute Sense: Hearing and also possess the Hard of Hearing flaw.

If you gain a power or ability that negates the detriments of a flaw your character possesses or makes that flaw insignificant, you must immediately buy off the flaw. Players who are forced to buy off a flaw in this manner may go into debt if they do not already possess enough earned XP to buy off the flaw; if you go into debt for this reason, the next XP earned by this character must be entirely allocated to repaying that flaw, until the experience debt is resolved.

Rarity Merits

When a Storyteller creates her setting, she establishes the rarity of certain options, such as limiting the availability of a kith that was not around during a specific era, such as the Sidhe during the Shattering. This rarity helps a Storyteller portray the setting, ensuring that the created characters follow guidelines established by the history of her chronicle.

Each setting establishes a list of *common*, *uncommon*, and *rare* character options. A setting's common kiths are the most appropriate for play. There is no merit cost for playing a character that is common in your chronicle's setting. To play a character type denoted as uncommon or rare, you must purchase the associated merit, below.

Buying an uncommon, rare, or restricted character merit doesn't mean that your character is an established member of the base society in that setting. It simply means the character is tolerated in that setting, and she may attend game sessions or be part of politics and other events. Your character's loyalties are determined by you, with the help and support of your Storyteller.

Rarity merits count against a character's merit limit of 7 points. Purchasing the Rare Character merit means you have spent 4 points and can only buy 3 more points of merits for your character.

Your Storyteller may decide to alter the default setting restrictions for specific kith or regional kiths due to the story requirements or geographic position of her chronicle. A chronicle set in New Jersey might lower the restriction on the Slendermen regional kith from Rare to Uncommon as this urban legend came from that area. For more information on making a custom setting for your chronicle, see **Chapter Ten: Storytelling: Creating a Custom Setting**, page XX.

The following are the default settings for the Concordia of Kingdoms setting. For more information, see **Chapter Eleven: The Concordia of Kingdoms**, page XX.

Common Character

A setting's common characters are the most appropriate for play. There's no additional cost for playing a kith that is common to the setting. Common kiths include:

- Boggans
- Redcaps
- Sluagh
- Trolls

Uncommon Character (2 point merit)

Uncommon kiths are rare because either they are minorities on the outskirts of political and social power within the Concordia of Kingdoms setting or they had a mass exodus at some point in their history. Uncommon Kiths include:

- Sidhe

Rare Character (4 point merit)

Rare kiths represent changelings with low population numbers in this setting. They may be treated poorly or shunned by the rest of the characters in play. Such characters may be loners,

outcasts, or solitary observers of society. Storytellers should carefully consider the impact these characters will have in their chronicles before approving them for play. Rare Kith include:

- Regional Kith

Restricted Character (6 point merit)

With this merit, you can portray a character, with Storyteller approval, that is not listed in your chronicle's setting, or is a creature type traditionally reserved for antagonists. Discuss your concept and get approval from your Storyteller before choosing this merit. Your Storyteller may rightfully forbid or deny such characters if she believes it would not mesh well with her setting. For example, your Storyteller may allow you to play a crossover character, such as a werewolf from **Mind's Eye Theatre: Werewolf The Apocalypse**, or an antagonist, such as a Dauntain. For more details on how such restricted characters might be integrated into a chronicle, see **Chapter Ten: Storytelling: Crossover Settings: Antagonist Factions**, page XX. With your Storyteller's permission, you may use this merit to portray an unusual character type, even if the total cost for playing that character would otherwise total more than 6 points of merits.

Kith Merits

Each kith has a list of merits that are available only to changelings who are members of that kith. These merits are not available to adopted kithmates, allies, or kinain, even if the kinfolk is a member of the kith.

Boggan Merits

Brownie's Boon (1 point merit)

The duty of Boggans, first and foremost, is to serve other Changelings and help to improve their lives. Unfortunately, there are a lot of Changelings in need of help. You have spent a great deal of time perfecting the services that you offer to other Changelings, and you are able to complete your tasks in no time at all, allowing you to move on to other jobs. Once per hour, you may complete any task in a fraction of the time it would usually take you to complete it. As long as you are able to work unobserved by anyone other than Boggans, you may complete your service or item in 1/3rd the time. This includes crafting, cleaning, cooking, paperwork, or any other action that involves providing a service to others. If you are interrupted during this time period, the item or task you are working on immediately fails, and you cannot attempt it again until the following scene. Additionally, this merit grants you two extra downtime actions per month. These actions may only be used for crafting, cooking, or any other action that involves providing a service to others.

Social Butterfly (2 point merit)

Over the years, the Boggans have come to accept that there is no greater currency than information, secrets, and rumors. Even though Winter has ravaged Changeling society, this currency remains, and it is the bread and butter for the Boggans who look to advance their kith as a whole. Your gregarious nature and cheerful demeanor makes it easy for people to talk to you and confide in you. With this merit, for each dot of Contacts you possess, you may name 2 contacts. This does not change the number of times you may use this Background per game session. Additionally, you gain Skill Aptitude: Empathy, as per the merit (see page 171.)

Johnny on the Spot (3 point merit)

Your dedication and anticipation are finely honed tools. Whereas others can merely guess, prepare, and wish for the best, you are able to respond and intervene in a timely manner whenever you are called upon. Others need but speak your name, and you appear in a flash, ready and able to assist.

By expending a point of Glamour, you are able to place a bit of magic into a special token. At a later point, anyone who holds the token and spends a simple action to speak your name aloud may summon you to their location. Provided you are unobserved in your current location, and not grappled or imprisoned, you may choose to appear at their location, entering whatever room they're in from nearest entrance, unhindered by any barriers between. If combat is taking place, you will enter at the beginning of the next turn, and may act on your initiative. Additionally, you will appear with any mundane items the one who summoned you might require, such as a hot meal, a spare tire, or a change of outfit, limited to what you can carry. These items may not be unique in nature, such as the key to their prison cell or the Queen's cell phone. Once you have completed whatever services you wish to render, you may return to your former location, though this opportunity is lost if you linger more than a day.

Before you choose whether or not to appear to the individual summoning you, the storyteller will tell you the identity of the one summoning you, and give you a brief description of their location and apparent immediate needs. If there is no actual need, the storyteller will inform you as well, which you are free to regard with suspicion, and refuse accordingly.

You may have as many of these tokens in existence as you have dots in Seeming. Creating an additional token beyond your limit will cause the oldest one to become inert.

Redcap Merits

Dark Appetite (1 point merit)

The dreams of consumption and gluttony are embedded within your flesh. You are immune to poison and can consume anything you can fit into your mouth: including bone, metal, or hazardous materials. Chewing through objects that your mundane jaws cannot bite through requires you to expend 1 point of Glamour for each object. Additionally, you can bite your enemies without grappling them. If you have grappled your opponent, your bite benefits from the Brutal and Deadly equipment qualities (see **Chapter Fourteen: Influences and Equipment: Melee Qualities**, page XX.).

Nightmare Born (2 point merit)

Redcaps are literally the stuff of nightmares. You are immune to fear, including all fear-based supernatural powers, such as Haunted Heart or Dread Gaze. In addition, your body gains power when in the presence of fear. You gain an additional point of Glamour when using ravaging to harvest Glamour.

Exquisite Taste (3 point merit)

Though the nobility may boast of their rarefied palates, you have experienced sensations that would humble the staunchest of gourmets. You never forget a meal, from the hearty cooking of a terrified Boggan to the blood of your enemies. After tasting the blood of your enemy or prey, you gain Familiarity with your target for the next month. Thereafter, you automatically succeed in a tracking challenge as long as you begin in an area they've passed through within the past hour (see **Chapter Eight: Dramatic Systems: Tracking**, page XX).

Sidhe Merits

Ethereal Grace (1 point merit)

Captivating and comely, Sidhe are known for their otherworldly beauty and poise as much as their predilection to rule. Despite the ravages of Winter and the bite of banality, you have retained the regal bearing of your forbears. With this merit, you gain the Appearance Social attribute focus.

Additionally, as a Sidhe, you are the heir of a legacy not easily sullied. Any spell or cantrip that would cause you embarrassment fails automatically. Note that inconveniences that cause indirect embarrassment do not count, such an effect that prompts either a setback or a loss during combat, an effect that causes you to flee or leave, or the use of Soothsay to catch you doing something sneaky. However, for example, this merit will cause a spell or cantrip that tips over a well-positioned bucket of water to fail. This benefit extends to other creatures' powers that rely on or involve some degree of humiliation, such as a vampire using

Dominate for an embarrassing outcome, or the werewolf gifts Vie for Dominance and Cheap Shot.

Enchanted Life (2 point merit)

Many Sidhe appear to lead a charmed life. Charisma facilitates success, and even those who do not maintain high-ranking positions within the mortal world often find themselves enjoying more privilege than others in similar roles. You are one of the lucky Sidhe who has found herself reveling in the best the world has to offer.

You gain 10 dots that you can divide between the following backgrounds: Fame, Holdings, Influence (Underworld or Elite), or Resources. These dots do not require you to expend XP to purchase. If you've previously purchased dots of an applicable background, its XP is refunded. If you assigned dots during character creation to an applicable background, you may move those dots to another background in which you currently have no points.

Additionally, the life of luxury you live allows you to surround yourself with the best of material goods from your clothes to your electronics. You may add your choice of one of the following equipment qualities to any Miscellaneous Gear you possess without additional difficulty or cost: Antique, Artisan, Flashy, or Stylish.

Ancient Roots (3 point merit)

Spending extended time in Arcadia has offered many Sidhe great insight into the inner workings of Glamour, arts, and realms. You have seen the faces of the True Fae, and you have witnessed the glory of the magic they wield. Although you are not as powerful as they, you have retained some of the power you once experienced. If you possess this merit, you gain one additional realm of your choosing. In addition, your maximum Glamour pool is increased by 3.

Sluagh Merits

One Foot in the Grave (1 point merit)

The gaunt exterior shared by all Sluagh isn't merely for show. As they have become creatures of nightmare, they have taken on a ghastly physiology, capable of impressive feats.

As part of their upbringing, Sluagh are exposed to a variety of horrors. Their senses have become keen, and they are not easily led astray, granting them the Perception attribute focus.

In addition, Sluagh can contort themselves to a near-impossible degree, popping and dislocating joints at will, making them capable of fitting through narrow openings. By spending five contiguous uninterrupted standard actions, you can wriggle, shimmy, and even dislocate your joints. This process allows you to escape from any physical restraints and squeeze through any opening large

enough to accommodate your head. This benefit applies to combat as well; by spending a simple action, you can automatically escape from a grapple (see **Chapter Seven: Core Systems: Combat Maneuvers: Grapple**, page XX).

Death's Paramour (2 point merit)

Whether due to the extraordinary and near-death circumstances of your educational trials, or from the unique flavor of horror you cultivate, you have captured the attention of death itself. Though it awaits all mortals with grim finality, it yearns for your arrival with joyous anticipation and seeks to entice you through flattery.

You have received a lover's gift from death itself, a foreboding aspect of what wonders may await you beyond the pale. This gift manifests itself in one of several ways, taking its place in your repertoire of horrors. When you purchase this merit, choose one benefit from the following list:

- **Carrion Fodder:** Rats, insects, and other creepy-crawly things find you irresistible and eagerly carry out your will. You may converse with them freely and even summon them. Spend a simple action and decide which type of creature you'd like to summon. Normally, these animals arrive within 10 minutes, but if you choose to summon animals that are particularly common in your area, it may take less time. Larger creatures such as rats, birds, and mice appear individually, while insects appear en masse. Provided one or more creatures are nearby, they appear and serve you for the remainder of the game session as though they are 1-dot Retainers. Should you decide upon a favorite, you may claim it as your own. After one month, it grows into an extraordinary specimen, possibly growing up to one category in size (see **Allies and Antagonists: Stock NPCs: Giant Monsters**, page XX), and it serves you loyally as though it were a 3-dot Retainer. You may discard or replace your Retainer as needed by spending a downtime between game sessions, but you may only have one at a time.
- **Light as a Feather, Stiff as a Board:** You can spend a simple action to make yourself effectively weightless. In this state, you are capable of falling without taking damage, and you can walk or crawl on walls and ceilings at your normal speed, without needing to make opposed challenges in order to climb.
- **Watery Grave:** You do not need to breathe while underwater, and you can move through liquids at the same rate as you do on land. In addition, you can spend a simple action to take on the semblance of someone who has just emerged from a body of water – cold to the touch, sopping wet, and leaving puddles as you pass. While you are under this effect, any damage you take from fire is normal, not aggravated. This effect may also creep mortals out and horrify Boggans as you leave messes behind you. You can end this effect at any time, without expending an action.

Lurking Horror (3 point merit)

Your studies of the dark unconscious have given you insight into unspeakable horrors. You have heard the whispers from eons-old entities and learned their secrets to remain hidden from prying eyes.

You cannot be targeted by supernatural powers that track or identify you, unless you are already within the power-user's line of sight. This benefit affects arts such as Soothsay, which would normally allow you to be viewed remotely. It also grants you immunity to all tracking challenges and powers from other creatures, such as a vampire using Clairvoyance or Scry, or a werewolf using Spirit's Gaze. Note that this merit doesn't interfere with other uses of Soothsay or similar powers that target nearby characters; it only hides you from those powers that allow a viewer to watch over you remotely. If a remote-viewing power is used to spy on your location, rather than on you directly, the power functions normally for everything in that area except you. Although the user can see the location and anyone else within it, you are inaudible and invisible to the user of the remote-viewing power.

Additionally, you are able to utilize the Chicanery cantrip Veiled Eyes to a much greater degree, if you possess it. Individuals using Soothsay (or similar powers) do not automatically realize there is a hidden person nearby when they are near you. Additionally, your Veiled Eyes remains active even if you are asleep or unconscious. For this aspect of Lurking Horror to function, you must activate Veiled Eyes before going to sleep (or before being rendered unconscious). Your Veiled Eyes can be penetrated with Soothsay (or similar powers) without awakening you.

Troll Merits

The Blessing of Atlas (1 point merit)

Borne from the dreams of stone and the strength of mountains, Trolls possess legendary strength and stamina. The Chronicles of Leander say that the mighty titan, Atlas, carried the whole world upon his shoulders as punishment for rebelling against the king of the gods. You gain the Strength focus, as well as two additional Healthy wound levels.

Loyal Heart (2 point merit)

Duty, honor, and loyalty are the bedrock of Trolls. Once per turn, you gain a free retest when defending against a power that would mystically sway or coerce you to break an oath or your word of honor. This retest can be used before or after the normal Willpower retest, and is an exception to the rule limiting retests to one per challenge. This effect can be used during Wayfare rounds, but can only be used once in a given turn.

Resilient Skin (3 point merit)

Endurance is the soul of a mountain. When facing repeated blows, your skin can regenerate, providing you with the power of the Trolls of myth. If you have any damage in your Injured wound track, you automatically regenerate 1 point of normal damage each turn. If you have no remaining normal damage, but still have aggravated damage in your Injured wound track, you regenerate 1 point of aggravated damage every three turns. This healing takes place during the Everyman round; this power has no effect during Wayfare rounds. In combat, this regeneration occurs during your Everyman initiative.

Court Merits

Each court has a list of merits that are available only to members of that group. These merits are not available to allies or kinain.

Seelie Court Merits

The Seelie Way (1 point merit)

Beauty is truth. Love conquers all. Once per game session, if you hold true to the Seelie Code by risking your life to defend the weak, protecting love and innocence, or fighting in a chivalrous cause, you gain 3 points of Glamour. If there is doubt if an action qualifies for this merit's benefit, the Storyteller arbitrates.

Poetic Heart (2 point merit)

Your earnest faith in the Dreaming shields you from some of the extreme effects of Bedlam. When you are afflicted with Bedlam, you suffer from its effects as though you are one stage lower than your current stage. Furthermore, although you might fall victim to the spirit sickness on occasion, you will never succumb completely to Bedlam; you cannot enter the fifth stage of Bedlam. If you spend five minutes in the presence of another changeling, conversing about the power of dreaming and love, you may lower their Bedlam stage by one, bolstering them with your faith that the world is a good place.

Treasure Trove (3 point merit)

Seelie are famous for collecting art, antiques, and lost treasures. As a venerated member of the Seelie Court, you have the connections to access to dozens of storehouses and treasure troves across the world.

You can expend a downtime action to apply the Antique item quality to a piece of non-combat equipment. This quality does not count against the item's two-quality limit. At your Storyteller's discretion, some of the items in your antiquities vault may be of historical value; these may draw attention from various mortal agencies, if discovered.

In addition, you receive one level 3 treasure that may be attuned to you without requiring corresponding levels of the Treasure background. Once per month, you may exchange it for another level 3 treasure. You may swap out this treasure with another by expending a downtime action.

Should you lose the treasure, you do not receive another unless you notify the Seelie Court, which will result in you losing Prestige. If you do not have a Prestige trait to lose, you do not receive a replacement treasure until you obtain one to sacrifice, or until three months have passed, whichever is longer. Once these conditions are met, you will receive a new level 3 treasure. You cannot remove this merit without returning the borrowed treasure.

Unseelie Court Merits

The Unseelie Way (1 point merit)

Order is an illusion. Life changes or it dies. Glamour isn't meant to be hoarded or frozen. To create something new, you must first clear away the old. Once per game session, if you hold true to the Unseelie Code by releasing Glamour into the world by destroying art, disrupting a mortal's dull banal routine, or forcing others to suffer deep emotions through pain and tragedy, you gain 3 points of Glamour. If there is doubt if an action qualifies for this merit's benefit, the Storyteller arbitrates.

Cold Iron Tolerance (2 point merit)

Cold iron is the traditional bane of changelings. You can wield objects made of cold iron without losing Glamour, either for coming into contact with it or for carrying it on your person. In addition, when you take damage from a cold iron source, the first point of damage is reduced from aggravated to normal damage. (For more information, see **Chapter Eight: Dramatic Systems: Cold Iron**, page.)

Wyld at Heart (3 point merit)

Chaos is in your blood. Your mind is too ornery to be easily chained. You can use this internal resolution to focus yourself, resisting torture, intimidation, and powers that directly attempt to control you.

You gain a free retest when resisting the effects of cantrips that compel you to obey, such as Fuddle. This merit provides a defensive retest; it cannot be used to retest attempts to pierce concealment powers, such as Veiled Eyes. This retest can be used before or after the normal Willpower retest and provides an exception to the rule limiting retests to one per challenge.

Shadow Court Merits

Iron Heart (1 point merit)

As a member of the Shadow Court, you've pledged to do whatever it takes to seize power, even if that means allying yourself with Banality. While you are not yet a Dauntain, you have a stronger resistance to Banality than most changelings. You suffer from the effects of Banality as though you are one stage lower than your current stage. It is impossible for you to unwillingly advance to the final stage of Banality, but you may be convinced to surrender to it. In addition, Dauntain and Autumn People sense a kinship with you, and avoid directly attacking or harming you, if at all possible.

Shadow Facade (2 point merit)

The Shadow Court mastered the art of deception during their six centuries of hidden rebellion. You've undergone ancient rituals that seal your mind. Your Court Affinity cannot be detected. It is impossible for any power to restrict you based on your Court Affinity or force you to reveal your Court affinity or political allegiances. For example, if a Sidhe uses the Contract cantrip to forbid any from entering a hallway save for Seelie changelings, you are still able to pass through, because the power can't detect your court affiliation.

Former Double Agent (3 point merit)

For centuries, the Shadow Court hid within the other two courts, biding its time and learning secrets. When you purchase this merit, select a single merit from either the Seelie Court or the Unseelie Court merits to add to your character sheet without expending XP to do so. This merit is an exception to the rule limiting characters to purchasing only merits corresponding to their court affiliation.

General Merits

The following merits may be purchased by all kiths and kinain, unless otherwise stated in the merit's description:

Acute Sense (1 point merit)

One of your senses is exceptionally sharp, and you gain an advantage from its use. You can choose to augment your sight, hearing, smell, touch, or taste. When using this enhanced sense, you gain all of the benefits from the cantrip Fae Sight, excluding the ability to detect supernaturally hidden creatures. If you already have Fae Sight, then it is considered to always be active for that specific sense, and you do not have to spend 1 point of Glamour to activate it.

Ambidextrous (2 point merit)

Most people have a single dominant hand, either the right or left. Once per turn, when attacking with weapons (melee or firearms), you can use the qualities of

your main weapon and one of the qualities from a second weapon in your off hand, allowing both to augment your attack. You cannot use the same bonus twice in a single challenge, and the bonuses cannot come from the same weapon quality. For example, you cannot choose Accurate twice in order to receive a +4 bonus. Both weapons must logically be able to hit your opponent in order to apply this advantage; thus, you cannot use this merit to apply an offhand sword's quality when using a pistol's ranged attack from a distance. Ambidextrous can be used during Wayfare rounds, but can only be used once per turn. For more information on one-handed and two-handed weapons, see **Chapter Fourteen: Influences and Equipment: Equipment: Melee Weapons**, page XX.

Arcane (1 point merit)

You are mystically shrouded from notice. People you interact with briefly do not remember your presence unless you have explicitly harmed them or have been specifically pointed out to them. Paper trails related to you disappear, and computer records randomly become corrupted, misplaced, or accidentally erased. This effect gives no benefit to Stealth skill challenges and doesn't handicap people who know you personally, but individuals who you meet briefly in passing have difficulty recalling exact details about who you are.

Art Affinity (4 point merit)

Choose one art not included in your kith's natural affinities; it becomes your fourth art affinity. You do not start with a free cantrip in this fourth art affinity. You can teach this art, and you must pay all costs to learn this art as if it were native to your kith. This merit cannot be combined with other merits that give your character additional art affinities.

Banal Connections (1 point merit)

Most changelings eschew human society, fearing that Banality will strike them down. You are different; you have learned to blend into human society and know how develop strong ties with the important institutions that govern the world without attracting notice, nor gaining extra Banality. Characters with this merit may purchase mundane backgrounds at a rate of new level x1 XP instead of the standard new level x2 XP. The following backgrounds qualify as mundane for the purpose of this merit: Allies, Alternate Identity, Contacts, Fame, Influences, and Resources.

Blasé (3 point merit)

You've seen everything, done everything, and been everywhere. You are notoriously difficult to impress, and you have a knack for looking at facts without emotional coloration. You gain a free retest when resisting the effects of powers that effect your emotions, such as Grandeur, Captive Heart, or Snarl of the Predator. This retest can be used before or after the normal Willpower retest, and is an exception to the rule limiting retests to one per challenge.

Code of Honor (2 point merit)

You adhere to a personal code of ethics. The specifics of this code must have restrictions as well as ideals. Restrictions might include “I cannot allow a child to be injured,” “I cannot set foot on holy ground,” or “I can never own, carry, or use a weapon.” Ideals might include “I must always show generosity and charity,” “I must always protect art or dreamers, no matter the cost,” or “I must accept any quest offered to me.”

This code must be genuinely restrictive and must be approved by the Storyteller prior to play. A Code of Honor cannot replicate any moral or ethical restrictions your character must already maintain. Your character must follow her code strictly; your Storyteller can remove this merit without a refund of XP if you repeatedly violate this code.

Once per hour, when someone attempts to use a Social or Mental power to make you violate this personal Code of Honor, you gain a +2 wild card bonus to your defensive test pool to resist that power. However, if you willingly violate your personal Code of Honor, even under great duress, you lose access to this merit for two game sessions or one month, whichever is greater.

Daredevil (2 point merit)

You are good at taking risks and even better at surviving them. When attempting exceptionally dangerous Physical actions, such as leaping from one moving car to another, you receive a +3 wild card bonus to your test pool. If you engage multiple opponents on your own, you receive a +2 wild card bonus to your Physical defense test pools.

Dreaming Aptitude (2 point merit)

You are particularly comfortable navigating the Dreaming, and you have an instinct for avoiding its dangers. If you are involved in a Dreaming quest, your questing party automatically succeeds at Simple Quests, and the difficulty for Complex and Heroic quests is reduced by half, rounded down.

Dreaming Realm Affinity (3 point merit)

Your faerie soul is attuned to a realm of your choice from the Near Dreaming. Chimerical creatures within the realm see you more favorably, respect a small territory as yours within the realm, and welcome you home when you visit. While in your attuned realm, you gain a +2 wild card bonus for dealing with its creatures or interactions with the realm. You instinctively know the laws of that realm and receive a free retest when travelling through the Dreaming to that realm. All Dreaming quest difficulties associated with this realm, including travel, are reduced by half, rounded down.

This merit can only be purchased once per character. Once attuned, you cannot change your attuned realm without removing this merit and then repurchasing it for a different realm. This severing of the ways offends the chimerical creatures of

the realm, and you'll gain the flaw Chimerical Notoriety without gaining XP for taking the flaw.

Dynamic Form (1 point merit)

One per game session, you can use this merit to shift into Fae Mein without spending an action or Glamour.

Enhanced Fae Mein (1 point merit)

Your mundane form gains one of the skill bonuses normally associated with your Fae Mein form. This skill bonus must be chosen when this merit is purchased. For example, a Troll might keep her +2 Athletics skill bonus from her Fae Mein form while walking around in her mundane form.

Faction Loyalty (2 point merit)

You are an exceptionally dedicated member of your kith's order. Even if you do not hold a position of leadership within your order, you hold its ideals in high regard, tend to take responsibility, and help those around you. Once per game session, while in the company of a comrade from your order, you may regain an expended point of Willpower whenever you speak or act upon the ideals of your order. For example, Razz, a Redcap member of the Horde, regains a point of Willpower while defending a homeless dreamer alongside another member of the Horde.

Faerie Eternity (1 point merit)

Some quirk of the Chrysalis slowed down your aging process. You are decades older than you appear, and barring a violent death, you may live to be several hundred years old. This merit does not stack with other merits that grant longer life.

Loremaster (1 point merit)

You are a veritable font of knowledge, and have spent a great many years studying history, discovering secrets, and hoarding valuable information. You can assign two Lore specializations for each dot of the Lore skill you possess, rather than one. Additionally, you receive a +3 wild card bonus any time you attempt a challenge using your Lore skill.

Lucky (2 point merit)

Like most tricksters, fools, and madmen, your life has been a series of fortuitous coincidences and second chances. Whether you rely on this luck or just fall into it, you lead a charmed existence. If an opponent achieves an exceptional success against you, you may choose to downgrade it to a normal success. You can use this benefit once every five minutes or twice per combat.

Major Title (1 point merit)

You have earned or inherited one of the greater titles of nobility, such as baron or count, in changeling society. This title grants prestige more than it conveys actual power, as it comes with no lands or fiefdom, but every tool has a purpose. For more information on Major Titles, see **Chapter Nine: Social Systems: Titles**, page XX.

Medium (1 point merit)

You may be a spiritualist or a shaman, or perhaps a brush with death left a portion of your spirit trapped within the afterlife. Whatever the reason, you are a channel to the Shadowlands. You possess a natural affinity to see and hear ghosts, and occasionally glimpse your surroundings beyond the Shroud. This merit does not grant any ability to control or command ghosts, nor does it give you any mystic ability to understand wraiths who cannot speak a language you know.

Minor Title (1 point merit)

You have earned or inherited one of the minor titles of nobility, such as squire, knight, or lady, in changeling society. This title grants prestige more than it conveys actual power, as it comes with no lands or fiefdom, but every tool has a purpose. For more information on Minor Titles, see **Chapter Nine: Social Systems: Titles**, page XX.

Motley Crew (2 point merit)

You are a member of a famous motley. In addition, you are commonly believed to be one of the most important members of that motley, responsible for its fame—or infamy. Other members of the motley may be proud of the group's representation, but your name is synonymous with its reputation. You start each game session with 1 additional trait of Innate Prestige of your choice. If you leave the motley, you must remove this merit without a refund of XP.

Natural Linguist (1 point merit)

You share the talent of those individuals who have excellent minds for retention and association, making you capable of learning multiple languages with ease. You can assign two language specializations for each dot of the Linguistics skill you possess. Additionally, you receive a +3 wild card bonus any time you attempt a challenge using your Linguistics skill.

Nightmare Born (1 point merit)

You can bring your nightmarish nature to the surface, frightening off mortals. This power requires you to spend 1 point of Glamour and a simple action to activate it, and it lasts as long as you wish to maintain it. While active, non-supernatural mortal and animal Stock NPCs do not attack you and instinctively avoid you. All other mundane mortals and animals suffer a -5 penalty when attempting to attack you.

Oracular Ability (2 point merit)

You see omens of the future. You might use techniques, such as casting the bones, reading predictive cards, utilizing mystic boards, studying astrology, or undergoing drugged hallucinations. Conversely, you might have visions thrust upon you, even if you try to prevent such divinations. You can draw advice from these omens, as they provide hints of the future and warnings of the present. You can, once per game session, ask your Storyteller for a clue about relevant plots. In addition, small flashes of insight come when most needed; once per hour, you can sacrifice a standard action in order to immediately use a simple action. This ability allows you to use the simple action at any time, even before your initiative.

Past Lives (2 point merit)

You recall glimpses of one or more of your past lives as a changeling. Once per game session, you can call on your past life's experience to gain a temporary Lore skill specialization for one hour.

Poetic Soul (3 point merit)

You are a truly inspired soul, touched by the Dreaming. Glamour protects you from Banality. You suffer the effects of Banality as though you were one stage less than your current rating.

Rugged (3 point merit)

You may be larger than other people, more resistant to hardships, or have tougher skin, but for whatever reason, you have a greater capacity to withstand injury. Characters with this merit gain 1 additional health level in each wound track, resulting in four Healthy levels, four Injured levels, and four Incapacitated levels. This merit works in conjunction with other powers that grant health levels.

Skill Aptitude (2 point merit)

Due to some facet of your history, whether it is intense training or simply natural talent, you are prodigally gifted with a single skill. Choose one skill and raise your character's potential maximum number of dots in that skill by 1. You must still spend XP as normal to purchase that skill to its maximum level. You can purchase the Skill Aptitude merit multiple times, but each time you do, you must apply the merit to a different skill.

Slippery Customer (2 point merit)

Either you are extremely lithe, incredibly dexterous, or amazingly sharp-witted; whatever the reason, you have the uncanny ability to avoid damage. You gain a +3 wild card bonus to your test pools when using your Dodge skill.

Treasure Savant (3 point merit)

This merit doubles the effective rating of the bearer's Treasure background. You can attune 2 levels of treasures for each dot of the Treasure background you possess. You cannot possess this merit and the flaw Treasure Ineptitude.

Untrackable (2 point merit)

You are extremely difficult to track. Anyone attempting to identify your scent receives a -5 penalty to relevant challenges, both mundane and supernatural. Additionally, you cannot be tracked through mundane tracking or similar supernatural abilities. Characters that are Untrackable cannot take the Nightmare Musk flaw.

Unyielding (4 point merit)

Whether you call it being stubborn, intractable, or just plain ornery, your character has a fire inside her that just won't quit—no matter the circumstances. Increase your maximum permanent Willpower pool to 7. You also begin each game session with 7 Willpower, rather than the standard 6.

Versatile (3 point merit)

You've always been capable of multi-tasking, splitting your attention to accomplish two goals at once. Choose one attribute category—Physical, Social, or Mental—and select an additional focus for that attribute. For example, a character with this merit can focus her Physical attribute in both Strength and Stamina.

Flaws

The following flaws can be purchased by all kith or kinain:

Addiction (2 point flaw)

You suffer from an addiction to a substance, in which you must indulge. This vice can be alcohol, nicotine, hard drugs, or simply adrenaline.

Mechanically, a character's addiction is broken down into one of three categories: amphetamines, hallucinogens, or sedatives. When you take this flaw, you must choose one of these three categories to represent your character's addiction. You may take this flaw up to three times, each time choosing a different kind of drug, and suffering all of the penalties. For more information on drugs and toxins, see **Chapter Seven: Core Systems: Health and Damage: Drugs and Poison**, page XX.

At the start of each game session, or anytime your character is presented with your addiction of choice, you receive your addiction's penalty, as follows, for one hour:

- **Amphetamine:** You receive a -1 penalty to all Mental challenges and all challenges requiring coordination or mental dexterity.
- **Hallucinogen:** You are agitated and cannot regain Willpower for the next hour.
- **Sedatives:** You suffer a -5 penalty to challenges using your Investigation or Awareness skills.

Allergy (1 point flaw)

You are particularly vulnerable to some substance other than cold iron. Choose a substance that is possible to craft into a weapon. Whenever you are attacked with a weapon composed (even partially) of this substance, you suffer aggravated damage.

Sample allergies include silver, obsidian, and rosewood. If you choose a substance that is commonly made into a weapon, like steel or wood, this flaw is worth 2 points of XP, instead of the standard 1 point of XP.

Amnesia (1 point flaw)

You are unable to remember anything about your past, yourself, or your family, whether mortal or changeling. You have no knowledge of your past paramours, enemies, or allies.

Your origins and the circumstances behind your Amnesia are for the Storyteller to determine, and she is encouraged to make your backstory as interesting as possible, so that it might haunt your present and affect your character's story.

Awkward Mobility (2 point flaw)

You have difficulty moving quickly or keeping up with those around you. You might be short, possess a club foot, have a hunchback, or walk with a limp. You take one less step per movement action, typically resulting in taking two steps instead of the standard three.

Bad Sight (2 point flaw)

Your sight is defective, and even with corrective glasses or contacts, you cannot see with complete acuity. You suffer a -2 penalty to all of your Physical ranged attacks, including attacks with firearms and thrown weapons.

Banned Transformation (4 point flaw)

You cannot transform into your Fae Mein if cold iron is present within five steps of you. Cold iron treasures attuned to you do not trigger this penalty. If you come within five steps of cold iron while in your Fae Mein, you automatically shift back to your mundane form. Changing back into your Fae Mein after suffering the effect of this flaw requires your next simple action.

Bedlam Prone (2 point flaw)

You have always endured a melancholy of the soul. Now that the Endless Winter has begun, you've discovered that you are especially susceptible to it. When you have been infected with Bedlam, you suffer all of the penalties of one stage higher than your current stage.

Careless (1 point flaw)

It is hard for you to focus enough to pay attention to detail, and when you get into combat, you tend to act first and think afterwards, even when it means you end up

going in circles or forgetting simple things. You make plenty of mistakes in your everyday existence, such as leaving things behind or letting simple tasks slip your mind.

Your attacks do not count when attempting to prevent another player's ability to declare a fair escape, unless you are currently grappling your target. A character attacked by you prior to her initiative in a round can still declare a fair escape in that round. Also, if someone declares her intention to fair escape, you cannot prevent her from fair escaping by declaring that you intend to use a Physical action against her later in that round. (For more information on fair escape, see **Chapter Seven: Core Systems: Combat: Movement: Fair Escape**, page XX.)

Chimerical Deformity (3 point flaw)

Your Fae Mein has been damaged through battle, magic, or perhaps a curse. Whatever the cause, you've lost an important part of your faerie soul. When in your Fae Mein, you lose one of your skill bonuses; you must select this skill when this flaw is taken.

Chimerical Infamy (4 point flaw)

You've committed a grievous offense against a type of major chimerical creature at large or a specific greater chimerical creature of great power and influence. Chimerical creatures of this type seek to hamper any Dreaming quests that come into their bailiwick, increasing the quest's risk. Simple Quests become Complex Quests. Complex and Heroic quests gain a +2 wild card difficulty to their ratings.

The Storyteller may temporarily assign this flaw to a character who has taken an action that offends the chimerical creatures of an area. If given by the Storyteller, this flaw provides no XP, and lasts for a number of game sessions determined by the Storyteller.

Chimerical Notoriety (1 point flaw)

You have offended a specific type of chimerical creature and now these creatures seek revenge. While on a Dreaming quest, it increases in difficulty by +2 to its rating.

The Storyteller may temporarily assign this flaw to a character who has taken an action that offends the chimerical creatures of an area. If given by the Storyteller, this flaw provides no XP, and lasts for a number of game sessions determined by the Storyteller.

Chimerical Magnet (2 point flaw)

You are strongly connected to the Dreaming in such a way that chimerical creatures and beasts are attracted to your presence. Chimerical creatures on a rampage turn on you first. Sprites of all kinds find you amusing and prank you, should they have the opportunity.

Cleared Mists (4 point flaw)

The Mist that shields changelings from mundane humans does not protect you. Should a mortal witness your magic or abilities, the Mist does not hinder their perceptions or memory. This burden is a potential disaster waiting to happen.

Crippled (5 point flaw)

You suffer from one or more permanent injuries that make it difficult to function physically. Characters with this flaw have a Physical attribute maximum of 5, rather than 10. This limitation can be increased with bonus attributes dots earned from the Seeming background.

Curiosity (2 point flaw)

Your incredible Curiosity often overrides your common sense. You can't help it! There are so many wonderful things in the world, so many secrets to uncover, and so many mysteries to understand. If you fail to explore something new or unknown, your maximum Willpower pool is reduced by 1 for the remainder of the game session. This penalty is cumulative; if you refuse more than one intriguing opportunity, your maximum Willpower pool continues to decline.

Cursed (1 point flaw)

You suffer from a minor supernatural curse due to your karmic debt to the universe or an enemy with a twisted sense of humor. This curse is specific and detailed; it should relate to some archetypal flaw in your character, such as hubris. Like all flaws, remember that a Storyteller should not allow a curse that does not meaningfully impact your character.

A curse must be attached to a skill in which you possess at least 1 dot. When the curse is triggered, you receive a -1 penalty to test pools with that skill. You may purchase this flaw up to three times. Some examples:

- A Sidhe noble once lied to his knights, leveraging their loyalty to his leadership to convince them to kill his rival. This lie led to a tactical disaster in a crucial battle where many changelings died. The guilt of all those lost souls associates the defeat with the lie. Anytime he lies, his ability to lead diminishes. He has associated this curse with his Leadership skill, and therefore his Leadership skill test pools are reduced by 1 when this trigger occurs.
- A diplomat Eshu believes that she was cursed for inciting a war between two freeholds. The curse states that the Eshu will “suffer a twisted tongue when she most needs clarity.” The Eshu’s player has associated this curse with her Linguistics skill. Whenever she is attempting to translate one language into another, she roleplays her uncertainty and grammatical mistakes. In addition, all test pools based on her Linguistics skill are reduced by 1 when she is under pressure.

Dark Fate (5 point flaw)

The shadow of destiny has tainted the course of your life, consigning you either psychologically or supernaturally to a tragic end. Your end is near, and you cannot escape it. If you ever fall unconscious from damage, you instead die instantly.

Docile (3 point flaw)

Your mind is weak, easily disturbed, or confused. You tend to be a follower and rarely speak up for yourself. Because of this weakness, you are highly susceptible to powers that directly control your mind or force you to back down. You cannot spend Willpower to retest when resisting powers like Fuddle.

Dreaming Ineptitude (2 point flaw)

The Dreaming is a dangerous and confusing place under the best of circumstances, but it seems to actively dislike you. Travel time for you, and those with you, always doubles. Something about you seems to attract hardships; when attempting an Dreaming quest challenge, the Storyteller may opt to use a free retest against you. You cannot benefit from the merit Dreaming Aptitude.

Dull (2 point flaw)

You're prone to talk about bland things, and you don't handle furor or emotional stimulation very well. When others get passionate, you boggle, harrumph, and withdraw. This quality makes it difficult for you to express your deepest feelings and inner motivations. You don't receive the retest usually given by a character's archetype.

Fragile Bones (4 point flaw)

Your body is less hardy than most and cannot endure as much injury. Your bones may be more brittle, or your physical stature may be slight or delicate. If you take more than 2 points of damage from a single blow, one of your limbs (chosen by your attacker) breaks. This limb is useless until that damage is healed. If one or both of your character's legs becomes broken, you can only move one step per action by limping or crawling. If either of your character's arms becomes broken, you suffer a -5 penalty to Brawl and Melee attack test pools, unless you have the Ambidextrous merit, in which case you only suffer a -3 penalty. A character with a broken arm cannot use two-handed weapons. A character with two broken arms cannot make Physical attacks, unless she is capable of biting without grappling.

Geas (2 point flaw)

You are under a curse or mystical prohibition to not do a certain action. It might be that you are forbidden to harm humans or rebel against your liege lord. If you break this Geas, then you gain the flaw Dark Fate, without the benefit of gaining more XP.

Hard of Hearing (2 point flaw)

Your hearing is impaired, and even with corrective equipment, you cannot hear with complete acuity. This flaw can be dangerous under some circumstances, as you cannot rely on your hearing to warn you of danger. You suffer a -2 penalty to Awareness and Investigation test pools based on hearing.

Haunted (1 point flaw)

A vengeful ghost torments you from beyond the grave. Though it usually limits itself to phantasmal moaning, eerie manifestations, and the occasional detrimental effect, this ghost is committed to causing you harm. It does its best to make your existence miserable and to hasten the day when you will join it in death. You can see and hear this ghost whether or not you have the Medium merit.

Illiterate (1 point flaw)

Through lack of education, severe vision issues, or as the result of a learning disability, you are unable to read or write. This flaw makes it impossible for you to learn any of the following skills: Academics, Computer, or Science.

Impatient (2 point flaw)

You have no patience for standing around and waiting. You want to do things now—forget the slowpokes trying to hold you back. You vastly prefer acting on impulse without caring about the consequences. Every time you are forced to wait or be patient instead of acting immediately, you must spend 1 point of Willpower to wait without acting for five minutes. If you do not spend this Willpower, you react with extreme anger, lashing out at the source of your delay.

Intolerance (1 point flaw)

You have an unreasoning dislike of a certain thing. This may be a kith, a type of creature, or a specific type of person. You will persecute these individuals to the extent of your ability, even jeopardizing alliances and your own reputation to see them besmirched. If forced to work with such a person, you suffer a -2 penalty to all of your non-defensive test pools.

Low Pain Threshold (3 point flaw)

You are a gentle, soft creature, not known for your tenacity. You lack 1 health level in both your Injured and Incapacitated wound tracks. Your Healthy levels are not affected by this flaw.

Otherworldly (2 point flaw)

Mortals are exceptionally uneasy around you, more so than they are around other changelings. Your cost to purchase mundane backgrounds, such as Influences or Contacts, increases to next level x3 instead of the standard next level x2. You cannot benefit from the merit Banal Connections.

Nightmare Musk (3 point flaw)

The call of terrifying and ancient nightmares is so strong in you that you even smell like one. You exude a scent that reminds mortals of their worst nightmares. Each mortal mentally interprets your smell to fit whatever they fear the most, such as the scent of death, a great monster, or even the popcorn and bubblegum smell of murderous clowns. This scent is pungent enough that in situations where the source of the smell is obvious, such as a small office or a party, those trained in the occult, such as hunters or Autumn People, immediately know that you are a changeling. Non-supernatural humans react to your scent with either disgust or pity, giving them a +5 wild card bonus to resist any opposed Social challenges with you that are unrelated to intimidation.

Those trained in the art of tracking have a +3 wild card bonus when attempting to identify and track you outdoors by scent alone. Characters with Nightmare Musk cannot take the Untrackable merit.

One Eye (3 point flaw)

You may have lost an eye as part of a horrific attack or due to an accident of birth. In any case, you cannot heal it under any circumstance. You suffer a -5 penalty to all of your Physical ranged attacks, including attacks with firearms and thrown weapons.

Overconfident (2 point flaw)

You have an exaggerated and unshakable opinion of your own worth and capabilities. You trust your own abilities over anything another person could offer, even in situations where you risk defeat. Because you aren't actually invulnerable and omnipotent, such overconfidence can be dangerous, and when you do fail, you quickly find someone or something else to blame. You cannot benefit from the Assist Attacker or Assist Defender mass combat tactics, unless the person assisting you is following an order that you have just issued.

Permanent Wound (3 point flaw)

You suffered a horrific injury that will not heal. This injury leaves you with two fewer Healthy wound levels. This wound cannot be healed, but it does not bleed, and you may be able to hide it under bandages or clothing.

Pied Piper (1 point flaw)

Animals flock to your presence, whether you want them to or not. These animals are of a distinctive species, and those who know to watch for such creatures can easily tell when you are in the area. Their presence makes it fairly easy to track your movements, locate your whereabouts, and potentially discover where you sleep. You have no capacity to control these creatures unless you use cantrips on them, and even if you do so, more come to take the place of the ones you send away. When you choose this flaw, you must choose the species of animal. These animals do not harm you unless directed to do so by someone else who uses a

supernatural power. The animals can sense you through supernatural powers of concealment, making it impossible for you to hide from them.

Slow on the Draw (2 point flaw)

You don't think quickly, and your movements have never been especially sure. You have a slow reaction time. It isn't your fault that you're slow on your feet, but it does hold you back a bit—especially in combat. Your initiative is reduced by 3. Additionally, you cannot activate or benefit from the Burst of Speed combat maneuver.

Surreal Quality (2 point flaw)

Although the Mists still protect you from mortal detection, there's something odd about you that they find fascinating or difficult to forget. Strange things happen around you, and often you are blamed, even if you are innocent. If you are present during an intense situation, such as a robbery, witnesses will remember more about you than other participants.

Treasure Ineptitude (4 point flaw)

You somehow lack the ability to attune yourself to treasures. When purchased, the bearer of this flaw immediately loses all her dots of the Treasure background and can never purchase more. You also cannot spend Glamour to forcibly activate a treasure or make use of one that has been activated and passed to you.

Trouble Magnet (1 point flaw)

Whenever weird stuff occurs, it happens to you. You have terrible luck, and misfortune follows at your heels, tearing you down whenever it has an opportunity. Whenever the Storyteller needs to randomly determine a negative result, such as determining which character is hit by a falling rock, or where the beat cop is patrolling at any given time, no test is made; you always suffer the consequence of bad luck.

Undead Vulnerability (3 point flaw)

Perhaps you had a horrific run-in with an ancient vampire or suffer from some curse. In any case, you suffer a -2 penalty when attempting to resist the supernatural powers used by ghouls, ghosts, vampires, and other undead creatures.

Unrelenting Tie to Humanity (3 point flaw)

A mortal dreamer or family member is suspicious about your activities and constantly looks into your unexplained absences, examines the unusual stains on your clothing, and occasionally spies on you (for your own good).

You must spend one downtime action each game session to avoid having your loved one stumble across evidence of the supernatural world. If you fail to do this, you will need to spend three downtime actions before the next game session in

order to convince your loved one that everything is normal. If you fail to do this, you must either explain the supernatural world to your loved one (purchasing her as a Retainer) or allow her to stumble around and get killed, captured, or corrupted by your enemies. In either case, you must immediately remove this flaw from your character sheet, spending XP to remove the flaw as normal. If you do not possess sufficient XP to remove the flaw, you go into XP debt.

Vulnerable to Cold Iron (2 point flaw)

You are particularly vulnerable to the nagging effects of carrying cold iron on your person. If cold iron is within two steps of any part of your body, you suffer the penalties as though you were carrying cold iron on your person. If you carry cold iron on your person, you lose 1 point of Glamour every minute, instead of the standard 10 minutes. For more information, see **Chapter Eight: Dramatic Systems: Cold Iron**, page XX.

Chapter Eight:

Dramatic Systems

“The ode lives upon the ideal, the epic upon the grandiose, the drama upon the real.”

— Victor Hugo

Fae Mien

When a changeling experiences her Chrysalis, her faerie spirit awakens. This fae soul is her true self: the very essence of her being, hidden behind a façade of humanity. While she wears a human appearance as a means of disguising herself from those who wish her harm, she feels truly alive when she sheds the bonds of mundanity and embraces her changeling nature.

Parting the Veil

Unless a changeling has employed Banality to help her hide, other faeries are always able to recognize her for what she is. In order to reveal her fae self to mortals, a changeling must spend 1 point of Glamour and use a simple action to part the veil around her. For the remainder of the scene, any unenchanted mortal who sees the changeling perceives her *Fae Mien* rather than her mortal shell. This revelation extends to any *voile*—chimerical clothing or equipment—the changeling may possess and any chimerical creatures within three steps of the changeling’s location. The Mists immediately resume affecting any mortal as soon as that faerie leaves the human’s presence.

Personal Items and Voile

A changeling’s Fae Mien affects more than just her appearance. When she parts the veil to reveal her true self, her chimerical appearance often includes extravagant clothing or unique accessories. These items augment her appearance within the Dreaming. The chimerical clothing born of a faerie’s dreams are called *voile*, and she may change her chimerical outfit with a simple action. Some kithain prefer to wear elaborate outfits of voile that have been carefully crafted for them by changeling artisans.

A changeling may cease parting the veil at any time. If knocked unconscious or killed, a changeling immediately reverts to her standard, mortal appearance.

Fae Mien Benefits

When a changeling summons her Fae Mien, she enjoys certain benefits inherent to that form. These benefits persist as long as her Fae Mien is active. When assuming her Fae Mein, a changeling gains a bonus attribute focus. She may choose a different focus each time she assumes this form.

Kith	Fae Mien Benefits
Boggans	• Gains a +2 wild card bonus to her Awareness, Empathy, and Stealth skill test pools • Gains her choice of either the Dexterity or Perception focus
Redcaps	• Gains a +2 wild card bonus to her Brawl, Intimidation, and Survival skill test pools • Gains her choice of either the Stamina or Charisma focus
Sidhe	• Gains a +2 wild card bonus to her Intimidation, Leadership, and Subterfuge skill test pools • Gains her choice of either the Dexterity or Manipulation focus
Sluagh	• Gains a +2 wild card bonus to her Intimidation, Leadership, and Subterfuge skill test pools • Gains her choice of either the Dexterity or Manipulation focus
Trolls	• Gains a +2 wild card bonus to her Intimidation, Stealth, and Occult skill test pools • Gains her choice of either the Manipulation or Perception focus

Glamour

In **Mind's Eye Theatre**, *Glamour* represents a changeling's ties to the Dreaming. Not only does Glamour fuel her magic, but it also allows a faerie to enchant others, create manifestations of dreams, and remain connected to the Dreaming. It is a building block of dreams, creation, and imagination, feeding into lovely daydreams and terrifying nightmares.

This magical energy is measured in units called *Glamour points*, and the full amount of Glamour a changeling has access to is known as her *Glamour pool*. Glamour is directly related to how strongly a faerie's soul is connected to the Dreaming. When the amount of Glamour in a changeling's Glamour pool dips too low, she risks slipping into the *Forgetting*, a condition where she cannot remember her fae self and risks falling to *Banality*. Should her pool remain full for too long, she may become victim to a kind of Glamour madness known as *Bedlam*.

Glamour can be used in multiple ways. Some cantrips require a changeling to use Glamour to fuel them, and Glamour is also spent to open and maintain pathways in the Dreaming known as *trods*. Changelings can also spend Glamour to create items, such as treasures, chimerical creatures, chimerical items, and clothing. In addition, changelings can spend Glamour to enchant mortals and bring those humans into the wondrous and ghastly realms of the Dreaming.

Since a changeling's soul depends on Glamour, many of the fair folk are fiercely protective of places, people, and items from which they can obtain it. Physical manifestations of Glamour, known as *dross*, are exchanged as currency. During the Endless Winter, changeling territories went to war to obtain stockpiles of dross and magical items ready to break down for Glamour; the faeries also battle for control of prolific dreamers, as they are more precious than gold. Changelings also furiously guard and trade political favors for access to places of power, where balefires or hearthstones can be maintained.

A character's maximum Glamour pool is determined by the number of dots she possesses of the Seeming background. This pool can be increased, either through arts or merits. There is no limit to the number of Glamour points a character can spend in a turn.

Spending Glamour

Glamour can be used in the following ways:

- Changelings expend points of Glamour to fuel arts and merits that require it.
- Changelings can expend points of Glamour to part the Mists and reveal their Fae Mien. When she does so, her faerie form becomes visible to all onlookers. Any chimera or chimerical items, such as chimerical wardrobe or weapons, also manifest and interact with the world as though they are fully real.
- Changelings can expend points of Glamour to enchant mortals, allowing them to see the Dreaming and all fae creatures.
- Changelings can expend points of Glamour to create chimerical items, including clothing, weapons, and jewelry.
- Changelings can expend points of Glamour to create chimerical creatures.
- Changelings can expend points of Glamour to create dross: a currency among the kithain.
- Changelings can expend points of Glamour to open and stabilize trods: pathways through the Dreaming.

Recovering Glamour

Glamour is a valuable resource that has grown scarce during Endless Winter. Recovering and storing Glamour takes more work than it did in previous times, as changelings must expend Glamour in order to fuel their magic and dreams, but must also be careful to maintain enough Glamour to avoid slipping into Forgetting.

Changelings must spend 1 downtime action once every two game sessions or one month, whichever is longer, to maintain a full Glamour pool. Changelings who do not spend the downtime action begin the next game session with a number of points of Glamour equal to half of their total Glamour pool, rounded up. The most common way to regain points of Glamour is through the use of the Dreamers background (see **Chapter Four: Character Creation: Step Seven: Assign Initial Backgrounds: Background Descriptions: Dreamers**, page 89).

Glamour can also be recovered through the following methods:

- Using arts or merits that recover Glamour.
- Spending time in a freehold, glade, or within the Dreaming. Changelings recover Glamour at the rate of 1 point for every day spent in one of these locations, as long as the changeling does not enter combat.
- Engaging Dreamers in Epiphanies. For more information, see **Epiphanies**, page 184.
- Bargaining with or intimidating chimerical creatures. Often, such creatures are willing to provide stores of Glamour in exchange for services or goods. Changelings can also devour small chimerical creatures to gain Glamour.
- Destroying chimerical items imbued with Glamour or devouring dross. In order for a changeling to extract the Glamour within these items or dross, she must completely destroy its vessel.

Epiphanies

Once, Glamour flowed freely. Places, people, and items of great creativity were infused with power from the Dreaming, and changelings reveled in this magic. As mankind evolved, its belief in magic dwindled, as did the Glamour in the world. The cold winds of Banality snuffed out balefires, and hearthstones cracked in half. Changelings were forced to devise other means to gather Glamour, and *Epiphanies* came into being.

Epiphanies are alternative methods changelings can employ to gather Glamour from mortals. While these practices may allow a changeling to gather Glamour, each presents risks. A changeling who gains too much Glamour too quickly runs the risk of entering Bedlam, and a faerie who siphons too much Glamour from a Dreamer runs the risk of permanently depleting a valuable source of power and creativity.

Epiphanies via the Quest System

In addition to the methods listed below, players can also use the Quest System to create and enact Epiphanies. They provide an excellent opportunity to allow a player to create a story around how their characters gather Glamour from the world around them. Epiphanies focus on player-generated stories, rather than relying on a Storyteller to create these tales. For more information, see **Chapter Eight: Quest System: Epiphanies**, page XX.

Reverie

Reverie is the most common method of gaining Glamour from a mortal, and it is the preferred method of the Seelie Court. During Reverie, a changeling acts as a muse to a mortal. Reverie requires a great deal of time on a changeling's part. While the amount of Glamour the changeling receives is not as great as that provided by other types of Epiphany, changelings consider Reverie to be a safer method, with fewer consequences for both faerie and mortal.

Time Required

A character wishing to gather Glamour from Reverie must expend three downtime actions or use one hour of time during a game session in order to harvest 3 points of Glamour. Alternatively, a player can spend five influence actions to gain 6 points of Glamour.

Consequences

None

Examples of Reverie

There are many ways to enact a Reverie, but the following methods are the most common. The following examples may inform your choice as you expend downtime or influence actions, or use the Quest System for enacting a Reverie:

- **Inspire creativity:** A changeling inspires and encourages creativity in a mortal and gathers the Glamour created through the art, music, or writing produced by the mortal.
- **Create hope:** A changeling seeks those who have lost hope and helps to inspire them. This process may involve offering another solution to a mortal's problems or helping a mortal overcome some insurmountable obstacle. Changelings gather the Glamour that springs from hope and tenacity.
- **Inspire love:** A changeling seeks to foster love in others. She gains Glamour by playing matchmaker or by helping couples resolve the problems plaguing their relationships. She can also help old friends mend broken relationships or bitter enemies reconcile their differences. A changeling gathers Glamour from the love blooming within others. This particular method risks backfiring, as there is sometimes a thin line between love and hate.

- **Helping those in need:** A changeling works to assist those who are lost or in need of guidance, such as addicts who want to overcome their addictions or runaway teenagers seeking shelter. Changelings gain Glamour when a mortal is once more able to stand on her own.

Ravaging

The preferred method of harvesting Glamour in the Unseelie Court, *Ravaging* is a means of violently wresting Glamour from a mortal. While this method of gaining Glamour is quick, it is far from safe. When a mortal is Ravaged, a changeling floods the person with Banality, causing Glamour to flee her psyche, which is absorbed by the faerie. For each point of Glamour gained, a mortal who has been Ravaged feels listless and creatively drained for one day. These effects are cumulative, and once a mortal has been completely drained of all Glamour, her Ennui increases by two points. If a mortal gains more than five points of Ennui, they lose their creative spark. If their banality is not reduced below five points in some way, she becomes an Autumn person after 30 days

While Ravaging is typically considered a brutal and effective way of obtaining Glamour, there are those who consider Ravaging an art form. These faeries take particular delight in stealing the dreams of mortals, and they rarely care if the humans they affect survive the onslaught or not. Although these changelings foster a relationship with mortals much like those who partake of Reverie, rather than inspiring hope, love, or creativity, a Ravaging changeling destroys the person in question.

Time Required

A character wishing to gather Glamour from Ravaging must expend three downtime actions or use thirty minutes of time during a game session in order to harvest 3 points of Glamour. Alternatively, a player can spend three influence actions to gain 6 points of Glamour instead.

Consequences

A character gains 3 points of Ennui each time she engages in Ravaging, whether she harvests Glamour from the same mortal or a new one.

Examples of Ravaging

There are many ways to enact Ravaging, but the following methods are the most common. The following examples may inform your choice as you expend downtime or influence actions, or use the Quest System for Ravaging:

- **Destroy love:** A changeling finds a way to eliminate a source of love in a Dreamer's life, either through breaking a connection to another or souring positive feelings towards an individual or thing.

- **Create anger:** By coercing an otherwise rational and empathic Dreamer to lash out, a changeling creates anger. This act could involve wearing down her self-control or creating circumstances that drive her to extreme rage.
- **Exploit dependence:** A changeling takes advantage of a dependent relationship, either to a thing or substance, or to another individual. In so doing, she exploits the dynamics of power to inflict suffering.
- **Destroy illusions:** This form of Ravaging often takes the form of spreading “truth” and opening people’s eyes. The illusions destroyed do not need to be actual falsehoods, as long as they are positive in nature, such as a Dreamer’s faith in humanity.

Rhapsody

The most devastating means of Epiphany is *Rhapsody*. Both the Seelie and Unseelie courts have strict laws against using this Epiphany due to the harm it inflicts. Any changeling found to employ this method of harvesting Glamour finds herself harshly punished by both courts if caught. Only the Shadow Court openly flaunts its use of Rhapsody.

This method of harvesting Glamour involves infusing a mortal with the pure, raw energy of the Dreaming. This energy sends a mortal into a creative frenzy, as her mind and soul burn with the energy of creation. Mortals affected by Rhapsody are never the same. Often, the influx of Glamour and the frenzied creation results in her death. Those who survive are stripped of all creativity and can no longer be used to harvest Glamour. These mortals, once touched by Glamour and now destroyed by it, sometimes remember the changeling who ruined them and become *Cognoscenti*: mortals infused with overwhelming Banality who seek to destroy those changelings who used them so carelessly.

Changelings who use this method of Epiphany often become addicted to it. The pure Glamour produced by a rhapsodized individual is potent and heady, causing the changeling to seek out this type of Glamour above all others.

Time Required

A character wishing to gather Glamour from Rhapsody must expend two downtime actions or use 15 minutes of time during a game session in order to refill her entire Glamour pool. Alternatively, a player can spend two influence actions to refill her Glamour pool once during the next game session.

Consequences

A character gains 7 points of Ennui each time she engages in Rhapsody, whether she harvests Glamour from the same mortal or a new one. Her current level of Bedlam also increases by one stage. When engaging in Rhapsody, a changeling must make a static challenge prior to the Rhapsody taking place. This challenge uses the character’s current Glamour versus a

static difficulty of 10. On a loss or tie, the mortal becomes aware of changelings, and actively pursues them.

Dross

Glamour can also be found trapped in physical form. Certain objects, called *dross*, can serve as vessels for Glamour. Dross refers to any object that contains any quantity of Glamour within it. These objects house the raw energy of the Dreaming, and they can be either natural or man-made.

Natural dross can take the form of interesting rocks, acorns, and crystals—the sorts of things people seem to find fascinating for no particular reason. Man-made dross often appear as everyday objects that have absorbed Glamour due to proximity to a creative person. For example, paintings and handwritten poems can become dross, and if its user was an exceptionally creative person, tools and everyday objects can become dross as well. A typewriter that created the original draft of a great work may contain some quantity of Glamour, as might a paintbrush used by a famous artist.

Every type of dross has an amount of Glamour associated with it, whether infused by a mortal or by a changeling. When a changeling creates dross, she must spend her own Glamour on a one-to-one basis to create the object. For example, to create a chimerical coin capable of providing 5 points of Glamour as dross, she must spend 5 points of Glamour to infuse the coin with magic.

Dross is often sought as a ready, portable means of power when causing Epiphany is too difficult or time-consuming. Because of this convenience, changelings frequently use dross as currency, as its value is undeniable. This demand, however, vexes historians and curators alike, as they often fume at the thought of destroying a relic or a piece of art. Since the Endless Winder has made finding *any* Glamour more difficult, many changelings consider sentiment a luxury from a more prosperous time. No matter the type of dross, a changeling must destroy the object to get the magic within it. Destroying an item of creativity causes a character to gain 1 point of Ennui.

Types of Dross

Dross can take many forms, but typically fall within one of the following categories:

- **Dream Stones (1-3 Glamour):** This type of dross takes its name from the commoner term for any sort of stone containing Glamour. Dream Stones aren't limited to a particular type of stone, or even real stones at all. A variety of small, natural objects fall into this category, including certain mushrooms, seeds, and flowers.
- **Mementos (1-7 Glamour):** A Memento is a relic of an especially talented and creative individual. While not necessarily a piece of art in itself, it has absorbed Glamour due to mere proximity to greatness.

- **Heirlooms (1-12 Glamour):** These objects, which are exclusively man-made, are works of art unto themselves. Heirlooms are enhanced by the degree of skill put into making them, as well as their age and rarity. Truly exceptional and world-class pieces can contain up to 12 points of Glamour, but these items are rare, very often found as museum pieces. As inspirations in their own right, many view the destruction of any Heirloom as a tragedy. Those who destroy a Heirloom gain 1 point of Banality.
- **Chimera (1-10 Glamour):** This type of dross refers to both chimerical creatures and objects. Glamour can be harvested by consuming the flesh of fallen chimera or the destruction of chimerical objects. If a character has the Chimera background, she can choose to destroy her own chimera and release 2 points of Glamour for each dot she possesses of the Chimera background. She cannot use the background again until the next game session, and those who routinely use this method can find it more difficult to find these objects or chimerical creatures.
- **Fonts (5 Glamour per Drought; Rating 1-10):** Throughout the world, special places exist where Glamour accumulates naturally. Changelings carefully guard these locations; others jealously seek them out. Very frequently, these sites are chosen for founding freeholds. On occasion, fonts are guarded by other supernatural creatures that make their lairs there as well. A font can, but does not necessarily, produce water; for example, some fonts take the form of special trees that regularly produce magical fruit. A drought is a measure of these items, either a single piece of fruit or a liter of water. Each drought a changeling takes from a font causes her to gain 5 points of Glamour, and each font can produce a number of droughts equal to its rating each week. A drought does not maintain its potency when removed from its source; it must be consumed immediately to convey Glamour to its consumer.

Exceptional Dross

An exceptional dross is any item containing more than 7 points of Glamour. These special types of dross can convey additional effects to a consumer that related to its potency. For example, a piece of dross that once belonged to a famous ballerina may compel a changeling to take on her attributes, such as the compulsion to dance once consumed. A tree that grows enchanted pomegranates may cause a consumer to feel cold and morbid. These residual effects typically don't last any longer than a single game session, although very potent sources of Glamour cause increasingly severe effects.

Potential effects:

- Consumer gains a Compulsion derangement triggered by the source of dross (see **Chapter Six: Merits and Flaws: Flaws: Derangements**, page XX).
- Consumer gains a temporary flaw rated from 1 to 3 points that lasts for two game sessions.

- Consumer gains 1-3 Derangement traits.
- Consumer's Bedlam level increases by one stage.
- Consumer gains 1 point of Ennui.

Running Out of Glamour

When a changeling runs out of Glamour, her connection to the Dreaming is temporarily exhausted. If her Fae Mien is active, she immediately reverts to her mortal shell, and any active cantrips or treasures she possesses immediately go dormant. She is no longer able to see the miens of other changelings, and she cannot sense the flow of Glamour in the world, as she forgets everything she once knew about the Dreaming. Anxiety and ennui set in as the wonder and beauty of the Dreaming slowly slips from her memory.

When a Changeling runs out of Glamour, she gains 1 point of Ennui. In addition, until the changeling has regained at least 1 point of Glamour, she cannot remember anything about her faerie self. In order to regain at least 1 point of Glamour and remember herself, she must bask in the warmth of a balefire for at least one hour—which may be problematic, given the fact that she no longer recognizes any of her changeling brethren. A faerie in this state can regain Glamour by consuming dross given to her. In this state, she cannot gain Glamour through Epiphany.

Once she has regained at least 1 point of Glamour, the changeling slowly begins to remember herself and the Dreaming. Those Changelings who have found themselves in this predicament often take great care to ensure it never happens again.

Banality

“The mass of men lead lives of quiet desperation.”

— Henry David Thoreau

Mind's Eye Theatre: Changeling the Dreaming is a game about fighting to keep wonder and beauty alive in the world, a never-ending battle against the constant pressure of mundanity. The antithesis of Glamour *Banality* is a disbelief in all things wondrous and magical. Dreams and beliefs created and fueled the Dreaming, and disinterest and disbelief threatens the very existence of faeries. The world is filled with Banality, a fact that changelings must accept and learn to manage. This constant threat can never be fully expunged, yet dealing with the mortal world means accepting some measure of it from time to time. The best hope is to find and maintain a balance between Banality and Glamour, though even this is a difficult task at best.

Banality is a mechanic by which players and Storytellers measure and define the degeneration of a person or place, providing context for complex stories about difficult decisions and heroes struggling to hold on to the wonder and beauty in the **World of Darkness**. As a force, Banality is not necessarily evil, though it is at times spread maliciously. Many individuals who have reached

high stages of Banality have simply become too routine, losing their ability to dream. Banality is neither good nor bad; a person's stage of Banality does not necessarily reflect her morality.

Each changeling carries within her a seed of Banality as well; it is a side effect of her human soul and the time she must spend within the mundane world. A changeling must learn to mitigate Banality in her life if she is to survive. The pressures of Banality are everywhere; smart phones feed advertisements based on data optimization, alarmist news organizations bombard the public with perspective pieces, and even entertainment media is tainted by product placement and driven by marketing demographics. All of these facets of Banality make everyday life something of a hazard for changelings, leading many to structure their lives to accumulate as little of it as possible.

As Changelings age and progress through their stages of Seeming, they gain more Banality. This progression represents age and experience weighing her down. A Legend Changeling who has existed for many years has more difficulty finding the wonder and beauty in the world than a Foundling does. This is one of many reasons that Legend Changelings enjoy spending time teaching and mentoring Foundlings—the elders maintain that hope that the younger faeries' Glamour and wonder will spread. While she remains within a freehold, a Changeling cannot gain additional Banality. For this reason, many Legend Changelings prefer to stay close to balefires so they may postpone the inevitable a bit longer.

However, for those who fail to balance their faerie and mundane sides, very real consequences await. If a changeling accumulates too much Banality, her fae soul is permanently severed, never to return in her lifetime.

Gaining Banality

Changelings may gain Banality when exposed to particularly banal people or places for a prolonged period. While any gain of Banality is undesirable, sometimes working towards the greater good requires some amount of exposure. Even further, the mundane obligations of the human world can sometimes necessitate an exposure to Banality, such as holding a job or getting one's driver's license renewed.

Banality is tracked in two different ways:

Ennui

When a character gains Banality during the course of roleplay, it takes the form of *Ennui*. As a changeling goes about her life, she inevitably accumulates Ennui to some degree. Fortunately, it can be removed with only some inconvenience (see **Fighting Banality**, page 197). Should a changeling ignore her Ennui, she runs the risk of it becoming permanent.

Permanent Banality

If a changeling accumulates 5 point of Ennui, her permanent Banality level increases by one stage, and her Ennui points reduce to 0.

During the course of a scene, Storytellers should avoid interrupting to inform a player that her character has accumulated some measure of Ennui. Instead, let players know that they have become infected with Banality when the scene's action comes to a close, allowing them the opportunity to roleplay through the effects of this condition.

Banality Triggers

Minor Sources of Banality

A changeling gains 1 point of Ennui in the following situations:

- Spending time in a building or place with a high Banality rating (Banality 9 or higher)
- Interacting with a mortal or faerie with a high Banality rating (Banality 9 or higher) for an extended period of time.
- Experiencing prolonged exposure to banal media, such as excessive advertisements or smartphone swiping
- Participating in banal activities for a prolonged period of time, such as performing uninteresting or boring jobs, or getting into pointless arguments on the internet
- Battling a creature with a high Banality rating, such as Autumn People or Dauntain
- Denying the existence of one's fae self
- Gaining Glamour through Ravaging

Moderate Sources of Banality

A changeling gains 2 points of Ennui in the following situations:

- Destroying a treasure
- Gaining Glamour through Rhapsody
- Experiencing exposure to damaging toxins or poisons
- Drinking the blood of a vampire

Severe Sources of Banality

A changeling gains 3 points of Ennui in the following situations:

- Inflicting chimerical death upon another Changeling
- Willfully breaking an Oath

Destructive Sources of Banality

A changeling gains 5 points of Ennui in the following situations:

- Destroying another sentient creature
- Allowing any areas of the Dreaming to be corrupted by Banality
- Willful destruction of a freehold
- Experiencing chimerical death

It is recommended that Storytellers do not assign characters points of Ennui from more than two factors per scenario, unless a character experiences or performs a truly extreme and unusual moment of Banality. This limitation does not include willful accumulations of Ennui via conscious choice.

For more information on the Banality ratings of people and places, see **Sample Banality Ratings**, page 195.

Resisting Cantrips with Banality

Whenever you are the target of a cantrip, you may choose to use Banality defensively, seeking to thwart the power used against you by denying its existence. Doing so offers some measure of protection from magic, though the emotional cost is demanding. If you are defending against an arts challenge and you have the opportunity to retest using Willpower, you may instead choose to gain 1 point of Ennui instead of spending 1 point of Willpower to pay the cost of the retest. Any effects that modify the quantity of Willpower required to pay the cost to retest also affect how many points of Ennui that must be gained. Similarly, any effect that invalidates your ability to retest with Willpower also invalidates your ability to resist with Banality.

Levels of Banality

“You’ve gotta be very careful that grace and politeness do not merge into a banality of behavior, where we’re just nice, sort of ‘death by cupcake.’”

— Bono

There are 10 levels of Banality, each representing a more heavily frayed connection to the Dreaming. Every creature has a Banality rating that affects the way they interact with the world and the Dreaming. Each level is cumulative, incorporating the penalties of the levels preceding it. For example, if you suffer from the third level of Banality, you experience all of the symptoms and penalties from the first and second levels of Banality, as well as the third stage.

- **Level 0:** Your connection to the Dreaming is completely pure. Only freeholds and the Dreaming itself are able to maintain this level for an extended period of time. Changelings who reach this level immediately enter the first stage of Bedlam, as they become overwhelmed by pure Glamour.

- **Level 1:** Foundling Changelings begin play at level 1 Banality, and they never go permanently below this level. At this level, you see the world as a brilliant and beautiful place, with so much to experience. Although you always feel the presence of Banality within your soul, the joy and wonder of the Dreaming far outweighs the stone around your neck.
- **Level 2:** Errant Changelings begin play at level 2 Banality, and they never go permanently below this level. While you still retain much of the carefree wonder you had as a Foundling, you have also begun to realize that everything in the world is touched by the cold of Banality. Undaunted, you seek to combat it wherever you can, knowing that every little bit helps.
- **Level 3:** Wilder Changelings begin play at level 3 Banality, and they never go permanently below this level. As you leave behind the trappings of youth, you begin to realize that the world is a harsher place than you once thought. Banality, which you once easily sloughed off as a Foundling, is now a constant concern, reminding you of all that you stand to lose, should you fail to retain your connection to the Dreaming.
- **Level 4:** Eidolon Changelings begin play at level 4 Banality, and they never go permanently below this level. The naivety of the young is a distant memory, as you have realized the world is in need of a major course correction if the Dreaming is going to be saved. The once-gentle tug of Banality has become a burden to shoulder, one you manage with grace. Despite the weight of your Banality, you remain very much a creature of Glamour, and you've got plenty of fight left.
- **Level 5:** Legend Changelings begin play at level 5 Banality, and they never go permanently below this level. Reality is a harsh mistress, and you have discovered that not every struggle can be rectified with hope and will. With age and respect comes knowledge and perspective, and sometimes, your knowledge dampens the beauty and wonder you encounter. Still, you remain hopeful; although you can feel the grip of Banality, your soul remains yours. You understand this danger better than most, and you are perhaps better equipped to fight because of it.
- **Level 6:** The scales within your soul have begun to tip in favor of Banality, if only slightly, and it manifests itself in subtle ways. Certain younger Changelings may appear to you as naïve and foolish. You often feel works of art could be improved with a little constructive criticism. And maybe you *should* dress more like someone your age. You remain confident that you've got a handle on your current state, and you believe Banality has a long way to go if it's going to claim you.
- **Level 7:** The Dreaming's call has grown distant to you. While you remain aware of all that is bright and hopeful, you've come to accept that Banality is simply a part of life. Mortal responsibilities can be just as pressing as changeling ones, and the rent isn't going

to pay itself. You may have plans to devote more time in the pursuit of Glamour and dreams, but you tell yourself you will get to it later. When you reach this level of Banality, you must spend 1 additional point of Glamour to enter the Dreaming. This cost is negated if you are within a freehold.

- **Level 8:** The Glamour and wonder of the world has begun to fade, and you know that you are growing ever-closer to Forgetting your fae self. Your Fae Mien, once brilliant and shining, has taken on a slightly tarnished look. At times, you find yourself temporarily forgetting the faerie life you have loved for so long. In addition to the negative effects of Banality 7, it is more difficult for you to regain the Glamour necessary for your fae self to survive. You now take twice as long to recover Glamour as you normally would; all time periods and downtime/influence action costs to recover Glamour are doubled (see **Glamour: Recovering Glamour**, page 184.)
- **Level 9:** As the Banality of the world threatens to overwhelm you, you find it more difficult to feel joy and wonder. Your taste and zeal for life has diminished, and even the ecstasy of gaining Glamour has been dampened slightly. You automatically gain the Inefficient Glamour Flaw (For more information, see **Chapter Six: Merits and Flaws**, page XX), possessing this flaw does not negate the penalties from lower levels of Banality.
- **Level 10:** You have fallen deep into Banality's clutches, and you are unsure if you can ever find your way back again. Your fae soul starts to fade, and if you do not make an active effort to concentrate on the Dreaming, you begin to forget it. Changelings who have reached this level of Banality are on the verge of losing themselves to it. Characters who remain at this level of Banality for more than two game sessions or one month, whichever is longer, irrevocably lose connection with their fae souls. They cease to be changelings, forgetting their former lives.

Banality Ratings for Mortals and Locations

Mortals and places carry their own Banality ratings, though they suffer no ill effects at the higher ratings (other than boredom). The table below represents commonly held ratings for the associated categories. In the case of truly exceptional individuals or places, Storytellers are free to adjust ratings up or down.

Sample Banality Ratings

Banality Rating	Example
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0	• The Dreaming • Freeholds
1	• Average Foundling
2	• Average Errant • Werewolf Strongholds (some)
3	• Young mortal children • Average Wilder •
4	• Untouched wilderness • Average Eidolon • Human adolescent
5	• Rural areas • Gardens, concerts, and art galleries • Average Legend Changeling • Creatively gifted mortal • Average wraith
6	• Average werewolf • Parks, museums, and libraries • Creative mortals
7	• Most public buildings • Average mortal • Average vampire
8	• Impoverished inner-city areas • Office buildings • Static-minded mortals • Elder vampires
9	• Government buildings • Prisons • Autumn People • Dauntain • Technocracy mages
10	• Technocracy strongholds • Dauntain/Autumn People strongholds

Beyond Hope: The Dauntain

When a changeling spends too long at Banality level 10, she loses her fae soul. While many kithain simply forget their faerie life and move along as mortals, there are those former

changelings who embrace their newfound Banality and use it to their own ends. These changelings have degenerated into *Dauntain*, bitter creatures that embrace Banality and seek to inflict it on the world. While many kithain seek a means to heal those who have embraced Banality in this manner, thus far, this condition appears to be permanent.

Should a character become a Dauntain, she immediately becomes an NPC under direct control of the Storyteller. For more information on Dauntain, see **Chapter Thirteen: Allies and Antagonists: the Dauntain**, page XX.

Fighting Banality: Treatment and Recovery

Each changeling carries a seed of Banality within her soul. Although it is Banality that is currently destroying the Dreaming, this small seed of it helps protect a changeling from losing herself to the insanity that is Bedlam. The balance between Glamour and Banality is a delicate one, often difficult to maintain, but the kithain have devised ways to help reach it.

Each Seeming has a Banality rating, and a character can never permanently go below that rating. For example, a Wilder can never reach level 1 or level 2 Banality; she must remain at level 3 or greater. Changelings who gain Banality above their base level have few options when it comes to restoring their soul.

Some of these methods include:

- **Spending Glamour:** A character who has 3 or fewer points of Ennui may spend harvested points of Glamour to remove them. This Glamour cannot be gained through Rhapsody or Ravaging, as those methods of Epiphany leave a psychic taint.

To do so, she must spend Glamour to infuse her soul. She must spend a number of points of Glamour equal to three times her current total number of points of Ennui to remove a single point of Ennui. For example, a changeling with 3 points of Ennui must spend 9 points of Glamour to remove 1 point of Ennui. She may then spend an additional 6 points of Glamour to remove a second point of Ennui, and if she spends an additional 3 points of Glamour, she can reduce her total points of Ennui to 0. Her total expenditure to reduce herself from 3 points of Ennui to 0 points was 18 points of Glamour.

- **Balefire:** A character may spend time basking near a balefire to reduce her current points of Ennui. Time by the fire must be uninterrupted, and she must spend 1 downtime action for each point of Ennui she wishes to remove in this manner.
- **Questing:** A character who wishes to alleviate herself of permanent levels of Banality must embark on a quest in order to cleanse her body of its taint. Often, changelings who have reached this level of Banality are so infused with Ennui that they cannot motivate

themselves to embark on this quest. In these cases, a younger member of a freehold will often organize the quest to ensure that no one is lost to the ravages of Banality.

Setting:

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

☐ Perception ☐ Intelligence ☐ Wits

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

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• 14, •• 13, ••• 12, •••• 11, ••••• 10

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(Initiative is your higher attribute: Mental or Physical.)
(Pools are your Attribute + Skill(or WP) + Wild Card)

Time _____ ☐

Incapacitated ☐ ☐ ☐

Attribute Foci:

☐ _____