



STAWICKI





It's a public park, but the cops apparently don't see it that way. Of course it is after midnight, so I'm probably breaking a few rules. But the guns are inappropriate.

"Drop it!" they keep yelling. Idiots. I'm not holding anything.

I run, and one of them fires. I feel the bullet fly past my ear, and I see wood chips from a tree up ahead. I'm not going back into the Briars tonight, so instead I head for the ranger station. The building's made of wood, and as I'm running I think at the building, *You know your part, right?*

And the building thinks back, *Oh, is it night? Yeah, OK, got it*, and I run right up the side, fingers digging into cracks that only a spider would see, and I'm up and over the roof and then the fence on the other side. The cops circle the building, but by that time I'm hiding, and even if their minds are looking for me their eyes won't see me. All part of the deal.

And one says to the other, "Did you see what he was carrying?" The younger cop's voice is a little unsteady. God-dammit, I'm not carrying *anything*.

The older cop nods. "I thought it looked like a..." He stops. What the hell? It's like a conspiracy. "You get a shot on this sicko, you take it. I'll back you." He pats his pocket. "He's armed, you know."

The younger cop nods. "I just keep thinking of my little boy. Anybody ever did that to him..." They walk on.

I look down at my hand. I'm holding something that looks like a slender branch, only it's got fingers.

Guess I *am* carrying something. Where the hell did this come from?



# CHAPTER 2

## Character Creation

*I would go out into the streets to fight with my delusion,  
and prowling women would mew after me,  
furtive craving men glance jealously at me,  
weary pale workers go coughing by me,  
with tired eyes and eager paces like wounded deer dripping blood,  
old people, bent and dull, pass murmuring to themselves,  
and all unheeding a ragged tail of gibing children.*

— H.G. WELLS, *THE ISLAND OF DR. MOREAU*

## CHARACTER CREATION

Creating a character for **Changeling: The Lost** is equal parts art and science. The art comes from your vision of the character — who she is, where she comes from and where she's going. The science comes in translating that vision of the character into the game mechanics that define what the character can do and how she does it. Remember, as the name suggests, the main focus of a Storytelling game is on telling engaging stories about intriguing characters. Bear this in mind when creating your character: think about what makes your character an interesting and three-dimensional person, not on some arbitrary concept of the Platonic ideal of a “bruiser” or “occultist.”

Where art and science blend is in the allocation of Traits. Your choices of Traits should reinforce your concept, and vice versa. Sometimes coming up with an interesting reason for why your character might have a seemingly out-of-place Trait can make for every bit as intriguing a character hook as anything you had planned for the character's background. At the same time, don't bend over backwards to incorporate Traits you want or think you'll “need” into the character. Odds are you won't have enough points to create a character with every Trait you want. If you did, there wouldn't be much room for your character to grow later.

When creating your character, consider not just your own ideas but those of your fellow players and Storyteller. This sort of communication is vital to ensuring that your character will get along reasonably well with the others. Talking with the Storyteller can help you make sure your character fits well into the chronicle and that you have plenty of stuff to do.

## STEP ONE: CHOOSE CONCEPT

This is the fundamental backbone of your character. If you like, it is the skeleton on which you'll hang the meat of your character. Concept can be anything from a simple two-word phrase (“wild huntsman” or “scheming politico,” perhaps) to a paragraph or more (“traumatized runaway whose abandonment issues sometimes make her secretly wish that she'd never left Faerie”), whatever it takes for you to get an initial handle on your character. Your only real limitation is age. Changelings who were taken as infants or very young children, and those who were abducted more than 50 years ago, don't have a strong enough memory of their homes to find their way through the Thorns. In the former case, they can't recall enough details; in the latter, the details of their homes have almost indubitably changed beyond recognition.

You might want to consider incorporating seeming and Court into your concept, although that isn't necessary. Whatever you decide, remember that while seeming and Court influence your concept, they shouldn't define it: your character isn't a walking collection of stereotypes, and sometimes choosing a seeming or Court that runs counter to the “obvious” choice for your concept can make for a more interesting character.

## STEP TWO: SELECT ATTRIBUTES

Once you've got your concept to a point where you're happy with it, it's time to start fleshing out your character from a game-mechanics perspective. The first and easiest step is to prioritize the character's Attributes, the Traits that determine



her raw physical, social and mental potential. Characters have nine Attributes divided into three categories: Mental (Intelligence, Wits, Resolve), Physical (Strength, Dexterity, Stamina) and Social (Presence, Manipulation, Composure).

Each category of Attributes is first assigned a priority: primary, secondary or tertiary. For example, a “sleazy lawyer” concept might have Social Attributes as primary (the “sleazy” half of the equation), Mental Attributes secondary (sleazy or not, law school is hard work, but we’re focusing on sleaze as the predominant aspect) and Physical Attributes tertiary (beyond a few minutes a week on the Stairmaster, the character doesn’t work out much). While your concept might give you an obvious clue as to how to prioritize the categories, remember that there is more than one road to any character. A gang leader might rule through brute force (Physical primary), street smarts and business sense (Mental primary) or force of personality (Social primary).

You get five points to spend in the primary category, four to spend in the secondary and three for the tertiary. All characters start with a single dot in each Attribute, representing the basic capabilities everyone possesses. For example, our sleazy lawyer starts with one dot each in Presence, Manipulation and Composure, and has five additional points with which to buy his Attributes.

The fifth dot of any Attribute costs two dots to purchase. To buy an Attribute up to 5 costs five points: the first dot comes free, three points buy the second, third and fourth dots and two final points buy the fifth dot.

### STEP THREE: SELECT SKILLS

Similar to Attributes, Skills are divided into Mental, Physical and Social categories, and you must prioritize each as primary, secondary or tertiary. Skills represent the abilities your character has learned throughout her life, whether through formal study or the school of hard knocks. Most Mental Skills fall under the former category, as it’s difficult to just naturally pick up working knowledge of the sciences. By contrast, many Physical skills can be self-taught or picked up through experience.

You get 11 points to spend on your primary category, seven to spend on your secondary category and four to spend on your tertiary category. Just as Attributes, the fifth dot of a Skill costs two points to purchase. Unlike Attributes, however, your character does not begin with a free dot in any Skill. Even those Skills that can be picked up naturally in the course of life aren’t truly intrinsic in the same way Attributes are.

### STEP FOUR: SELECT SKILL SPECIALTIES

While Skills represent broad categories of ability, most people have a few areas in which they truly excel. Some scholars are better versed in medieval literature than they are in classical philosophy, or they might excel at speedily

researching any topic no matter how esoteric. In game terms, these characters might have four dots in Academics, with a Specialty in Medieval Literature or Research, respectively.

Choose three Skill Specialties for your character. These Specialties may be applied to three different Skills, or you might assign two or even all three Specialties to a single Skill. Skill Specialties can be specific subcategories of a Skill (such as the Firearms Skill with a Pistols Specialty), a situation in which the skill applies (the Brawl Skill with a Multiple Opponents Specialty) or any similar specific, restricted category. The Storyteller is the final arbiter on whether a Skill Specialty is too broad or narrow.

Your character’s Skill Specialties give her a bonus die on dice pools whenever the Specialty applies.

### STEP FIVE: ADD CHANGELING TEMPLATE

Up till now, you’ve been defining the basic, mundane traits that reflect your character’s natural abilities and talents, the abilities any ordinary mortal might have. Now it’s time to add the spark of magic that transforms your character from an ordinary mortal into a changeling.

Remember, a character cannot possess multiple supernatural templates, and there are some Merits that are only available to mortal characters. A werewolf or vampire cannot become a changeling, and a changeling cannot become a mage or possess the Unseen Sense Merit, among others.

### SEEMING

Your seeming is the manner in which your fae nature manifests itself. Your seeming is the primary factor in defining your fae mien, the true appearance of your altered self. Often your seeming comes at least in part from your Arcadian jailer, but in at least some instances, your Keeper might have had a different nature and deliberately shaped your seeming to fill his needs or desires. For example, a changeling taken by a lordly Fae who took regular hunting excursions into the Hedge might develop a beautiful and lordly mien of his own, or the hunter might shape the changeling into something akin to a hunting hound or a hawk.

Within each seeming there exists a variety of kiths, which are a way to more carefully define your character’s fae nature. All Beasts have animalistic features, of course, but within the broad spectrum of “Beast” one might be a Runnerswift, embodying the fleet-footedness of the antelope or the hare, or instead a creepy, alien Skitterskulk with an affinity for centipedes. You don’t have to choose a kith if you don’t want one, and with your Storyteller’s permission, you might even make up your own. Each seeming comes with a particular blessing and curse, and the kiths add an additional blessing to the mix. In addition, each changeling gets one free Specialty to Athletics, Brawl or Stealth to reflect the physical changes of the seeming. This may represent a Beast’s animal athletic ability,



claw-like nails that make the character's strikes more damaging, or a preternatural grace or affinity for darkness.

## COURT

Courts are the predominant social structures of changing society. They represent your political allegiances and your philosophy toward life as a changeling. Courtiers of the Spring Court, for example, believe in throwing themselves into mortal life, the better to lose themselves against the backdrop of humanity and hide from the Fae.

You can choose to be Courtless, if you prefer, and swear allegiance to no Court. This might make your life easier in some respects, but the lack of a support network larger than your motley of friends can be difficult. Likewise, you can leave your Court and swear allegiance to a new one as the story progresses, but this is not done lightly, and those who do it frequently are often mistrusted.

## WYRD

Your character's connection to the strange energies of Faerie is measured by her Wyrd Trait. Wyrd represents the raw power of her fae nature, her affinity for the use of Glamour and how strongly her seeming "bleeds through" into reality. A changeling with a high Wyrd is a true creature of Faerie, perhaps closer to the True Fae than she'd like to admit. Her seeming is beautiful and terrible, plainly inhuman and madness-inducing. By contrast, a low-Wyrd changeling might look scarcely different from an ordinary human when she reveals her seeming.

All changelings begin with one free dot of Wyrd. This rating may be increased by spending Merit points, at a cost of three points per dot of Wyrd. Thus, you can raise your character's Wyrd rating to 2 for three Merit points, or to 3 for six Merit points. Wyrd is fully described on pp. 83–88.

## CONTRACTS

The fae have always been known as great bargainers and deal-makers, whether it's a promise of riches in exchange for a firstborn child or a happy marriage as long as the bride never, ever lights a candle after dark. Contracts allow the Lost to call upon the bargains their erstwhile masters made with the world itself to achieve miraculous effects ranging from creating useful items out of random detritus to crawling along walls or ceilings like a spider.

Contracts have a variety of effects grouped into common themes, such as Darkness or Stone. Most Contracts are freely accessible to all changelings, but each seeming and Court has a particular affinity for one particular category of Contracts. For example, Darklings are naturally adept at, and find it easier to learn, Contracts of Darkness.

Each category of Contracts contains five "clauses," or individual powers, rated from one to five dots. Your character begins with five dots of Contracts, at least two of which must be spent on either seeming or Court Contracts. Each dot of a

Contract (also called a clause, as it effectively represents a particular clause in the pact between the fae and the primordial entity in question) must be purchased in order. For example, you may spend three of your Contract dots in the Artifice Contract list, which would give you the one-dot clause Brief Glamour of Repair, the two-dot Touch of the Workman's Wrath and the three-dot Blessing of Perfection. Similar to Attributes and Skills, the fifth dot of a Contract costs double (effectively making it impossible to begin play with a five-dot clause).

You may spend dots on Goblin Contracts during character creation, but only on one-dot Contracts. Goblin Contracts are purchased individually instead of as clauses in a larger Contract list, and therefore must be bought separately. Goblin Contracts more powerful than two dots are not available at character creation.

## STEP SIX: SELECT MERITS

Your character has seven dots of Merits, which you may distribute as you see fit. Merits should fit into your character concept; an effete socialite is unlikely to have the Fighting Style: Boxing Merit (although explaining such an apparent incongruity may lead to an interesting character hook). As always, your Storyteller is the final arbiter, and is free to disallow certain Merits or even provide a free dot, perhaps to represent some contact or item crucial to the chronicle. If your character is in a Court, you automatically gain one free dot in the appropriate Mantle Merit, such as Mantle (Autumn).

For a list of new Merits specifically for changelings, see p. 77. Remember also that you may spend three of your Merit dots to increase your character's Wyrd by one, or six dots to increase it by two.

## STEP SEVEN: DETERMINE ADVANTAGES

Advantages are described from a mechanical point of view in the **World of Darkness Rulebook**, pp. 90–105. Some of these Traits have slightly different meanings when applied to changelings, and others are irrevocably altered by the character's time beyond the Thorns.

## WILLPOWER

In the mad world of the fae, the ability to maintain self-control and focus is vital. The strength of a changeling's will can allow her to root herself and her perception of the world in reality, espying the supernatural for what it truly is. By imbuing her promises with Willpower, a changeling can form pledges, oaths that bind her to another through the power of Wyrd. Changelings otherwise employ Willpower in the same manner as mortals.

A changeling may spend a Willpower point in the same turn she spends Glamour. For more information on spending Glamour, see p. 88.



## CLARITY

Changelings are no longer human. They have been infected by the peculiar madness that is Faerie, where dream-logic rules and memory runs at the edges into hallucination. When a changeling at last finds his way home, to a world of concrete and certainty, he carries with him a spark of Faerie that rebels against the rational order of this world. A changeling's life, then, is a constant, unending struggle between sanity and madness, between truth and deception. The concept of Morality as it applies to mortals is replaced by the concept of Clarity, representing the character's ability to distinguish the solidity of the mortal world from Faerie and to reconcile the two disparate halves of his nature.

As an optional rule, the Storyteller may allow players to exchange Clarity for experience points at character creation. This represents some horrible trauma in the character's past, perhaps during or just after his escape from Faerie. The character's lower Clarity represents a difficulty remembering the truth or accepting the fae half of his nature, or perhaps a longer duration spent trapped in Faerie, while the extra experience points represent something the character learned from the event. Players may sacrifice one dot of Clarity for five experience points, lowering Clarity to as low as 5 (for 10 experience points). This exchange does not bring a derangement with it; the player may choose to begin the game with such a disadvantage, but there is no mechanical recompense for doing so.

## GLAMOUR

Glamour is the magical energy that fuels a changeling's supernatural powers. Glamour allows her to employ her Contracts, acquire preternatural (albeit temporary) skills or perform a variety of astounding feats.

All changelings begin with a Glamour pool equal to half of their maximum Glamour pool as determined by Wyrd (see p. 84). If the character has purchased the Harvest Merit, she begins play with an additional point of Glamour per dot of Harvest. Thus, a character with Wyrd 3 and two dots in Harvest would begin with eight Glamour.

Unlike many other Traits, Glamour is rated only as a pool of points that you can spend. There is no dot rating for Glamour that your character always possesses.

## VIRTUES AND VICES

Changelings have the same Virtues and Vices that mortal characters do, though in many cases their representation is somewhat warped by the character's fae nature. Often, a changeling's Virtues or Vices are triggered by something that other mortals would consider illogical at best or mad at worst. For example, a Gluttonous Ogre might enjoy a good steak as much as any other individual with the same Vice, but he can't quite help the way his mouth waters when he sees children playing in the street outside his home. A Charitable changeling might feel particularly compelled to help people occupied in a certain trade. There are no mechanical effects associated

with these odd compulsions, although they do seem to be more pronounced in changelings with low Clarity.

### *A Host of Furious Fancies*

Storytellers may wish to allow players to create characters with more experience than those described in the rest of this section, representing characters longer freed from Faerie at the chronicle's start. This option is generally recommended for veteran players; those new to the game are often better suited to learning about the setting along with their characters, and creating experienced characters only once they themselves have a handle on the setting.

Fresh from the Thorns 0 experience points

Established Freebooters 35 experience points

Veteran Motley 75 experience points

Lords of the Manor 120+ experience points

## STEP EIGHT: THE SPARK OF LIFE

By this point, your character has been established pretty well in terms of dots and rules. You know what he's good at, what he's not so great at and what he hasn't a chance in Hell of accomplishing barring a miracle. But all of this is just one half of the character; much as an actor takes the character written on the page and infuses it with life, you must now decide how to bring the dots and points together to create a living, breathing character. What's he like, physically as well as emotionally? A short, overweight and unkempt character is going to convey a very different image from a tall, chiseled model type, even if they have the exact same Traits. Is his seeming very similar to his mortal guise, or are they divergent? Does he have any distinguishing marks (in either form?) Is he well-liked by his fellow escapees, or do they mock him behind his back, or even openly?

Some aspects are at least partially decided by the Traits you've already designed. Is his Dexterity high? Then he probably never trips and easily navigates crowded rooms. Is his Composure low? He likely doesn't deal with insults or threats well. High Intelligence? Maybe he annoys his comrades by pointing out obscure minutiae, or always speaks with perfect grammar.

Beyond the basics determined by Traits, consider a few quirks or unusual habits to add life to your character. Maybe he has a peculiar speech pattern or a habit of running his hand through his hair when he's nervous, or prides himself on following the latest fashions. Maybe there's some stimulus that makes him very uncomfortable because it reminds him of his time in Faerie. Little hooks such as these go a long way toward making your character seem like a real person rather than a mere collection of dots on a page.



# Changeling Character Quick Reference

For the beginning steps of character creation, see the two-page spread beginning on p. 34 of the **World of Darkness Rulebook**. The following section summarizes the qualities that come from the character's transition to a changeling.

## SEEMING

Choose a seeming, representing the general faerie archetype that your character has become, either by proximity or by the purpose of her durance.

**Beast:** The animal-blooded who hunt in the tangled forests of Faerie, swim in its waters, soar in its skies or pace in its kennels. *Affinity Contract:* Fang and Talon. *Kiths:* Broadback, Hunterheart, Runnerswift, Skitterskulk, Steepscrambler, Swimmerskin, Venom-bite, Windwing.

**Darkling:** The nocturnals, the fae that lurk in the shadows and call from lightless grottoes and hidden glens. *Affinity Contract:* Darkness. *Kiths:* Antiquarian, Gravewight, Leechfinger, Mirrorskin, Tunnelgrub.

**Elemental:** Children of the earth, air and sky of Faerie; those born of the raw elements of nature itself. *Affinity Contract:* Elements. *Kiths:* Airtouched, Earthbones, Fireheart, Manikin, Snowskin, Waterborn, Woodblood.

**Fairest:** The most beautiful of Arcadia, if not always the kindest; the elegant and adored, the graceful and manipulative. *Affinity Contract:* Vainglory. *Kiths:* Bright One, Dancer, Draconic, Flowering, Muse.

**Ogre:** The strong and often brutal goblins and giants of Faerie, broad-backed and bloody-handed. *Affinity Contract:* Stone. *Kiths:* Cyclopean, Farwalker, Gargantuan, Gristlegrinder, Stonebones, Water-Dweller.

**The Wized:** The subtle and ingenious crafters of Arcadia, the wise and cunning wondermakers. *Affinity Contract:* Artifice. *Kiths:* Artist, Brewer, Chatelaine, Chirurgeon, Oracle, Soldier, Smith, Woodwalker.

## KITH

You may, if you like, choose a kith. These optional subcategories of the seeming grant their own individual blessings, and further refine the seeming's archetype. The kiths available depend on your seeming.

## COURT

Choose a Court, one of the four great houses of changeling society. You may also choose to be Courtless, a member of none. Each Court also grants affinity with two Contract lists, both the Fleeting and Eternal lists for the appropriate season.

**Spring Court (Desire):** The changelings of the Emerald Court reject the pain and sorrow of their time in Arcadia, drawing power from desire and *joie de vivre*.

**Summer Court (Wrath):** The changelings of the Crimson Court draw power from the anger they bear toward their captors, gathering strength to fight against anyone who would enslave them again.

**Autumn Court (Fear):** The changelings of the Ashen Court find their strength in fae magic, drawing the Glamour they need for their sorcery from the fears of mortals.

**Winter Court (Sorrow):** The changelings of the Onyx Court hide under layers of deception like a seed under snow-covered ground, hardening themselves on a diet of midwinter sorrow.

**Courtless:** Those who choose to go their own path are sometimes said to belong to the Colorless Court, outsiders in a dangerous world.

## CONTRACTS

A character gains a total of five dots to distribute among Contracts, at least two of which must be spent in one or two of his seeming or Court's affinity Contracts. The classes of Contracts are:

### General

**Dream:** Entering and shaping the dreams of others.

**Hearth:** Traditional fae blessings of fortune.

**Mirror:** Altering one's appearance.

**Smoke:** Powers of stealth and passing unseen.

### Seeming

**Artifice:** The Wized's talent for supernatural craftsmanship.

**Darkness:** The Darklings' affinity for cunning nocturnal witcheries.



**Elements:** The Elementals' powers for commanding the elements to which they are bound.

**Fang and Talon:** The Beasts' ability to emulate, speak with and command animals.

**Stone:** The Ogres' blessings of might and brute force.

**Vainglory:** The Fairest's mastery of supernatural beauty and splendor.

### Court

**Fleeting Spring:** The Emerald Court's powers over desire.

**Eternal Spring:** The Spring Court's Contract of growth and rejuvenation.

**Fleeting Summer:** The Crimson Court's powers to manipulate wrath.

**Eternal Summer:** The Summer Court's Contract of heat and vigor.

**Fleeting Autumn:** The Ashen Court's powers to induce and ward against fear.

**Eternal Autumn:** The Autumn Court's blessings of harvest and curses of withering.

**Fleeting Winter:** The Onyx Court's powers to invoke and control sorrow.

**Eternal Winter:** The Winter Court's Contract of snow and ice.

### Goblin

**Goblin Contracts:** Dangerous black-market pacts that enact a steep price for every boon. Only one-dot Goblin Contracts may be purchased at character creation.

### WYRD

A character's Wyrd, the innate power of his fae nature, begins at 1, but Merit points may be spent to increase it. The rate is three Merit points per extra Wyrd dot.

### GLAMOUR

A character's starting Glamour points equal half his Glamour pool as determined by Wyrd (rounded up).

### MERITS

Players may purchase the following special Merits for their Lost characters: Court Goodwill (• to •••••), Harvest (• to •••••), Hollow (• to •••••, special), Mantle (• to •••••), New Identity (•, •• or ••••), Token (• to •••••). See p. 93–98.

### EXPERIENCE POINT COSTS

Trait	Experience point cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3
Goblin Contract	Dots x 3
Affinity Contract*	New dots x 4
Non-affinity Contract*	New dots x 6
Merit	New dots x 2
Wyrd	New dots x 8
Clarity	New dots x 3
Willpower	8 experience points**

\* Determined by the character's seeming or Court. All changelings have affinity with Contracts of Dream, Hearth, Mirror and Smoke.

\*\* Experience points can be spent on Willpower only to restore dots lost through sacrifice or performing feats that require such a sacrifice (see "The Ancient Pact," p. 187).





# THE PRELUDE

Much like Step Eight in the character creation process, the prelude is an optional way to flesh out your character and get a handle on his personality and attitude before the “official” start of the chronicle. The difference is that while in the character creation process you’re thinking about these issues in the abstract, the prelude is actually played out, typically as a one-on-one session with the Storyteller. By thrusting your character into various situations, you might find that it seems more natural for him to develop in a different direction from what you’d initially anticipated.

At the Storyteller’s discretion, you may also take the opportunity of the prelude to shuffle dots around on your sheet to better reflect how your character ends up playing out. For example, if the character ends up reacting more impulsively to events in his life than you initially anticipated, you might move a dot from Resolve into Wits. You should only make changes like this if it makes sense for the character; don’t move dots into Larceny just because you were stymied by a locked door some time during your prelude. Likewise, you can’t shuffle dots from one category to another (for example, moving a dot of Strength into Intelligence), and the adjustments must still adhere to the character creation rules. The Storyteller may allow an exception for the benefit of the story, if she sees fit.

Preludes are useful for the Storyteller, as well; presenting backstory and important information about the chronicle to come is much more evocative when done via prelude rather than a mere “info dump.” Players will be more inclined to trust an allied motley if said motley aided one or more of them in their escape from Faerie than if the Storyteller simply says “these changelings have been trusted allies for many seasons.” Likewise, the prelude can reveal information about the setting, such as where Hollows, Courts or other significant locations are found. The prelude can also give players insight into their characters’ dim and fleeting memories of imprisonment in and escape from Faerie.

## STORYTELLING THE PRELUDE

As Storyteller, you have to make several important choices regarding how you will run the prelude before you begin to think about what it will entail. Will it be a one-on-one event for each player, or will the entire group share a prelude? Will the sequence be interactive, with the players responding to the actions of Storyteller characters and situations, or will you simply narrate the prelude in the form of an “opening monologue?” If the players do have choices, will you use the Storytelling rules to adjudicate their actions, or simply decide what happens based on what best serves the story?

Both individual and group preludes can be beneficial to the chronicle. Individual preludes allow you to focus

the maximum amount of attention on each character, but require a great deal more time and effort to schedule. On the other hand, the group prelude can be treated as a de facto first session, allowing everyone, players and Storyteller alike, to get a feel for the game before the “real” action starts. Of course, depending on how many of the characters know each other from before the first session, your choice might be at least partially made for you. Feel free to mix and match; perhaps two characters knew each other before they were taken and share a prelude, while the others receive individual preludes. You can also switch up based on the nature of the scene, running pre-abduction scenes individually, then a group vignette within Faerie (as the characters’ Keepers brought them together), then back to individual scenes for the escape as each finds his own way out.

Some Storytellers prefer to treat preludes as a short, non-interactive sequence in which they relay important information about the chronicle or the character’s backstory before diving into the action. This works well for one-shot games or limited series, or for chronicles in which the Storyteller provides pre-generated characters (as is often the case with games played at conventions, for instance), but does have the obvious drawback of limiting the player’s ability to develop his character in play. Experienced groups who have developed a knack for fleshing out characters in the creation process also use this method to save time and get to the meat of the story quicker. Either method is fine, but if you do choose to narrate the prelude rather than running it, be a little more lenient about shifts in character personality over the first few sessions. Just like the cast of a TV show, it sometimes takes a while for players to get comfortable with their characters.

If you decide you do want to run the prelude as an interactive story, you also have to decide whether or not to use dice and the Storytelling game rules, or whether to extemporaneously decide whether actions succeed or fail and how. The former option of course feels more like the prelude is a part of the game, but as anyone with even a tiny bit of experience with role-playing games knows, the best-laid plans of mice and men often go awry when dice are involved. Since you don’t want your chronicle derailed even before the first session, be generous with bonuses and stingy with penalties, and try to avoid calling for rolls on actions that might significantly upset things, whether by success or failure. If the characters encounter a character who will end up being a major threat later in the chronicle, don’t use dice if one of the players decides to attack him; the potential for an extreme damage roll, however slight, is still there. On the other hand, if you decide to narrate the results of some or all of the character’s actions, make sure your rulings are fair and don’t single out any one player for more successes or failures.

A special note should be made regarding two specific instances: Combat and Clarity loss. In both cases, consider very carefully whether you want to allow the dice to de-



termine the outcomes. No one wants to invest time and thought in creating a character only to have him die before the game starts, and a player may not want to begin the game at a Clarity deficit.

## ELEMENTS OF A PRELUDE

Ultimately, any scenes that can showcase a character's attitude and personality can serve as a prelude, in whole or in part. Some scenes stand out as so pivotal in the formative life of a changeling that they deserve special discussion here. Don't feel obligated to use all or even any of these, or to run them in the order listed; you can create a sense of dreamlike unreality by running scenes out of chronological order or deliberately inverting cause and effect.

### EVERYDAY LIFE

*"It's not working, Henry."*

*Her voice is tired, drained of all the life that once attracted you to her. She's right, of course. It's over. Hey, it's nobody's fault, right? People grow apart. It happens. Sure, she'd fallen off the wagon five times in the last six months and you haven't had a steady job in almost a year, but still — nobody's fault.*

*At least, that's what you tell yourself as you look into her dull, sunken eyes. "I met this guy in rehab, Henry. He really gets me, y'know? He's been where I've been. And he... he asked me to move in with him."*

*Okay, so maybe you were wrong. It is somebody's fault.*

*What do you do?*

All changeling characters started off as ordinary people with lives and dreams and relationships. Those taken too young to have those experiences lack any connection to the mortal world that could guide them back. Since the loss of that mortal life is one of the central themes of **Changeling**, it makes sense to begin the game with a significant scene from the character's former life. This scene might be the pivotal one that leads, directly or indirectly, to his abduction, or it might be a scene from significantly before the character was spirited away by the Fae that encapsulates the character. A smart ass with a real problem with authority might have a scene from his teen years involving a conflict with his overbearing father, while a shy, mousy girl might be humiliated in front of her peers at a social event.

Scenes of everyday life can be played out much as any other game session, either one-on-one or in a group. If Traits come up during the course of the prelude, just disregard any Traits added in Step Five and any changeling-only Merits the character has. Feel free to have the player roll for significant actions in this sort of scene, or simply narrate the results as best suits the story.

### THE TAKING

*It's a cold night, and you really shouldn't be walking around in it, but after her confession that she was moving in with Rehab*

*Guy, you just couldn't stay in that house. A busted car and no money for the bus means it's the Two-Step Express for you.*

*There's a full moon tonight, huge and bright in the clear sky. A shudder runs down your back; wasn't it the last full moon that all those weird killings in the Pines happened? They never caught the guy, either; he just stopped. The papers started calling him "the Werewolf."*

*A sudden rush of fear quickens your steps, and you tell yourself it's stupid to be afraid of the dark. But the air is still and heavy, and you can practically feel something watching you from the shadows of the trees. Apart from your footsteps, the woods are as quiet as the grave. No bugs, no birds, no nocturnal rodents scurrying in the brush. As you break into a run, you hear a sound that turns your blood to ice water: the baying of a pack of hounds.*

*What do you do?*

Being claimed by the Others is a terrifying, primal experience, and should almost certainly be a featured part of any prelude. This is your chance to tell a modern fairy tale from the point of view of the hapless protagonist, so play on every tale of monsters in the dark that catches your fancy: trolls under bridges, wolves in the forest, elves bathing in moonlit pools or the ghosts of drowned children luring the unwary into swampy graves. If you can, try to have the abduction come from an unexpected source: in the example above, the Storyteller might have focused more on creating an ominous mood around the bridge before suddenly having the hounds burst from the woods.

To a certain extent, the taking scene is predicated on the player's choice of seeming, but there is plenty of room to work within that. Just as not all Ogre changelings are cut from the same mold, the True Fae who might be an Ogre's Keeper have infinite variety. If the player has a specific Keeper in mind for his character, certainly incorporate that, but still try to surprise the player. Maybe the character was sold to his primary Keeper and was taken by another.

The taking scene, as a general rule of thumb, should be played out without dice. Humans are helpless in the face of the True Fae, by and large, and if the character gets away or somehow drives off his abductor, he obviously isn't going to become a character in a **Changeling** game. Rather than letting the player roll dice just to be told he fails to get away, a more evocative mood can be created by describing the character's valiant attempts to get away, only to be snatched up and dragged off screaming into the Thorns.

### THE ESCAPE

*You have forgotten your name. You are Hound, and that is all you have ever been. Your life is as it has always been: wake, hunt, kill, sleep and wake again. You sometimes think once you were other than Hound, but that must be a dream. So much is dream, here, you cannot tell truth sometimes.*

*There are other Hounds who share the kennel with you. Each night, the Hunter locks you in the kennel after the Hunt, and each*



morning he unlocks the kennel and leashes you anew. Tonight, though, is different. You see the lock on your cage: Gleaming. Bright. Open. Is it a test? Will you be hunted if you leave? Is the Hunter waiting for you to try, or has he forgotten you?

A name comes unbidden to your mind, and with it a face. "Henry." Is that you? Is Hound Henry? Henry does not live in the kennel — and once, you did not either. You were Henry. You are the swiftest runner and the finest tracker in the kennel. You could find your way home. You could be Henry again. You remember the scent.

What do you do?

The escape from Faerie is a telling moment in a character's life. It is ironic, then, that so few can recall it in detail. This scene should reflect the terrible, glorious madness of Faerie in all its dreamlike splendor. Characters (and players) never know what is real and what isn't.

Feel free to indulge your experimental side here. Change how the rules of the game work, have others respond as though the characters were saying something completely different than what the player says. Kill off characters in gruesome ways, only to have them reappear the next scene as if nothing happened. If you're feeling really daring, you might even arbitrarily switch to a completely different mechanic for resolving actions. Maybe instead of rolling to attack a nightmarish creature of the Hedge, tell the player to draw a poker hand and gauge the success based on the result. Use this trick sparingly, and only with rules that either the players know well (such as a game you've all played frequently) or very simple mechanics; you don't want to bog down explaining new rules.

One particularly nasty trick you might try in a group prelude is to pick one scene during the escape and run it individually for each player — then subtly change the details for each player. When the group comes back together after the individual sessions, the players'll be left unsure of which version, if any, is what really happened.

## FINAL QUESTIONS

The following questions are provided to help you establish as much of your character as possible. Feel free to answer some, all or none, but remember that every piece of information you provide makes your character more real.

- **How old are you?**

*When were you born? How long were you in Faerie? Do you look older or younger than your years? Is your fetch the same age and appearance as you?*

- **What do you look like?**

*What color is your hair? How do you dress? Do you have distinguishing marks? What does your seeming look like?*

- **What was your existence in Faerie like?**

*Who was your Keeper? Was he or she capricious, or cruel or sympathetic? Were you a favorite servant, or despised? Does*

*your seeming reflect your Keeper's nature, or were you shaped to some other purpose?*

- **What are your motivations?**

*Do you want to regain your mortal life? How do you react to changeling society? Are you looking to create a new life as a changeling? Do you wish to be "cured?" Is there a rival you want to defeat? A lover you want to woo?*

### *If You Call Me Imp or Elf*

Changeling names run the gamut from odd to ordinary. Some retain their old names from before being taken, or choose new human names (especially if they have forgotten their old ones). Some retain the names their Keepers gave them as a badge of defiance, while still others adopt names reminiscent of folk ballads (in the vein of "Johnny Appleseed," "Mad Maudlin" or "Jack a' Diamonds"). Some name themselves after literary or mythological fairies, but on the whole, this is considered both in poor taste and an omen of ill luck. You never know if such a name isn't going to draw the attention of one of the Others every time it's spoken.

## EXAMPLE OF CHARACTER CREATION

Chuck is creating a character for Matt's **Changeling** game. Matt tells Chuck that the game will center around the political woes of the freehold of Miami and the ongoing guerrilla effort to unseat the Summer King. The Lost of the Spring, Autumn and Winter Courts — along with a few Summer changelings whose loyalty to the seasonal Court outweighs their loyalty to Summer — are desperately trying to establish an alliance powerful enough to restore the proper order of things. The game will focus on the themes of paranoia and mistrust that run through changeling society as the Courts struggle to forge an alliance and keep it together long enough to stage the coup. Matt says that the game is designed to thrust the troupe into the center of this intrigue, espionage and diplomacy, and requests that all characters be, if not devoted to the alliance's cause from the start, at least ambivalent enough to be swayed.

Matt hands Chuck a copy of the character sheet, and Chuck jots down a few initial ideas on scratch paper before turning them into a fully fleshed out character. Before the creation process begins, he runs down his ideas with both Matt and the rest of the troupe, to be sure they fit with the chronicle and don't clash too severely with other players' characters.



## STEP ONE: CONCEPT

The first concept that pops into Chuck's head for a political game about a revolution in the freehold is "firebrand." He decides that his character, rather than being a sneaky political manipulator or a brutish leg breaker, will be a passionate and vocal decrrier of the Summer King's endless, unlawful rule. Before being taken into the Hedge, he was a civil rights activist, crusading for any cause that caught his eye: gay marriage, gun control, nuclear disarmament. What he lacked in consistency he made up for in passion and enthusiasm. He briefly considers playing one of the Fairest, but then decides to play off of the "firebrand" image more literally, and decides to go with an Elemental of the Fireheart kith. He likes the idea of the character's fierce, burning zeal glowing inside him, illuminating him like a candle and actually warming the air around him.

Chuck bats around a few ideas for names before settling on "Jack Tallow" as the character's changeling name. It feels like a good "fairy tale" name without being so ostentatious as to seem like an affectation.

## STEP TWO: ATTRIBUTES

Now Chuck must prioritize Jack's Attributes. As a passionate firebrand, Social Attributes are the obvious choice for primary. Knowing that a strong personality and quick tongue are only so useful without real wit to back them up, he decides to make Mental Attributes secondary. This leaves Jack's Physical Attributes as tertiary. That's fine with Chuck; he sees Jack as being much like a candle flame: bright and hot, but easily snuffed out.

In keeping with playing a character in the vein of Patrick Henry, Chuck immediately puts three of his five points into Jack's Presence, making him an extremely forceful, magnetic individual with a Presence of 4. His remaining two points he places in Manipulation, raising the score to 3; Jack knows when to ease off the fire and brimstone and apply a little subtlety. This leaves him with a below-average Composure of 1. Jack is a grand orator and a savvy dealmaker, but he tends to fly off the handle at the slightest provocation.

Next, Chuck has four points to assign to Mental Attributes. He decides that Jack is quick on his mental feet, but not exceptionally bright or focused in his endeavors. Chuck assigns two points to Wits, raising the total to 3. He then puts one dot each into Intelligence and Resolve, which puts him squarely in the average in those areas.

Finally, Chuck assigns his three points to Physical Attributes. He sees Jack as nimble and athletic, but frail of constitution — he "snuffs out" easily. With that in mind,

Chuck puts two points into his Dexterity, raising it to 3, and the remaining dot in Strength, raising it to 2.

## STEP THREE: SKILLS

Next, Chuck must assign Jack's Skills. Deciding that the priorities he selected for Attributes have served him well so far, Chuck assigns 11 points to Social Skills, seven to Mental Skills and four to Physical Skills.

Knowing that Jack will live or die by his oratory abilities, Chuck assigns four points to Expression. Three more points go into Persuasion, representing Jack's ability to not only lay down the rhetoric but also reasonably bring people around to his point of view.

Thanks to Jack's extensive work with various oppressed and downtrodden groups, he has developed a genuine sympathy for his fellow man (or changeling), so two points go into Empathy. Chuck splits the last two points between Intimidation and Subterfuge. Jack doesn't like to outright lie or threaten to convince people of his position, but he's willing to bend the truth a little or drop vague hints of possible calamitous outcomes if his advice isn't heeded.

Moving on to Mental Skills, Chuck realizes that many of the causes Jack would have crusaded for are the sort of thing that get quietly buried or swept under the proverbial rug. To ferret them out, Chuck puts two points into Investigation, and two more into Academics to reflect Jack's research into his causes. Chuck puts one point into Politics; Jack is vaguely aware of the political ramifications of his actions, but generally relies more on the sledgeham-





mer of public opinion than the scalpel of realpolitik. Since escaping the Hedge, Jack has picked up a bit of occult lore, so one more point goes into Occult. Jack's last dot goes into Computer, since the Internet was a vital tool for his activism work.

Chuck has four points to distribute amongst his Physical Skills, and opts to adopt a "Jack of all trades" approach. He puts one point each into Athletics, Drive, Firearms and Larceny. Jack's fiery nature has made him light and nimble, and he's always had a soft spot for driving fast cars. Since he's protested in favor of some controversial issues in his time, Jack took a handgun course at a local shooting range and bought himself a gun shortly before he was taken. Finally, in order to get to the "real truth" behind the issues, Jack sometimes had to jimmy a lock or discreetly "borrow" confidential files.

### STEP FOUR: SKILL SPECIALTIES

Chuck now decides on Jack's Skill Specialties, the specific areas in which he excels. To further reflect Jack's magnetic speaking ability, his first Specialty is in Expression as Oratory. For his second, Chuck chooses a Specialty of Cover-ups in Investigation; Jack has a talent for digging things up that other people would prefer to keep buried. Finally, his last Specialty goes into Firearms as Pistols. Jack isn't extensively trained in marksmanship, but before he was taken he made it a point to practice at the pistol range at least once a week.

### STEP FIVE: CHANGELING TRAITS

Next, Chuck addresses the unique supernatural Traits that define Jack's changeling nature. Chuck already decided on the Elemental seeming and the Fireheart kith in Step One. He jots down the blessing and curse of the Elemental seeming, and the Flickering Acumen ability of the Firehearts. For Jack's free Specialty, Chuck chooses to add (Quick Reflexes) to Athletics, emphasizing his "quick and nimble" view of his fire-infused body.

In looking over the descriptions of the changeling Courts, Chuck decides that Jack's passion and zeal fit best with the ideals of the Spring Court. His fiery nature and willingness stand up and fight for his beliefs might also mesh well with the Summer Court, but Chuck decides to stay with the Spring Court for now and makes a note that maybe Jack has a few friends in the Summer Court.

Now Chuck chooses Jack's Contracts, the supernatural bargains that give changelings power over this world. Chuck has a total of five dots to spend on Contracts. He spends three dots on the Elements Contract, naturally choosing the fire aspect of each clause; he writes down Cloak of Fire, Armor of Fire's Fury and Control Fire. His remaining two dots go toward the Vainglory Contract, gaining the clauses of Mask of Superiority and Songs of Distant Arcadia.

Jack's Wyrd starts at one dot.

### STEP SIX: MERITS

Chuck has seven points to spend on Jack's Merits. Because Jack's a member of the Spring Court, he gets one free dot in Mantle (Spring). Chuck briefly debates spending three of them to raise Jack's Wyrd to 2, but ultimately decides against it. Instead, Chuck invests two points in Contacts, selecting as his fields "civil rights activists" and "reporters." Jack still has a few friends within the activism scene, and he's leaked enough noteworthy stories in his day that there are reporters who owe him favors. Chuck puts two points in Eidetic Memory, reflecting Jack's ability to perfectly recall statistics and figures to support his position, and two more into Status (Freehold). Jack has no particular rank or standing within his Court, but his passion and idealism are generally respected by Miami's changelings, and he can get a little bit of help from fringe members in exchange for a few good words. Finally, to make things interesting, Chuck puts his last Merit point in Court Goodwill (Summer). Although not a member himself, Jack's fiery rhetoric endears him to some in the Court of Wrath, especially the lower tiers who have their own doubts about the Summer King. Matt makes a note of this choice and reminds himself to give Jack's conflicted loyalties some focus during the game.

### STEP SEVEN: ADVANTAGES

Once all of Jack's Traits have been chosen, Chuck can calculate Jack's Advantages. Adding together Jack's Resolve of 2 and his Composure of 1, Chuck marks Jack's Willpower as 3. Jack's Clarity begins at the standard seven dots; Chuck could reduce that by up to two points to gain five bonus experience points, but decides he'd rather not make that trade. Musing over the lists of Virtues and Vices, Chuck ultimately decides on Charity as Jack's Virtue and Pride as his Vice. Jack genuinely wants to make the world a better place and help people, but he tends to fall into the trap of thinking his way of making things better is the only way.

Jack's Stamina of 1 and his Size factor of 5 add up to give him a Health of 6. His Dexterity of 3 and Composure of 1 give him an Initiative of 4. His Wits and Dexterity are both equal, and so is his Defense with a 3. Lastly, Chuck adds Jack's Strength of 2 and his Dexterity of 3 to 5 (his species factor), giving Jack a Speed of 10.

Jack begins play with five Glamour, equal to his half the size of his pool.

### STEP EIGHT: THE SPARK OF LIFE

Chuck now has a pretty good idea of who Jack is, from a fairly broad perspective. Now it's time to fill in the details. Chuck looks over the list of questions on p. 80 for inspiration to help round out Jack's history and character.

He decides that Jack lived in Miami before he was taken, and that he studied law and politics at the University of Miami where he became involved in several student-ac-



tivism groups. In keeping with Jack's low Resolve, Chuck decides that Jack was a passionate but easily distracted activist, who often moved on from one cause to the next as his interest waned. Chuck briefly considers placing Jack's mortal life in the 1960s, but after some consideration decides he prefers the story potential that comes from discovering friends and immediate family still alive and not aged beyond recognition, and so decides that Jack was taken just a few years ago. Chuck deliberately does not choose a human name, rationalizing that Jack doesn't recall it (and this way, Matt can introduce mortal relatives of Jack's without the name giving it away).

Chuck decides that it was Jack's "firebrand" attitude that attracted his Keeper, a cruel and heartless Princess of Winter. Jack's soul burned with zeal, and that warmth drew the Princess like a moth to a flame. Chuck leaves the details of Jack's imprisonment sketchy, deciding that Jack has vague memories of being used as a kind of living candle, of the agony of burning from the inside out to provide light and warmth whenever his Keeper fancied.

Jack's escape is the last major aspect of the character Chuck decides on. He envisions Jack, half-mad from the pain and from being treated as nothing more than a tool, deliberately starting a blaze while his Keeper left him unattended. In the chaos that followed, he escaped the Princess's other servitors and began his mad flight through the Hedge, burning through thickets he could not go through. He emerged, bloodied, burned and battered, in his old hometown, in Coral Gables near the University of Miami. Matt decides that the story of Jack's escape will make an excellent prelude leading up to his emergence in changeling society and meeting the other characters.

And that's it. Chuck is now ready to play, and Jack is ready to dive into the tumultuous politics and revolution of the freehold of Miami.

## NEW ADVANTAGE: WYRD

All changelings can feel the magic of Faerie pulsing through their veins. This transformative power within is called the Wyr, and represents how much the character has been changed by the effects of Glamour. Most Lost characters begin play knowing how to tap into only a small fraction of this tremendous power. As they experiment with their new powers, however, they find their magic growing in strength, their memories of their servitude returning with greater clarity and even some of their fundamental human limits pushed aside, allowing them to develop all manner of astounding capabilities both magical and mundane.

Just as anything else from Faerie, this power comes at a price. Most changelings fled Arcadia in order to retain some semblance of humanity and individuality, but increasing a character's Wyr essentially continues the transformation into the inhuman. The higher a changeling's Wyr, the more volatile and intense his emotions become. Ultimately, his passions can become so intense that even friends and allies are put off by the intensity of the character's feelings. Maintaining the illusion of humanity becomes increasingly difficult as well, as elements of a changeling's true form begin to poke through their façade, further widening the rift with ordi-





nary life. As if that were not enough, a changeling with a high Wyrd finds that they become bound by certain superstitions and folktale weaknesses.

As part of the changeling template, changelings receive one dot of Wyrd, representing the transformation they experienced in Arcadia. Additional dots may be purchased with experience points, or initial Merit dots can be spent to add extra Wyrd dots (see p. 74). Increasing a changeling's Wyrd rating typically involves such activities as becoming more involved in the magical elements of her life, experimenting with her new powers and capabilities or traveling the Hedge.

## BENEFITS OF WYRD

- Wyrd affects a changeling's ability to manifest her magical energy, representing how many points of Glamour a player can spend in a single turn. Wyrd also limits how much Glamour a changeling can contain at one time; the higher her Wyrd, the more Glamour she can store within herself. Changelings who have spent time learning to master their magical nature are capable of absorbing larger amounts of power than those that have not, not to mention able to use it more quickly and efficiently in times of duress.

- Changelings with Wyrd 6 or higher can increase their Attributes and Skills past five dots. Just as the heroes (and villains) of myths and fables, the changeling's mastery of her Wyrd has made her larger than life, allowing her to increase her Mental, Social and Physical capabilities to truly legendary degrees.

- Wyrd determines how many goblin fruits (p. 225) she can carry in the mortal world at any given time.

- A changeling's Wyrd rating also determines how many basic pledges (specifically, vows) she may have active at a given time. A changeling may only maintain a number of Glamour-infused vows at one time equal to her Wyrd

+3. If she wishes to adopt a new vow but is currently at her maximum, she must either be released from one of her existing vows, requiring the permission of the other parties involved, or she can choose to break one of them and accept the penalties for doing so. If she attempts to craft another vow while at her maximum, it simply fails, and any other changelings involved are aware that the pledge was not mystically binding.

- A changeling's Wyrd rating also affects her dreams, specifically her recollection of her time in Faerie. The stronger her Wyrd becomes, the more she begins to dream of Faerie, her Keeper, her time in servitude and the other changelings she might have seen there. Some motleys form after members realize they have been seeing each other in dreams or even that they once were friends and allies during their time in Arcadia. While all changelings dream of Faerie from time to time, those with low Wyrd ratings (1–3) tend to forget them almost immediately upon waking, remembering only confusing and isolated fragments. A character with a stronger Wyrd rating (4–6) still forgets as many dreams as she remembers, but those that she does recall are preserved relatively intact, like clear but fading photographs. Those rare changelings with powerful Wyrd ratings (7–9) dream often of their time in Faerie and remember almost everything as clearly as though they were watching it unfold from just a few steps away. Lastly, those paragons with Wyrd 10 enjoy frequent dreams of Arcadia so real and unclouded it feels as though they are actually re-living the experience, which, given the treatment that many changelings endured, can be a rather dubious pleasure indeed.

As with most things related to dreams and omens, this capability is largely the province of the Storyteller, who decides when such dreams are appropriate as well as what images and symbols they contain. However, the player is free to suggest certain elements or themes as a way of exploring his character's personal history, explaining the develop-

Wyrd	Attribute/Skill/Contract Maximum	Max Glamour/Max Glamour per Turn	Incite Bedlam	Total Frailties
1	5	10/1		
2	5	11/2		
3	5	12/3		
4	5	13/4		
5	5	14/5		
6	6	15/6	One per chronicle	One minor
7	7	20/7	One per story	Two minor
8	8	30/8	One per session	One major, two minor
9	9	50/10	One per day	One major, three minor
10	10	100/15	One per scene	Two major, three minor



ment of certain Traits or even forging relationships between characters. A character might start to recall Faerie battles in which he wielded a blade and begin to improve his Melee rating, while two characters currently at odds might find a complication arising in their rivalry if they begin to remember a desperate alliance during their escape from Arcadia. The Storyteller is the final arbiter of such requests.

From a mechanical perspective, the changeling also adds her Wyrd rating to any rolls related to remembering or interpreting dreams. Just as any other character, the changeling still must decipher the unusual combination of symbolism, imagery and emotions that constitutes the “language” of dreams, but as her Wyrd rises, her fluency in this subtle tongue increases, making it easier to understand what the unconscious mind is trying to say.

- A character’s Wyrd is used to resist the effects of many mystical powers, whether the tricks and Contracts of other changelings or the strange talents of the other supernatural denizens of the World of Darkness. The more dots she has, the more dice her player gets to make contested rolls against these powers. See p. 169 for more details.

- Wyrd also allows a changeling to resist the ravages of time. The higher her Wyrd grows, the longer her lifespan grows. For more details, see pp. 174–175.

### Incite Bedlam

Although raising a changeling’s Wyrd threatens to distance him somewhat from the ordinary humans around him, his attunement to the primal power within him also allows him to tap into raw emotional energies that even other changelings cannot normally access. By calling up his own extreme emotions, the changeling can channel that energy into a desired emotional response and send it surging through those around him, overwhelming nearby targets with highly concentrated passions and urges. Subjects who fail to resist become consumed by the passion the changeling has released and abandon other activities in favor of following the whims of their incited emotions.

**Cost:** 1 Willpower + 1 Glamour

**Dice Pool:** Manipulation + Wyrd vs. subject’s Composure + Wyrd

**Action:** Contested; resistance is reflexive. Affects a maximum number of targets equal to the changeling’s dice pool before any modifiers.

### Roll Results

**Dramatic Failure:** The target does not feel what the changeling desires, and immediately gains a strong sense of antipathy toward the changeling. The target is immune to further uses of this power by that changeling for the rest of the story.

**Failure:** The target is unmoved.

**Success:** The target gets caught up in the emotion radiating from the changeling and is inclined to act on what-

ever behavior it inspires in her at the time (running from the most obvious source of danger while afraid, lashing out after becoming enraged, seeking pleasure while in the grip of the desire, etc.) The target remains in the grip of this emotion for the rest of the scene, and while not completely irrational, should a question arise, the target will always choose to act on instinct and emotional response rather than the dictates of logic and practicality. The target is not blind to danger and will not commit plainly suicidal acts, but depending on the situation and the emotion unleashed, his judgment may become somewhat impaired as to the risks of actions that are not as obviously self-destructive. The target does not recognize anything unusual about this emotional outburst or the behavior it causes while it is happening, though once the scene ends, he may question his sudden change of heart, and supernatural creatures might very well suspect an unnatural cause.

**Exceptional Success:** As a success, with the added benefit that subjects find a way to rationalize their behavior as stemming from their own desires, and will not think to investigate the matter further unless given a compelling outside reason to do so. Depending on the outcome of the situation, subjects may also find themselves revisiting it frequently in dreams or nightmares for some time afterward.

### Suggested Modifiers

Modifier	Situation
+3	The changeling is unleashing his Court’s chosen emotion.
+3	The target has a major derangement (only counts once).
+1	The emotion is from the Court most closely related to the character’s own (Spring/Summer, Autumn/Winter).
+1	The target has a minor derangement (only counts once).
+1	The target is already feeling emotions similar to those being unleashed.
+1	Each additional point of Glamour spent, up to a maximum of five.
+0	The changeling is Courtless.
-1	The target is relatively calm and relaxed.
-1	The emotion is from the Court of minor opposition (Summer/Autumn, Spring/Winter).
-3	The target is feeling emotions strongly in opposition to those unleashed.
-3	The changeling is unleashing the emotion of the Court of major opposition (Summer/Winter, Spring/Autumn).

Note that this is a wild, unrestrained release of emotional energy, with none of the safeguards or fine control of a proper Contract. Only the four major emotions represented by the Courts can be unleashed in this fashion





— desire, wrath, fear and sorrow — and Incite Bedlam is utterly incapable of sending out nuanced emotional messages or any kind of actual commands. Indeed, unless the character scores an exceptional success, the changeling might very well be targeted by some of the individuals caught up in this wave of emotion, so using Incite Bedlam to enrage a group of enemies is seldom a good idea. Naturally, a character may attempt to guide the behavior of the targets through other methods, such as offering up a scapegoat for an angry mob or shouting “run for your lives!” after unleashing a wave of fear through the crowd, but the Storyteller is the final arbiter of exactly how any given individuals react.

This power automatically targets those in closest proximity to the changeling at the time it is used, including fellow motley members or other allies, and this power always attempts to affect the maximum number of targets possible given the character’s dice pool and number of individuals present — the character cannot choose to affect a smaller number of targets, selectively target individuals in the midst of a crowd or even bypass those standing closest to him in order to reach more distant targets.

## DRAWBACKS OF WYRD

- **Visibility:** As a character’s Wyrd rises, so, too, does her “attraction” to the True Fae. Those with little power are less likely to be targeted as valuable by any Gentry

who don’t already have a... vested interest in them. By contrast, once a changeling’s Wyrd reaches 6 or higher, she becomes much more interesting to any True Fae that might stray across her path. Her raw power has potentially grown to rival that of some of the lesser beings of Arcadia, for one thing, and even those who still dwarf her mystical might still recognize that she has begun to show definite promise. A changeling who developed her Wyrd in hopes of being able to defend herself against her old captors might find them full of pride in her “accomplishments,” since she has perhaps completed the work they began with her when they took her.

As with most things related to the Others, the Storyteller has control over how this mechanic manifests during play. It shouldn’t be used to generate aimless and random True Fae encounters, but rather to place characters with high Wyrd ratings squarely in the sights of one or more Arcadian lords, who then begin weaving their schemes accordingly. While many changelings find themselves involved in some plot related to these arcane entities at one time or another, characters with Wyrd 6 or higher will be treated with special consideration, assigned roles of central importance to the twisted intrigues designed by the True Fae.

- **Addiction:** Changelings whose Wyrd rises to 6 or higher become physically addicted to and psychologically fixated on obtaining Glamour, requiring increasingly regular infusions of fresh Glamour in order to sate their



bodies' increasingly alien cravings. A character with Wyrd 6+ can go (11 – Wyrd) days before needing a new “fix” of fresh Glamour. If the changeling does not harvest a number of Glamour points equal to half her Wyrd before that interval is up, she suffers one level of lethal damage each day afterward as her body literally consumes itself in an effort to satisfy its hunger. This damage cannot be healed or prevented by any means until the character once again tastes Glamour.

### Frailties

As a changeling becomes more infused with the power of Glamour, some of its stranger rules and limitations begin to apply to her as well. These quirks of her fae nature are called frailties. Frailties come in two forms, *taboos* and *banes*. A *taboo* is a behavioral restriction that either compels or prohibits a changeling to commit certain acts in specific situations. A *bane* is something that causes a changeling injury, usually an item but occasionally a type of person or situation. Damage caused by banes, both major and minor, automatically bypasses all forms of armor or magical protection and cannot be healed by any means until the character is removed from the presence of the bane.

A character may attempt to take action against the source of the frailty rather than avoid it or flee its presence, but to act so directly against something that weakens her so badly is extremely taxing on a character. She suffers a –3 dice penalty on all rolls related to working against the cause of a minor frailty and a –5 dice penalty on all rolls related to confronting the source of a major frailty.

*Minor Frailty:* This level represents a frailty that is highly inconvenient but unlikely to come up often in daily life. Taboos at this level tend to be triggered only by very specific circumstances, for example, while banes are usually uncommon items or situations that won't be casually encountered very often. Examples of minor taboos include being forced to pick up and count spilled grains of rice, or being unable to eat anything unless given verbal permission by one's host. Minor banes might be a painful aversion to the sound of church bells, exposure to wolfsbane or hearing a one's name said backwards. A character may resist the compulsion surrounding a minor taboo for one scene with the expenditure of a Willpower point, while exposure to a minor bane causes one automatic level of bashing damage per turn until the bane is removed or the changeling can escape its presence.

*Major Frailty:* This level involves taboos that are substantial impediments to important aspects of daily life, and that cannot easily be avoided in the course of a normal day. Likewise, major banes are typically much more common substances or circumstances, and will rapidly prove fatal to the unfortunate character who is exposed to them. Examples of major taboos could include being forced to walk backward at all times, inability to go outside while the moon is in the sky or being compelled to perform a fa-

vor for anyone who recites the character's true name. Major banes might include such things as being burned by religious items, feeling pain in the presence of children or that destroying an effigy of the character will cause him actual injury. Breaking a major taboo requires the expenditure of a Willpower point per *turn* the character acts against this custom, while exposure to a major bane inflicts one automatic level of lethal damage per turn until the changeling flees the bane's presence.

Needless to say, most changelings keep their frailties as secret as possible, lest their enemies find ways to use these limitations against them. Players and Storytellers should work together to design frailties that are interesting and appropriate for each character, though the Storyteller has the final say on what frailties are acceptable. Should ideas prove hard to come by, a wealth of potential frailties can be found in folktales, legends and myths, not to mention scholarly works about those same subjects. It is important to note that while these drawbacks should definitely present a challenge to overcome, they should always enhance players' enjoyment of the story, not make it feel like a chore to play their characters. With that in mind, create frailties that are intriguing, that embody the character's personal history and attitude, that make sense when one considers who the character is and what he is best known for. Handled correctly, frailties can add a fascinating layer to a character, as knowledge of a great weakness can throw a character's other qualities into sharp relief.

### Decreasing Wyrd

Although this is a rare practice, a changeling may choose to voluntarily lower her Wyrd rating. Perhaps she has become frightened by the degree of her transformation, or disturbed at the disconnection it causes between her and her mortal associates. Occasionally changelings simply walk away from their old existence, and abandoning their power is just another way they try to distance themselves from their former lives. Whatever the reason for lowering a character's Wyrd, it must always be a choice made of her own volition — a changeling may be cajoled or coerced into lowering her Wyrd, but she cannot be outright mind controlled or otherwise compelled to do so. However unfair the choice might be, it must still be a choice.

Once the decision has been made, the process of lowering her Wyrd is deceptively simple: the changeling must cut herself off from the world of Glamour almost entirely. First she must rid herself of all Glamour points in excess of the absolute *minimum* required to avoid suffering from Glamour deprivation. From that point on, she cannot use Contracts, ensorcell mortals, cross into the Hedge, dream walk, employ supernatural Merits, use tokens, use any other magical abilities or even attempt to gather more Glamour than the smallest possible amount needed to survive. In effect, she must go “cold turkey” regarding all things related to Glamour; otherwise her Wyrd will continue to sustain it-



self on even the smallest shred of energy and her efforts will be wasted. Completely passive effects such as a seeming's bonus Specialty will not automatically break this rule, since the changeling cannot control when or how these powers manifest, but should they activate while she is attempting to lower her Wyrd she must do her best to downplay and ignore them as much as possible.

Assuming the changeling can maintain an existence without Glamour and fight off the temptation to replenish her power, Wyrd decreases by one dot after a number of months have passed equal to the character's current Wyrd rating. Thus, a character with Wyrd 9 must abstain from the magical world and uses of Glamour for nine months before her Wyrd rating will be lowered to Wyrd 8. It bears repeating that lowering a changeling's Wyrd requires a *voluntary* decision even if a changeling is caught in an unfortunate situation where he is completely cut off from Glamour and the magical world for a long period of time, his Wyrd will not erode unless he chooses to decrease it during that time. (He might suffer other problems due to a lack of Glamour but not Wyrd loss.) Some rare exceptions to this rule exist, usually as the result of particularly virulent curses or a changeling breaking potent oaths, but these instances are extremely rare and entirely at the Storyteller's discretion.

## NEW ADVANTAGE: GLAMOUR

Throughout their durance in Faerie, changelings are both exposed to and warped by Glamour, the energy that makes the miracles and horrors of that alien realm possible. Gradually, they learn the nature of Glamour, which is drawn primarily from the distilled essence of human sentiment. Whether stolen in the arms of an ardent lover, culled from the fury of the battlefield, collected in the wake of a good scare or plucked from the flowers on a grave, Glamour is primal emotion that makes possible the terrible wonders of Arcadia. For all the Gentry's power at shaping and commanding Glamour, however, it is also their inability to generate this precious resource themselves that forces the True Fae to continually steal mortals to serve them. In time, changelings learn to wield this resource themselves, and while they are seldom enchanters on the same scale as their Keepers, they soon learn to tap the power of the Glamour flowing through their veins in ways beyond the ken of any mortal.

Glamour is not a physical necessity, at least not for changelings of Wyrd 5 and below, but it can be very addictive. For those Lost unfortunate enough to have addictive personalities, harvesting Glamour can be the ultimate rush. Even the most intense physical experiences pale in comparison to the sensation of absorbing such primal emotional power. Some changelings resist these urges with the same force of will that brought them through the Hedge, taking Glamour only sparingly and steeling themselves against its

allure. Others give themselves over to the addiction, indulging the rush constantly with little regard to what it leads them to do to get it. Yet others tread the ground between these extremes, unable to deny the matchless intensity of harvesting Glamour but unwilling to let that sensation control them. It is a tenuous balance, like so many others in the lives of the Lost.

A character begins play with a number of Glamour points equal to half his Glamour pool as determined by Wyrd (rounded up).

## SPENDING GLAMOUR

A number of common uses for Glamour include the following:

- **Powering Contracts:** Most clauses require at least one Glamour point to activate, and powerful clauses may require more. Unless otherwise specified in the description, a changeling may still cast clauses that require multiple Glamour points, even if the changeling cannot spend the entire amount in one turn—the changeling simply must spend his action casting each turn until the required points are spent, and risk having it interrupted by intervening factors in the meantime.

- **Seeming/Kith Blessings:** Each seeming has a special blessing that allows a changeling to spend Glamour to receive a benefit related to her seeming's natural strengths; these are described individually for each seeming. In addition, certain kiths have their own individual advantages in addition to the general seeming blessing, which occasionally requires Glamour as well. Unless otherwise noted, both blessings may be activated simultaneously, provided the changeling can pay the required Glamour.

- **Activating Tokens:** Glamour can be used to “jump-start” the strange enchanted objects of the fae. A changeling may spend a point of Glamour to forego the usual Wyrd roll to activate a token (see p. 201).

- **Incite Bedlam:** Changelings with a high Wyrd rating gain the special ability to release highly concentrated waves of emotional energy, sweeping up nearby individuals in a frenzy of uninhibited fervor (see p. 85). Unleashing this cascade of emotional energy requires the expenditure of a Glamour point.

- **Strengthening the Mask:** A changeling may spend a point of Glamour to strengthen the illusion of the Mask for a scene, preventing other fae from seeing his fae mien. His shadow still betrays him, however. For more information, see p. 172.

- **Dropping the Mask:** By spending his entire pool of Glamour at once, a changeling may temporarily dispel the Mask for a scene, allowing anyone to perceive his true mien. This ability is an exception to the usual limitation of only being able to spend a number of Glamour points in a turn determined by Wyrd. For more information, see p. 172.



## HARVESTING GLAMOUR

There are several different methods changelings employ to replenish lost Glamour points, a process commonly known as “harvesting.” The specifics of these processes are outlined below. It should be noted that except where specifically detailed otherwise, changelings cannot harvest Glamour directly from their own kind, or from True Fae or any other native denizens of Faerie or the Hedge. The inability of changelings to harvest the emotions of their own kind is just one more indicator of their lost humanity. This immunity also extends to those who have been driven into Bedlam (p. 85) by a changeling, due to the fae source of the emotions’ strength.

Changelings may also attempt to harvest emotions and dream energies from other supernatural beings. However, doing so presents some unique risks and variables, depending on the type of being in question. Mages, psychics and hedge wizards are treated normally, though changelings who attempt to enter their dreams occasionally find such beings more lucid than their average victim. Werewolves and their ilk are treated normally unless the changeling is attempting to harvest anger in any form — any such attempts receive *double* the amount of Glamour for the number of successes rolled, but the changeling must also roll their Willpower or suffer a fit of violent hysteria for the rest of the scene. Ghosts and vampires provide minimal Glamour — no matter how many successes are rolled, a changeling trying to harvest Glamour from the emotions of these undead beings receives only a single Glamour point, and a rather hollow-feeling one at that. Prometheans provide Glamour in the ordinary fashion, although their emotions often feel curiously secondhand. Ultimately, the Storyteller is the final arbiter of what results from attempting to harvest Glamour from a particular supernatural being.

- **Emotions:** The most common way to harvest Glamour is to feed on human emotions. To do this, a changeling simply must find a human who is experiencing strong emotions and attempt to leech some of that energy. Both “positive” and “negative” emotions can potentially provide Glamour; the strength of the emotion is what truly matters, not the type. Exactly what kind of roll is required to gain Glamour in this fashion depends on the action or situation taken to obtain. For example, an Ogre who wishes to get a quick rush of fear might pick up a hapless victim and slam him against a wall, requiring a Strength + Intimidation roll, a Spring Court club kid might use Manipulation + Socialize to entice a naïve young thing to join him for a bit of lustful fun in a darkened corner and a retiring Darkling might use Composure + Empathy to soak up the sorrow of a funeral home while maintaining the pretense of a grieving relative. The Storyteller is the final arbiter of what traits are required for a particular harvesting roll. One Glamour point is obtained per success on a harvesting roll.

A harvesting roll may be modified by several factors. As a rule, momentary flashes of emotion and buried old feelings are not nearly as “nourishing” as fresher or more in-depth emotions. The Storyteller may choose to penalize harvesting rolls that involve generating mere flashes of emotion, such as jumping out of the dark to startle someone, kicking someone in the shin to generate anger or mentioning a relative who died years ago. Likewise, rolls involving truly extreme or in-depth emotions, such as new love, fresh grief over a recently deceased loved one or full-out rage over a deadly insult may receive bonus dice to reflect the relative ease of harvesting such potent feelings. Multiple changelings may attempt to feed off the same source simultaneously, but each additional changeling subtracts one die from the harvesting roll; this does not represent a scarcity of available material so much as their efforts beginning to impede each other.

A changeling who is attempting to coax out the emotion of his Court receives an additional Glamour point in the event of a successful roll (not to exceed his Glamour maximum). Thus, a Winter Court Darkling seeking to feast on the sorrow of mourners at a funeral home would receive a bonus Glamour point if his roll succeeds, since sorrow is his Court’s emotion. Lastly, feeding off the emotions of disturbed mortals or frenzied supernatural beings is a risky process while such lunatics often generate a great deal of emotional energy, it can also infect an unwary changeling with some of their madness. Any time a changeling harvests Glamour from a target currently suffering from an active derangement, the changeling must roll Resolve + Composure. Failure means that one of changeling’s own derangements becomes active for the scene; if the changeling does not possess a derangement, then he suffers the target’s active derangement instead.

Harvesting Glamour in this fashion doesn’t actually drain energy; the mortal does not suddenly feel less emotional as the changeling harvests the mortal’s feelings. Many changelings take comfort in this fact, interpreting the lack of visible harm as less of a violation. However, whispers tell of mortals who are subjected to regular harvesting over a long period of time eventually losing some indescribable, yet vital spark. While these ravaged souls remain the stuff of rumors, it is enough of a fear that many changelings avoid tapping the same resource too often, especially in the case of friends or loved ones. Just in case.

- **Dreams:** Another method of restoring lost Glamour points is to step into a mortal’s dreams and attempt to absorb some of the emotional energy contained therein. Freed from the limiting wishes of the conscious mind, dreams tap directly into the strongest fears and desires of the soul, and thus provide an impressive font of emotional energy for changelings willing to brave the strange scenery, surreal logic and lurking horrors of the dreamscape. This method obviously requires a bit more preparation than some other





types of harvesting, since the changeling must use the necessary pledges or Contracts to gain access to a mortal's dreams, but it allows the changeling to control access to the source a bit more than hunting for emotions does, and leaves even fewer traces of the changeling's presence behind.

Harvesting Glamour from a mortal's dream typically involves a roll of Composure + Wits + Wyrd, making it potentially one of the most lucrative sources of Glamour as a changeling increases in power. Each success generates one point of Glamour. At the Storyteller's discretion, this roll may be altered to represent changing circumstances in the dreamscape or the demands of harvesting the Glamour of a particular dream. For example, a dream that centers around understanding the pain the dreamer felt as a small child might require Composure + Empathy + Wyrd instead, while feeding on the fear generated by escaping from a nightmare beast could change the roll to straight Dexterity + Athletics + Wyrd as the changeling struggles to outdistance the monster. Regardless of the situation, a changeling's Wyrd rating is added to harvesting rolls involving dreams, as their Wyrd aids the changeling in interpreting dreams and communing with this primal source of emotional energy.

The roll to harvest Glamour from a dream is most commonly modified by urgency. Unlike emotions, which can provide energy almost instantly, a changeling must typically spend a bit of time immersed in the energy of the dream in order to obtain Glamour. Drinking from the font of dreams allows a changeling to drink more deeply than most sources, but it does tend to be more time-consuming. Attempting to rush the process and gain Glamour before the dream has run its course typically involves the changeling taking a more active role to move along the action of the dream. Penalties are assessed depending on exactly how much the changeling wants to try to speed up the process.

- **Pledges:** Fulfilling obligations sworn with the weight of the Wyrd is another way that changelings commonly obtain Glamour; the exact amount of Glamour gained and the circumstances required to generate it depend on the specifics of the pledge in question. For more on the creation of pledges that bestow Glamour as a boon, see "Pledges," p. 181.

- **Hedge Bounty:** Not all Glamour is gained in congress with mortals or upholding vows sworn in the eyes of the Wyrd. Changelings may attempt to harvest Glamour from certain items found in the Hedge. Most of these items take the form of goblin fruits, although the meat of certain Hedge creatures is also said to impart Glamour to those who dare to consume it. In rare cases, changelings may even be able to harvest Glamour by "consuming" inedible objects or even more bizarre feats of harvesting. A forest made of shining crystal



might provide Glamour in the form of glass “fruit” that releases energy when shattered, for example, while humming a particular musical tune might impart Glamour within the confines of a strange realm. For more on goblin fruits and their effects, see pp. 222–225.

## MODIFIED ADVANTAGE: CLARITY (MORALITY)

Changelings are no longer human, but neither are they fully fae. Upon returning to Earth, most changelings find themselves walking a fine line between two worlds. They cannot deny what they have become, but at the same time, it is their strong connection to this world that allowed them to return, and they feel a need to identify with and be accepted by the world around them.

Clarity tracks this delicate balance between the mundane world and the maddening realms of Glamour. A changeling with high Clarity is able to easily distinguish between the two worlds and might even become slightly more adept at spotting supernatural phenomena otherwise hidden from view. By contrast, a changeling with low Clarity finds her perceptions spiraling out of control. She starts having trouble distinguishing her dreams from reality, and starts mixing up elements from the two worlds. She might begin perceiving strange creatures from the Hedge in the ordinary world or incongruously normal fragments of mundane life amid the riot of Faerie. At first these mistaken perceptions are transitory and relatively harmless, but as Clarity slips, they interfere in her life more and more until it is all but impossible to exist sanely in either reality and she is reduced to a mere shell of a being.

### Breaking Points

Whenever a changeling acts in a way that threatens her Clarity, the psychic turmoil is called a potential breaking point: her actions have threatened to destabilize the delicate balance of her dual existence. A loss of Clarity usually ensues from actions that disrupt a changeling’s ability to think of herself in terms of her human identity as well as her new fae existence.

A changeling who commits an act that triggers a breaking point must make a degeneration roll to see if she loses a dot of Clarity. If an act would seem to be described at two different points on the chart, always use the lower of the two ratings to determine the act’s severity. For example, a character decides on an impulse to kidnap a mortal child she sees wandering the woods, an act that would seem to fall under both the “impulsive serious crimes” listed at Clarity 4 and “kidnapping” at Clarity 3. Since Clarity 3 is the lower of the two ratings, it is the rating used to resolve the situation.

Starting characters begin with a rating of Clarity 7, to represent the strength of mind and memory that brought them through the Hedge and back into the realm of their

birth. However, the world is never exactly what they remembered, and the shock of that realization opens the Lost up to quicker Clarity loss than before. Thus, characters can lose Clarity much more quickly in play than they did during the prelude, with their return being the catalyst. That isn’t to say that all changelings retain a high degree of Clarity during their initial stay in Faerie, of course. It’s just that those who don’t never make it back at all. One theory holds that a changeling is reunited with his severed soul during his escape. The loss of the soul while in Faerie allowed the changeling to endure, but now that the soul is housed once more in the changeling’s body, he is much more vulnerable. This suggestion is controversial among the Lost; it can’t be proved, but neither can it be disproved.

Note that Clarity is not quite a system of morals. Acts that trigger a breaking point may be morally reprehensible or not. The true measure is whether or not these acts might awaken psychic traumas that distort the changeling’s perspective, or push the changeling too far down the path of ignoring one of her two distinct selves. Impassioned or impulsive crimes often awaken troubling flashes of the mercurial Others and their ways, for instance. Kidnapping is a particularly dangerous activity for the Lost, as it awakens many a feeling that they would rather keep buried.

A failed degeneration roll may also mean that the changeling’s player must make a Clarity roll to resist acquiring a derangement, if the changeling’s Clarity is lower than 8. See the **World of Darkness Rulebook**, pp. 96–100, for information on derangements. The new derangement is linked to the lost dot of Clarity; the derangement persists until the character recovers the lost dot, regaining her perspective and sufficient Clarity to recover from such a devastating breaking point.

Note that a changeling is not immune to breaking points resulting from her being driven to satisfy the needs of her Vice. While changelings are passionate beings, they must still be careful to avoid the temptation to behave in ways that will upset their perspectives, or else the momentary rush gained from indulging their Vices will wind up costing them bitterly.

### Clarity Breaking Point

- |    |  |
|----|--|
| 10 | Entering the Hedge. Dreamwalking. Using magic to accomplish a task when it could be achieved just as well without. Minor unexpected life changes. (Roll five dice) |
| 9  | Using tokens or other mystical items. Going a day without human contact. Minor selfish acts. (Roll five dice)  |
| 8  | Breaking mundane promises or commitments, especially to attend to faerie matters. Changing Courts. Injury to another (accidental or otherwise). (Roll four dice)   |
| 7  | Taking psychotropic drugs. Serious unexpected life changes. Petty theft. (Roll four dice)  |



- 
- 6 Revealing your true form to unensorcelled mortals. Going a week without human contact. Obvious displays of magic in front of witnesses. Grand theft (burglary). (Roll three dice)
- 5 Killing another changeling. Killing a fetch. (Roll three dice)
- 4 Breaking formal oaths or pledges. Extreme unexpected life changes (pregnancy, losing one's home, etc.). Impassioned or impulsive serious crimes (manslaughter). (Roll three dice)
- 3 Actively harming a mortal by ravaging their dreams. Going a month without human contact. Kidnapping. Developing a derangement.\* (Roll two dice)
- 2 Killing a human. Casual/callous crime against other supernaturals (serial murder). (Roll two dice)
- 1 Spending time in Arcadia. Prolonged or intimate contact with the True Fae. Mortal identity is suddenly and unexpectedly destroyed, totally abandoned or otherwise fundamentally changed. Heinous acts of torture, depravity or perversion. (Roll two dice)

\* Does not include derangements brought on by failed degeneration rolls.

## BENEFITS OF CLARITY

### Keen Senses

A changeling whose Clarity is 8 or higher receives a +2 dice bonus on all rolls related to sensory perception. Changelings with a high Clarity rating are used to paying close attention to their surroundings, and they are highly

attentive to even small changes in the world around them. This bonus applies in all realms, even Arcadia.

### Kenning

Changelings with a strong Clarity rating are so adept at sorting the mystical from the mundane that their ability to spot the telltale signs of supernatural phenomena becomes incredibly sharp. This heightened awareness is most commonly referred to as "kenning." A player whose character's Clarity rating is 6 or higher may choose to spend a Willpower point and ask the Storyteller to secretly roll the player's Clarity to detect the presence of the supernatural in the area.

**Dramatic Failure:** A potentially disastrous reading of the situation, as determined by the Storyteller. The character might fail to notice the presence of dangerous supernatural entities, or misidentify a harmless bystander as a powerful mystical being. Alternately, the character might simply suffer from some form of sensory overload that imposes a small penalty and renders this ability useless for the rest of the scene.

**Failure:** The character is unable to get a clear impression one way or another.

**Success:** Each success reveals the presence of one nearby supernatural being, item or magical effect, assuming there are any present to detect. This will not allow the changeling to detect anything that is being actively concealed with some form of magic — Contracts are required for something like that — but it will allow him to spot supernatural individuals even if they are not engaged in any unusual activity at the time.

### Exceptional Success:

As a success, with the added possibility that the changeling gets a hint regarding the true nature of the things detected, and might even become sensitive to the presence of mystically concealed targets. This should not be enough to



automatically locate hidden items or individuals, but sufficient to justify the changeling using other powers to detect them or otherwise react to their presence.

It should be noted that unless the changeling scores an exceptional success, she may recognize that a particular person is a supernatural being but will not automatically be able to tell exactly what type of creature the person, which means any potential contact is best handled very carefully and discreetly.

## DRAWBACKS OF CLARITY

- As Clarity falls, a changeling begins to have more and more trouble distinguishing between levels of reality, and may even fall prey to hallucinations. The character suffers a cumulative -1 die penalty to Perception rolls for every two points below Clarity 7: thus, -1 at Clarity 5-6, -2 at Clarity 3-4 and -3 at Clarity 1-2.

- Should a changeling ever descend to Clarity 0, he becomes a hopelessly deluded lunatic and is removed from the player's control. Most of these unfortunate souls are driven catatonic by their visions, though a dangerous minority become twisted and sadistic agents of their own insanity, working feverishly to carry out all manner of perverse designs. A rare few simply disappear one night, never to be seen again... at least not in the same form.

### Regaining Lost Clarity

A character who has suffered a loss of Clarity must work hard to regain her former perspective. A changeling's identity is more fragile than any outward displays of bravado or nonchalance might indicate, and the sensation of losing her grip on the difference between the two worlds she lives in is a terrifying one indeed. Combined with the devastating revelation that she might not know herself as well as she believed, rebuilding her Clarity becomes a long and patient process of seeking out stable reference points to ground her view of reality, as well as acting in ways that rebuild her identity and reinforce her own self-image. Thus, unlike mortals, who may sometimes be awarded Morality dots for penitence or good works, changelings must always spend experience points to raise their Clarity.

## MERITS

Some of the Merits presented in the **World of Darkness Rulebook** are still appropriate for changelings, while others are not really suitable or require additional explanation and consideration before purchasing. In addition, a selection of new Merits are available to the Lost.

*Recommended:* Mental Merits might represent one of the skills that made a changeling attractive to the True Fae in the first place; many pay little mind to mundane concerns and value those who can keep track of them. Danger Sense is extremely handy for changelings on the run. Most of the Physical Merits are good ways to express the effects of a character's physical transformation, though the need for some of

them might be replaced by seeming abilities or Contracts. In the Social Merits, Inspiring and Striking Looks are perennial favorites, especially for the Fairest, and Contacts and Allies are good way to represent ties to the human community. A Retainer may be ensorcelled, of course.

*Disallowed:* Unseen Sense. Social Merits are not prohibited, but the problems of abduction and escape may require some additional detail to explain how the changeling managed to keep in touch with old connections or forge new ones after arriving back on Earth. In particular, Merits such as Status and Fame are harder to explain because they represent a level of prominence and accessibility that few changelings find desirable. Merits that represent friendly Storyteller characters (such as Ally or Mentor) cannot be taken to represent True Fae associates, for obvious reasons.

## COURT GOODWILL (• TO •••••)

**Effect:** This Merit reflects how well liked and respected you are in a Court other than your own. While members of a given Court will always be true to their own members and agendas above all, they are more likely to give you the benefit of the doubt in a dispute, or come to your assistance if it does not undermine their own position. Unlike Mantle, which represents a supernatural quality as well as a political one, Court Goodwill is entirely a social construct, and depends entirely on the opinions of the members of that Court. Mistreat them, and Court Goodwill can disappear in a flash; cultivate their friendship, and they might rally to your defense when no one else will.

Court Goodwill adds to dice pools for social interaction with members of the Court in question (though not supernatural powers based on Social rolls). Each two dots (rounding up) add a +1 die bonus to relevant rolls with members of that particular Court, so a changeling with Court Goodwill (Autumn) •• adds a +1 die bonus to Social rolls with a member of the Autumn Court. The Merit also allows one to learn some of that Court's Contracts, though the highest levels are generally reserved for members alone. As with Mantle, loss of Court Goodwill does not prevent the changeling from using any Contracts that she no longer meet the prerequisites for, though she suffers the usual penalties (see p. 124). This Merit may be purchased multiple times, representing a character's relationship with a different Court each time. A player cannot purchase Court Goodwill (Courtless); the Empty Hearts are not a social entity in their own right. Lastly, a character cannot purchase Court Goodwill with his own Court that is the province of the Mantle Merit.

Because Court Goodwill is a purely social construction, a changeling may choose to ignore an attempt by another character to apply Court Goodwill to a roll they are involved in, essentially snubbing him despite his reputation in their Court. For example, if an Autumn changeling tried to apply Court Goodwill (Summer) •••• to a roll against member of the Summer Court, the target could declare that he was ignoring the character's reputation and thus deny the Autumn changeling



those two bonus dice. However, such disrespect is a serious insult. Unless the snubbing character can prove there was a valid reason to do so the outsider was throwing his weight around in a supremely petty fashion, for example, or trying to use his leverage to get the character to act against the best interests of the Court more often than not, the momentary satisfaction of the slight costs the character dearly within his own Court. It might even result in a reduction of his Mantle rating as his reputation as a member of that Court slips, not to mention earn him the ire of the Court whose member he snubbed.

### *Different Seasons*

When a changeling shifts from one Court to another, this transition is reflected in the appropriate Merits as well. First, the character's Mantle rating in his old Court is halved, rounded down and becomes Court Goodwill to his old Court instead. By the same token, any Court Goodwill the changeling had with his new Court is halved, rounded down and becomes his new Mantle rating.

Take the example of Jenny Iron, an Ogre of the Autumn Court who defects to the Summer Court. She previously had Mantle (Autumn) •• and Court Goodwill (Summer) ••••; she's been fighting for Summer causes more than the Autumn of late. Now that she's a soldier of the Iron Spear, Jenny's previous Mantle (Autumn) becomes Court Goodwill (Autumn) •, while her Court Goodwill (Summer) becomes Mantle (Summer) ••.

It might seem a touch curious that changelings can retain any ties with their old Courts, but in truth most changelings are accustomed to such intrigues. Of course, if the shift is revealed to be true treachery of a more sinister sort, their Court Goodwill with their old friends will likely vanish in a hurry.

### **HARVEST (• TO •••••)**

**Effect:** Glamour is a precious commodity, and one of the first things many changelings do upon coming to terms with their new existence is try to find some way to secure a steady supply. This Merit represents a relatively stable and consistent source of Glamour that the changeling is considered to have ready access to, allowing her to more easily refresh her supply of Glamour in times of need. This does not guarantee that the changeling will always be able to find the exact amount she needs — in all its forms, Glamour is an unpredictable energy at best — but it does give her a bit more security than a changeling who never knows where his next bit of Glamour will come from. Each dot of Harvest adds one die to certain rolls related to gathering Glamour.

A character must specify what type of Glamour-gathering activities this Merit represents when it is purchased. The different types available include but are not necessarily limited to Emotions, Pledges, Dreams and Hedge Bounty. Thus a character adept at gaining Glamour from mortals would take Harvest (Emotions), while a changeling receiving Glamour due to upholding pledges would possess Harvest (Pledges) and a savvy scrounger who knows where some of the best groves in the local Hedge can be found would have Harvest (Goblin Fruits). The bonus applies only to rolls related to that type of collection, so a changeling with Harvest (Dreams) would receive no bonus on a roll to gain Glamour from a mortal's waking emotions. The actual source of the Glamour can vary considerably, from a reserved room at the back of a local nightclub where the changeling brings her conquests (Emotions) to a secret glen in the Hedge where the goblin fruits ripen (Hedge Bounty).

This Merit may be purchased multiple times, but only once per type of Glamour gathering. Note that the changelings receiving Glamour from pledges with mortals are still limited to the maximum number of vows determined by their Wyrd rating (see p. 176).

### **HOLLOW (• TO •••••; SPECIAL)**

**Effect:** A door under the old town bridge that opens up into a quiet forest grove. A broken-down old shack that contains a fabulous mansion for those who know the right secret knock. A town high in the mountains that can only be found by the outside world but once a century. All of these are examples of the pockets of reality that changelings call Hollows — places in the Hedge that have been cleared of thorns and shaped into a stable location for inhabitation. Some Hollows are little more than a clear patch of grass in the midst of the great Thorn maze, while others are dwellings quite elaborate and fantastical. Changelings actively create many of these locations through sweat and toil, while other Hollows are simply found and adopted in an almost fully formed state.

Although Hollows are always a welcome refuge from problems of the mortal world and Hedge alike, not all Hollows are created equal. A tiny cave in the Hedge might be easily overlooked by enemies but also be cramped and contain few escape routes. A fantastic Victorian mansion might be able to house an entire motley and be packed with all manner of amenities, but without the proper wards, the mansion will also act as a beacon for all manner of freeloaders and other undesirable entities. A Hollow's strengths and weaknesses are thus tallied according to four factors — size, amenities, doors and wards. Players who choose this Merit must also choose how to allocate these four factors when spending points. Thus, a player who spends four dots on this Merit might choose to allocate two to Hollow Size, one to Hollow Amenities and one to Hollow Wards.

Hollow Size is perhaps the simplest defining characteristic, governing the amount of raw space the Hollow encompasses. A Hollow with no dots in Hollow Size is barely



large enough for a pair of changelings to fit comfortably, and has little if any storage space.

- A small apartment, cave or clearing; one to two rooms.
- A large apartment or small family home; three to four rooms.
- A warehouse, church or large home; five to eight rooms, or large enclosure
- An abandoned mansion, small fortress or network of subway tunnels; equivalent to nine to 15 rooms or chambers
- A sprawling estate, fantastic treetop village or interconnected tunnel network; countless rooms or chambers

Having a lot of space doesn't always do much good if there isn't anything occupying it, which is where Hollow Amenities comes in. Reflecting the relative luxuriousness of the Hollow as well as how well-stocked it is with supplies and other material comforts, this rating gives an idea of how elaborate the Hollow is as well as what a character can reasonably expect to find within it at a given time. (A character who wants a humble cabin doesn't need to allocate much here, but a character who wants an elaborate treetop village stocked with delights should be ready to invest quite a bit.) A Hollow without any dots in Amenities contains few if any buildings or possessions — it might be big but it's mostly empty space. At the other end of the spectrum, a retreat with five dots in amenities is likely fully stocked with all manner of luxuries, and while most of these Amenities are made of ephemeral dreamstuff and thus cannot travel across the Hedge or even that far from their origin within it, they still make for a very pleasing stay. (In other words, Hollow Amenities cannot be used as a substitute for other Merits such as Resources or Harvest, and if the character wants the things found in his Hollow to travel outside of it, he must purchase the appropriate Merits to represent these riches.) While a high Hollow Amenities rating often entails a high Hollow Size rating, exceptions do occur — for example, a changeling might not invest much in Hollow Size, but then make that small cabin a veritable wonderland full of excellent food, interesting books and a magical fireplace that keeps itself at the perfect temperature all the time. Likewise, a motley might invest a lot in Hollow Size to get a giant Victorian mansion, but without much spent in Hollow Amenities, it will be sparsely furnished and likely a bit rundown.

Although Hollows cannot have access to some high-tech facilities such as phone service, Internet connections or satellite broadcasts, some of the more impressive Hollows make up for it with minor magical touches. These magical elements should not mimic anything as powerful as Contracts, but can provide basic household services and serve as excellent descriptive details and flourishes to create exactly what the player desires for the look and feel of their Hollow. A game board with living chess or gwybdu pieces that can play against a living opponent is a perfectly acceptable entertainment amenity, for example, as might be a battered arcade cabinet that changes every new moon to a different video game never seen in the mortal world.

- A couple of homey touches, but otherwise quite plain
- A comfortable Hollow with a few notable features and decent fare
- An elaborate Hollow with quite a few clever details and an excellent supply of refreshments and diversions
- An impressive Hollow containing abundant mundane delights and even one or two noteworthy minor magical services as well
- A lavish dwelling with nearly every comfort of modern living as well as quite a few magical conveniences

Hollow Doors reflects how many entrances and exits a Hollow has, which can be equally important if a character is cut off from her normal access point in the real world or finds herself in need of a quick escape route while staying in the Hollow. Without any dots in Hollow Doors, a Hollow is assumed to have one entrance in the real world and one small entrance in the Hedge — the Hollow can be reached through either side. (A character may waive either of these “free” entrances if he only wishes the Hollow to be accessible from one side.) With each dot in Hollow Doors, the Hollow has one additional point of entry/exit, either in the real world or through the Hedge. For example, with the expenditure of multiple dots, each motley member might have a door in his own residence that allows him access to the group's private Hollow. Note that these doors must be tied to static access points in either realm — these places do not change.

Of course, a changeling might have the most gigantic and elaborate Hollow imaginable, but unless it is properly warded and secured against intrusion, it will most likely be lost to opportunistic scavengers in short order — or worse yet, subject to an unpleasant visitation from the Others. Thus, it is wise to invest at least a few dots in Hollow Wards, representing the precautions both mundane and magical that protect the Hollow from unwanted visitors. Each dot invested in Hollow Wards subtracts one die from all attempts by unwanted visitors to find or break into the Hollow; in addition, those inside receive a +1 die bonus per dot on their Initiative compared to those attempting to break in. Lastly, the more dots invested in Hollow Wards, the less likely the location is to be found by True Fae or creatures from the Hedge; each dot subtracts one die from any rolls made to find the Hollow.

Characters whose players spend no points at all on Hollow simply do not have access to any sort of special location in the Hedge. They might come as guests to another's dwelling from time to time, but if they wish to have regular access to any particular location, they must purchase this Merit on their own or pool points with other changelings who already own an existing Hollow. Characters with no Hollow points simply do not enjoy the mechanical benefits of having spent dots on a better living space in the Hedge.

Each aspect of the Hollow Merit has a limit of 5. In other words, Hollow Size, Hollow Amenities, Hollow Wards and Hollow Doors may not rise above 5 (to a maximum of 20 points spent on this Merit). The combined pool of points







is used to determine the cost in experience points for raising the Hollow Merit during play.

**Special:** The Hollow Merit may be shared among characters in a close-knit group. They might simply be a motley whose members are devoted to one another and are willing to pool what they have, or perhaps their mutual reliance on an individual or trust could bring them together to share what they have in common.

To share this Merit, two or more characters simply have to be willing to pool their dots for greater capability. A shared rating in the Hollow Merit cannot rise higher than five dots in any of the four aspects of the trait. That is, characters cannot pool more than five points to be devoted to, say, Hollow Size. If they wish to devote extra points to the Merit, they must allocate those dots to a different aspect of the Merit, such as Wards or Doors.

Shared Hollow dots can be lost. Motley members or associates might be abused or mistreated, ending relationships. Group members might perform actions that cast themselves (and the group) in a bad light. Ravaging creatures from the Hedge might damage part of the location, or some True Fae could discover the Hollow and decide to make it their personal residence for a time. If any group member does something to diminish the Hollow, its dots decrease for all group members. That's the weakness of sharing dots in this Merit. The chain is only as strong as its weakest link. The Storyteller dictates when character actions or events in a story compromise shared Hollow dots.

Characters can also leave a shared Hollow. A rift might form between close sworn comrades, or perhaps a character falls in battle. Or one could simply be kicked out of the Hollow by the others. When a character leaves a shared-Hollow relationship, the dots he contributed are

removed from the pool. If the individual still survives, he doesn't get all his dots back for his own purposes. He gets one less than he originally contributed. So, if a character breaks a relationship with his motley, his two Hollow dots are lost by the group, but he gets only one dot back for his own purposes. The lost dot represents the cost or bad image that comes from the breakup. If all members agree to part ways, they all lose one dot from what they originally contributed.

The Storyteller decides what reduced dots mean in the story when a character leaves a shared Hollow. Perhaps no one else picks up the character's attention to the Hollow's mystical defenses, causing Hollow Wards to drop. The Hollow might not be tended as fastidiously, causing a drop in the Hollow Amenities value. Maybe a portion of the Hollow falls into disuse or even collapses, causing an effective drop in Hollow Size. Whatever the case, a plausible explanation must be determined.

A character need not devote all of her Hollow dots to the shared Hollow Merit, of course. A changeling might maintain a separate Hollow of her own outside the communal one represented by the shared trait. Any leftover dots that a character has (or is unwilling to share) signify what she has to draw upon as an individual, separate from her partners. For example, three characters share a Hollow and expend a group total of five dots. One character chooses to use two other dots on a private Hollow for herself. Those remaining two dots represent a Hollow entirely separate from what she and her friends have established together.

To record a shared Hollow Merit on your character sheet, put an asterisk next to the name of the Hollow Merit and fill



in the total dots that your character has access to thanks to his partnership. In order to record his original contribution, write it in parentheses along with the Merit's name. It is not important to note which aspect of the Hollow Merit on which those points are spent, as this allows greater flexibility should a character ever decide to withdraw from the community arrangement. The result looks like this:

### MERITS

<u>Hollow* (2)</u>	●●●●○
<u>Hollow</u>	●●●○○
<u>Ally</u>	●●○○○
	○○○○○

In this example, the character shares a Hollow Merit dedicated to the motley's communal refuge. He contributes two dots to the relationship, and the group has a total of four dots that are made available to each member. The character also has his own private Hollow Merit rated ●●, which he maintains by himself. And, the character has Ally rated ●● that is also his own Merit.

### MANTLE (• TO ●●●●)

Mantle represents a mystical connection with the elements and emotions that a particular Court embodies. The higher a changeling's Mantle rating, the more he has come to embody that Court's ideal — even if he is a hermit who doesn't involve himself in local politics, a character with a high Mantle is still given at least grudging respect by his peers because of his obvious commitment to the values his Court cherishes. From a descriptive perspective, as a character's Mantle rises, his fae mien reflects this ascendance, displaying both literal and figurative signs of the season. A character with Mantle (Autumn) • might be followed by a slight brisk breeze, for example, while one with Mantle (Autumn) ●● might have illusory leaves kicked up as she walks and at last at Mantle (Autumn) ●●●●, the character might be illuminated by late afternoon light and surrounded by a reflective hush similar to that found in a library. Specific examples of how a Court's particular Mantle increases can be found in the "Courts" section in Chapter One. These trappings are not visible to mortals and have no real game effect, but should be used to enhance a character's description and convey a sense of how rooted in her Court she has become.

As a sign of brotherhood, Mantle adds to dice pools for social interaction with members of the Court in question. Each dot adds a +1 die bonus to relevant rolls with members of that particular Court. This Merit does not add to dice pools predicated on supernatural powers. Characters with no Court cannot purchase Mantle. Mantle also serves as a prerequisite for learning certain Court-related Contracts.

A character may learn clauses from the relevant Contract path of his Court, which generally require a certain amount of Mantle to learn, though he must still meet any other prerequi-

sites as well. Should his Mantle fall or he adopt the Mantle of a new Court, he might no longer meet the prerequisites for some of his old Contracts; in that case, he must spend additional Glamour to activate those Contracts. (See "Changing Seasons," p. 94, and the note on Contract prerequisites, p. 174).

Each Court has certain mechanical and descriptive benefits for all its members developing a Mantle rating, as outlined in the Court descriptions in Chapter One. In addition to those benefits, each Court has a benefit reserved for its leader, an advantage most commonly referred to its "crown." A crown can only manifest in a freehold where there are at least a handful of members of a particular Court and they are able to choose a common leader, and generally manifests only during the appropriate physical season. Occasionally, a crown will manifest during the off-season if a Court is especially prominent or powerful in the area, as the Hedge reflects the Court's potency, or a changeling who is elected leader of the freehold might manifest his crown out of season if he is sufficiently popular. Note that the leader of a Court is not always the member with a highest Mantle rating. Ultimately, the Storyteller is the final arbiter of when and how a crown appears, but as a rule, only one crown may manifest in a given freehold at a time.

**Blessing of the Green (Spring):** A character who wears the crown of Spring may spend a Willpower point to bestow the Blessing of the Green, allowing her to add her Mantle rating as bonus successes to a single roll related to gathering Glamour. The changeling may use this ability up to a maximum number of times per session equal to her Mantle dots. A particular character may only benefit from one use of this ability per session, however. The Spring fae may cast this blessing on herself, or she may choose to bestow it on another with a touch, in which case the blessing must be used before the next sunrise or it is lost.

**Challenge of the Black Spear (Summer):** This benefit applies in one-on-one situations such as duels. By spending a Glamour point, the character with the crown of Summer receives a bonus to his Initiative rating equal to his Mantle dots for the duration of the duel, and is not considered surprised by ambushes or other unexpected trickery, though if the duel shifts to mass combat this Initiative bonus drops to a simple +1. The changeling may use this ability multiple times per session, up to a maximum number equal to his Mantle rating. However, this ability may only be used once against a particular foe per combat.

**Harvest of Whispers (Autumn):** Once per session, the Autumn leader may take a minute to reflect on what she has learned so far that session (and consult the Storyteller as to whether or not a particular bit of information qualifies for this ability), and then perform the Harvest of Whispers. For each valuable secret, important truth, revelatory fact or other *significant* piece of information she has uncovered this session, up to a maximum number equal to her Mantle rating, the character receives two Glamour points that are placed in a special pool



apart from her regular Glamour points. These harvested Glamour points can be spent *only* to power Contracts, activate tokens, facilitate dream travel or cross into the Hedge. These points cannot be used for any other purposes, including seeming abilities, and cannot in any way be traded or given away; anything left in this pool fades to nothingness at the end of the session. This ability may allow the character to effectively exceed the limit of Glamour points she can possess as dictated by her Wyrd, but the number of Glamour points she can spend per turn is still limited normally. Furthermore, as long as a character exceeds her normal limit of Glamour, she is considered especially noticeable by beings that can detect Glamour or magical energy, so unless she wishes to attract undue attention, it is also best to ready a concealing Contract or two to help dim this radiance.

It is important to note that only new information learned that session can be used for the Harvest of Whispers even if a character learned something just last session, it's old news and doesn't qualify. Those who don the crown of the Autumn Court are expected to always be seeking out new and interesting information, not rest on the body of knowledge they've already accumulated. The Storyteller is the final arbiter of whether a piece of information is new, valuable or important enough to qualify for this ability.

**Feast of Ashes (Winter):** Once per session, a changeling wearing the crown of the Winter Court may devote himself to the Feast of Ashes, converting one point of Glamour to one point of Willpower, up to a maximum number of points equal to the character's Mantle rating. He may even exceed his normal limit of Willpower points in this fashion, though any excess points are lost at the end of the session. In addition, for the remainder of the scene in which this ability is activated, the changeling's Willpower rating is effectively increased by a number equal to his Mantle rating, making it extremely hard for others to undermine his confidence in his ability to survive.

## NEW IDENTITY (•, •• OR ••••)

**Effect:** Your character has somehow managed to acquire documents supporting a new identity since his return. In this age of background checks, paper trails and bureaucratic scrutiny, this is an incredibly handy resource to call upon, especially for changelings who have returned to find their old lives stolen by their fetches, or who have returned years or even decades after being taken and must forge new lives simply because it is functionally impossible to re-enter their old ones. You are encouraged to work with the Storyteller to determine exactly how your character acquired his new identity. If your character doesn't seem to have any Merits or relationships that might explain how he got his new identity, presumably he had to ask a favor from someone else who did — if so, what did she want in return? Many great story hooks can come from the process of acquiring a brand-new identity.

The number of dots spent on this Merit determines how convincing and in depth the documentation surrounding this new life actually is. New Identity (•) represents an

identity that passes casual inspection, but not much else — a character can go shopping and get around in most daily situations, but any kind of trained scrutiny such as from a police officer or bureaucrat immediately identifies her identity as a fake. New Identity (••) imparts an identity that will pass most forms of relatively cursory professional inspection, but cannot stand up to a sustained investigation — a police officer who has pulled the character over will not automatically pick up anything unusual if he runs the character's license plates or calls up her name in a database, but should the character be arrested and the police begin a formal investigation, her identity will quickly unravel. New Identity (••••) represents an identity that is essentially as real as any identity can be — it would take a truly dedicated, competent and time-consuming search by trained professionals to uncover any hint that the changeling isn't exactly whom she claims to be, at least as far as her documentation is concerned.

This Merit may be purchased multiple times at multiple ratings, each time representing a different identity, and an identity may also be upgraded later with the appropriate in-game explanation and experience expenditure. In the case of certain Merits such as Resources or Status, it might also be worth noting which identity these Merits are tied to, since a character may not easily be able to access or maintain them if that identity is compromised.

## TOKEN (•+)

Fae lore is replete with stories of objects with magical powers, either “liberated” from former masters in Arcadia, discovered deep within the Hedge or even forged by skilled changeling craftsmen. Though these objects are seemingly mundane to the mortal eye, the Lost see these useful but double-edged objects for what they are. A character with this Merit has one or more such tokens in his possession. Each dot in this Merit translates into one dot's worth of token, which can be divided up as the player sees fit. Thus, a character with Token •••• could possess one four-dot token, two two-dot tokens, one one-dot token and one three-dot token, and so forth. This Merit can also be used to purchase the expendable tokens called trifles at a cost of three trifles per dot, or even goblin fruits (p. 222) at the same rate.

In most instances, a character does not need to spend experience points for tokens acquired during the course of play, only those in her possession at the beginning of the chronicle. At the Storyteller's discretion, ownership of truly mighty tokens may require a partial or even complete investment of experience points, representing the time required to learn the complexities of using such epic items as well as safeguarding them from potential thieves.

For more on tokens, see Chapter Three (pp. 201–210).

## SEEMINGS

To survive is to carry scars. Traumas, both physical and psychological, can heal. The pain they cause can go



away, but they'll always leave something behind. It's true of physical wounds, and it's true of psychological wounds, too. Sometimes the scars we carry disfigure us both literally and psychologically, but survival implies recovery. As someone once said, that which does not kill us makes us stranger as well as stronger, and the changes wrought upon us by the traumas we have suffered leave a mark that is both a reminder of pain and a badge of honor, the proof of survival, the ability to truly understand the sufferings of others.

This is the way that the Lost view their seemings. They faced a season of suffering as the toys of the Fae, and they survived. They escaped. They found their way back to the world of humans. They were changed by what they went through. They carry their seemings like scars. Seemings are the permanent mark of terrible trauma. At the same time, they're a badge of honor. The changeling carries his seeming as freedom's prize, as if to say: *I got out alive. I tore my way through the Hedge and the marks have made me who I am.*

A changeling's seeming is entirely her own. Although the seeming reflects in some ways the Fae who originally stole the changeling from the human world (or in some cases, the tasks the changeling was given by his Keeper), it's only part of the story. An abusive parent instills something of his own personality in his hapless child, and even if the child overcomes the trauma of the abuse, those marks remain. But every survivor reacts to his trauma in his own unique way.

It's like that with seemings. The changeling's time in Faerie changed her very essence. The seeming she bears, the Faerie characteristics that make her who she now is, they reflect that. But it's still *her*. Even changed into something other than human, the changeling is still in some ways the same person. Older, wiser, her very essence changed, having made the first step toward growing up and healing, she becomes something that reflects what she has been through, but which is yet entirely separate.

A changeling who spent two decades as the drudge of a pitiless hag might herself have become rather hag-like, but where her Keeper was green and slimy of skin, red of eye and black of hair, the changeling's skin has become black and leathery, her eyes like deep green beads, her hair like sheets of pale wet fungal rot. A being resembling an *Ifrit*, all pointed features, red-hot flesh and flames for hair, steals a red-haired boy. In his five years of captivity, the boy grows big and powerful where his Keeper is wiry and sharp-faced. The boy's hot to the touch, just like his Keeper, but the boy's hair becomes gray and smolders like hot charcoal. Another of the fiery Other's thralls is made to dance for her new burning master, her face and limbs gradually developing inhuman grace and beauty as his servants anoint her anew with cosmetics that smell of faintly charred perfume. A girl is abducted by a bald, gray, long-fingered, huge-eyed being and subjected to a decade of frightful, pointless experiments. She escapes to find that her eyes have become huge and black, her hands are bony and her hair is gone, but her skin is now the purest

shade of powder white. A fox-woman with nine tails takes a beautiful young man as her unwilling lover and thrall. Just as she, he can change into a fox, but his fur is red where hers was gray and his tails, of which he has only three, are long and bushy and tipped with white.

Seemings aren't really social groupings at all. A changeling might draw his fae mien from his Keeper, or from whatever tasks he was set to perform, so any similarity between two Others doesn't necessarily extend to their charges. The ever-changing Gentry can only be recognized on the grounds of what they do, rather than what they are, and a Fae who was 100 years ago a mischievous little goblin could today be a mighty king of trees or a graceful and cruel prince. The changelings the Fae caught in their web resist categorization in a similar way. The difference lies in that changelings describe each other by what they escaped.

In the end, the different kinds of seemings and kiths that the Lost recognize are not so much social groupings as they are a vague, general descriptive shorthand for how different changelings have been changed by their experiences. The kiths that further subdivide the Lost who share a seeming are only slightly more specific sub-categories, and even they can't truly categorize the endless diversity of the fae.

All this doesn't mean that it isn't actually quite helpful for the Lost to think of each other in this way. Two adults who were both abused as children, for example, might have had different experiences, but they've immediately got things in common. It's the same with changelings. All Lost share the escape from Faerie in common, but some have more in common than others. A changeling who took on a seeming resembling a one-eyed giant from classic Greece and a changeling who looks like one of those blue-skinned man-eating trolls who once lurked under Scandinavian bridges have come out of their time in the land of the Fae with very different powers and features. But they've both experienced the rough end of a master-slave relationship with a brutish, lumpen master, and they've both found the resources within themselves to escape it. A young man but recently escaped from the bedchamber of some bright, cruel Lady of Diamonds and Emeralds and a young woman who finally slipped from the clutches of her dark, dashing Demon Lover only a few weeks ago have something to share.

It's no surprise that changelings who share similar seemings feel some affinity with each other. The seeming represents what a changeling has been through, but also what a changeling's strengths are. It represents what a changeling can become, both good and ill. A person can be destroyed by a traumatic experience... or can rise above it to become a person whose strengths are defined and proven by the refinement of suffering, through acceptance and growth. To accept a seeming is to accept the consequence of suffering and the prize of survival and escape, the final reward of having been strong enough to get out and make it back into the world of humans. To accept it as part of your self and to wear it well is to enter on the road to healing. To understand it and make it your own is to begin to truly grow up.



# BEASTS

A story tells of a man who, on the final leg of a long journey, sheltered from a storm in an empty palace. As he leaves, he takes a rose from a garden. The owner of the palace, a faerie in the shape of a terrible Beast appears and catches him, and tells him he must die. The man begs to live, for he has a daughter whom he loves, and the beast demands that the daughter come and stay with him. The man agrees, although he has no intention of sending his daughter away. When he returns home, he finds that his daughter has died. In truth, the Beast has taken her away and left a fake to die in her place. The Beast treats the girl well, certainly, but she cannot leave. One day, having lost all hope of escape, she agrees to become the Beast's wife. There is no ceremony, only an agreement, a veil and a wedding night. And on that wedding night, she lays with him, and she becomes like him, a Beast, forever, her memory and thought washed away in the flood of sensation, the tyranny of the *now*.

The fairy stories have it that love's first kiss redeems everything. The Beast becomes a man. The Frog becomes a handsome prince. It's a lie. The changelings who think of themselves as Beasts know it all too well. To kiss the Beast is to surrender yourself to sensuality and instinct. To love the Beast is to become like the Beast, lost to memory, self-control and ultimately consciousness. The animal is amoral. The animal is incapable of true thought.

It's a two-edged sword. The animal gives spontaneity, the simple joy of living that is lost to far too many humans. Colors are brighter, sounds are richer, smells and tastes are richer, more vivid.

The Beasts consider themselves to have taken the most difficult road back through the Hedge, for they have had to claw back their minds as well as their souls. For a Beast to return, he has to turn his back on the lush sensory life of the animal, and he has to regain control. He has to *think*, if only long enough to burrow, chew and wriggle through the thorny barrier and come back to the human realm. In every Beast, thought and sensation war for dominance. No matter what animal she holds an affinity with, a Beast lives in a state of paradox, a conscious, moral person infused with the unconscious, amoral power of the animal kingdom. Unable to be fully objective or fully innocent, the Beast straddles the divide between human and animal.

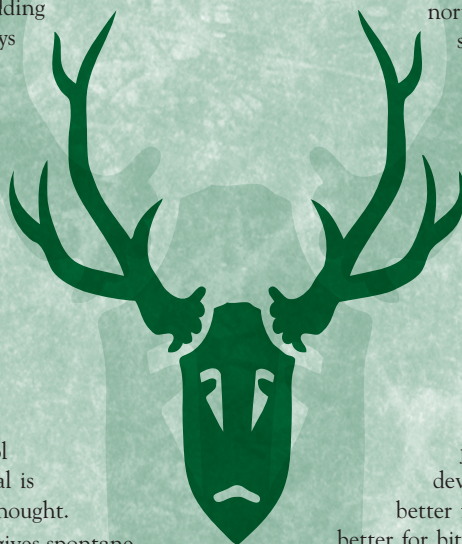
Of all the changelings, the Beasts are the most difficult to categorize. They're as varied in form and behavior as the animals whose essence they share. All Beasts, however, exist as interstitial

figures, living on a threshold between human and animal, civilization and wilderness. Some stand apart from human society. Some throw themselves into the human world, revealing the wildness and the world of sensation at the heart of human interaction. Some express their connection to the world of sensation in other ways. A Beast's behavior and the place she creates in for herself in the world depends a great deal on the kind of animal she reflects.

A Broadback who takes the form of a frank, goat-legged satyr works as a DJ in a half-dozen parties a night, reveling in the joy and lust he creates on the dance floor, his unnatural constitution supporting his prodigious intake of alcohol and drugs.

A Swimmerskin mermaid lives on a windswept northern coast, managing a Coast Guard station. For her Court, she keeps watch over the waves for what might rise. For herself, she watches the land for that human who might one day satisfy her need for love. A Hunterheart with the legs of a great elk and antlers on his brow works as a ranger in a great national park, lonely and yet well liked by his colleagues for his dedication and unassuming decency. Another Hunterheart, a Bad Wolf, works as a used-car salesman by day. By night, he prowls two legged through city night spots and pick-up joints, looking for a Red Riding Hood to devour in his bed that night, his big eyes the better for seeing her, his bright sharp teeth the better for biting. A Venombite falls into the role of a Black Widow, her heart a swarming mass of spidery passions. She runs a women's refuge. Woe to anyone who would threaten one of the Widow's charges. More than once, a known wife-beater's corpse has been found, his face twisted in agony, his face black and swollen. A Windwing swan-lady illustrates children's books, drawing detailed beautiful landscapes from memory and accepting other, more esoteric commissions from her Court.

Two Hunterheart fox-women, sisters who came back through the Hedge together, take separate paths. One works as a broker, playing the Nikkei for all she can get. The other does quite well as a confidence trickster, fleecing Shibuya hipsters for every penny they have and leaving them with smiles on their faces. Both get by on cunning, charm and nerve. A cheeky, cheery Steepsclambler Monkey King with a love for kung-fu dons a backpack and goes off to see the world. Trouble always seems to find him. He's not wholly sure where he's going, but he's well aware that the journey is mostly the point. A good-natured elephant-man, a Broadback Ganesha with a flair for good food, runs an Indian restaurant, where changelings meet and set aside their differences over his





incomparable *Saag Aloo* and soft, fragrant *naan* breads. A Runner-swift antelope-girl, long-legged and silky-skinned, is the best cycle courier in the city. She's able to take her bike places her colleagues wouldn't dare to go, and goes faster than most of her friends can believe. When there's a message the Court would have delivered quickly and without fuss, she's the only real choice.

Whether scary, funny or nurturing, the Beasts have a primal energy to them. They communicate an awareness of the senses, of the body. People who meet Beasts become intensely aware for a while of their senses, noticing smells, tastes and touch more than they would normally.

**Appearance:** A Beast always has some feature belonging to the animal she reflects. It's important to note that the Beast reflects the *idea* of the animal rather than the animal itself (so, for example, a leonine Beast can be a mighty, regal hunter, rather than the indolent scavenger that a lion really is). She might reflect more than one animal. She might reflect (as the archetypal Beast from the folktale) a category of animals that don't even exist. They're always very physical and solid, whatever form they take. Many Beasts have a strong odor of some kind.

The elephant chef is huge. He has small tusks, big ears and a trunk, but he also has the bright pink skin and big heavy-lashed eyes of the Hindu god. In his human form, he's still got rough skin, bright eyes and comically big ears, but no one's going to make fun of him, because he's built like the proverbial elephant. He smells of spices and earth. The satyr has goat-legs and small horns. As a human, he has extremely persistent stubble. He's really hairy, and his smell promises heat and sensuality. The Fox-Sisters both have fox-ears and huge bright eyes. The younger of them has two fox-tails. The elder has three. In human form, both have the same bright eyes and delicate pointed features. Both move in small-swift movements. Each one cocks her head to one side when she's surprised. The antelope girl has small impala-horns and the soft smooth hide of her animal covering her body. Her face slopes forward slightly, and her eyes are round and almost wholly black. As a human, she is graceful and long-necked. Her black skin glows, and smells of heat and health.

The Bad Wolf has sloping yellow eyes and fangs in a snarling maw. Darkly handsome in human form, he speaks in low, wheedling tones to his potential victim-lovers. The Monkey King looks just like the figure from the Chinese myth, all smiles and improbable poses. As a human, his hair is thick and short, and his skin is dusky. The Mermaid's skin is iridescent and covered in places with silvery scales. Her hair is green and woven with sea-shells and brightly colored seaweed. Her fingers and toes are webbed. In human form, she smells of the sea. Her skin is very pale and always cold. In both forms, she has eyes as green and as deep as the sea.

**Background:** The oldest version of the story of Red Riding Hood has the girl tempted into removing her clothes and getting into the bed with the Bad Wolf, where she is "devoured."

Red Riding Hood is very much the archetype of the Beast's victim. She was innocent, unknowing of where her actions would lead her. She was prone to wandering in out-of-the-way places, out of human view but well within the notice of a Fae Beast. And for all her innocence, the wild tempted her, drew her into that world of excitement and sensation that consumed her.

Many Beasts were innocent when they were taken in some way, as naïve when it came to the ways of the animal world as they

were to the human world. Many were loners, with no human society to protect them from the things that would take them away from the world they knew. And many came to the world of the Fae, or at least they thought they came, of their own free will. They might not have understood what giving into to a world of sensation and instinct was going to mean, but a good proportion of them wanted it enough to willingly fall into the clutches of the Gentry.

Those few who escape are those whose innocence was not a weakness. Some were simply ignorant, and when, within themselves they realized what their time in the lands of faerie really meant, they regained themselves and escaped. Others have an innocence that simply refuses to be corrupted or destroyed, an innocence that can be wielded like a weapon. This bright refusal to be corrupted can give a changeling the strength to get out.

Escaping, some return to the wilds and return to living alone, but just as many, if not more, throw themselves into human society, as if to attempt to regain the benefits of civilization. It works, if only to an extent: the Beast might gain a veneer of civility, but spreads just as much wildness to the civilized world.

**Durance:** A Beast would have spent her time in Faerie with the mind (and sometimes the form) of an animal. There is no real consciousness of the past in this state, only the eternal vivid present. Because of that, a Beast's memories of his time with his Keeper are fragmentary and blurred, snatches of vivid colors, a vibrant swirl of hunger, pain, fear, violence and sex. Beasts who escape sometimes have vivid dreams of their durances. A dream disturbs and terrifies, and the Beast often wakes screaming as the dreams fade almost instantly.

**Character Creation:** Most Beasts concentrate almost exclusively on Physical Attributes and Skills. Which Skills and Attributes they concentrate on depends on what sort of animal the character has an affinity with. An antelope, wolf or mule Beast could concentrate on Stamina; a rabbit, mouse or spider might have a high Dexterity, and an ox or gorilla could just as easily focus on Strength. Regardless of focus, the Beast who doesn't have any dots in Animal Ken is rare indeed.

Physical Merits are also common, particularly those that represent innate physical qualities (for example: Natural Immunity, Strong Back, Iron Stomach, Giant or Fresh Start). Some physical Flaws might also be appropriate, depending on what kind of animal the Beast has an affinity with.

**Blessing:** The wildness that infuses a Beast gives her a supernatural affinity with animals. A Beast gains the benefit of the 8 again rule when using the Animal Ken Skill, and receives a free Specialty for the one animal that most reflects the Beast's seeming.

That same wild nature gives a Beast a powerful personal magnetism. A Beast's player can spend points of Glamour to add to dice pools involving Presence and Composure. Each point of Glamour spent adds one die to one dice pool.

**Curse:** Although the Beasts regained their consciousness when they came through the Hedge, their time as beings of thoughtless instinct has taken its toll on each of them, and most find it very hard to make use of academic or trained skills. A Beast's player suffers a -4 dice untrained penalty when trying to use a Mental skill in which the character has no dots.

Further, although Beasts can be very clever indeed, they're out of practice making those leaps of ingenuity that so character-



ize human genius. A Beast's player doesn't re-roll 10s when using a dice pool involving Intelligence.

**Seeming Contracts:** Fang and Talon

**Concepts:** Horse whisperer, cat burglar, animal rights activist, ox-sized college jock, homeless sewer rat king, man-eating loan shark, reptilian lawyer, grizzly man with a clue, hare-like professional athlete, dog soldier, queen bee of the sorority, eagle-eyed detective, penniless frog prince.

## KITHS

**Broadback** — Changelings who are attuned to animals that are renowned for their endurance or stubbornness, such as camels, elephants, horses, mules, goats and the like. Their blessing is **Stoic Forbearance**: the changeling's player can spend one point of Glamour to add two to all dice pools involving Stamina, for the rest of the scene.

**Hunterheart** — Often, but not always, those changelings who have something of the predator about them: wolves, bears, cats, crocodiles, snakes and birds of prey, but also those that embody the hunter in a more conceptual sense. The Hunterheart's blessing is **Tooth and Claw**: the changeling can inflict lethal damage instead of bashing damage when fighting unarmed.

**Runnerswift** — Changelings who move like the wind, reflecting hares, rabbits, antelopes and the like. The Runnerswift's blessing is **Runs Like the Wind**: the changeling adds two points to Speed (cumulative with the Fleet of Foot Merit, if the changeling possesses it).

**Skitterskulk** — Changelings who have an affinity with flies, spiders, beetles, centipedes and other creepy crawlies. The Skitterskulk has the **Impossible Counterpoise** blessing: just as an insect, her sense of timing and reactions are second to none. When Dodging, the character triples her Defense Trait rather than doubling it.

**Steepscrambler** — Changelings who are at home in high places, and who are attuned to animals such as monkeys, raccoons, squirrels, some insects and some lizards. The Steepscrambler's blessing is **Gifted Climber**: she finds climbing easy, no matter how sheer the ascent. The character gains a +3 dice pool bonus when trying to climb any surface, and may attempt to climb even surfaces as slick as wet glass if they will support her weight.

**Swimmerskin** — Changelings who draw affinities with aquatic or amphibious creatures: seals, otters, ducks, salmon, and the like; mermaids, too. The Swimmerskin's blessing is **Natural Swimmer**. He can hold his breath underwater for thirty minutes, as if he had a Stamina of 7. He can't, however, hold his breath any longer than his Stamina score allows if he's out of water (see the **World of Darkness Rulebook**, p. 49). He may also swim at his full Speed, just as if he were running.

**Venombite** — Changelings who have an affinity with poisonous creatures, such as poisonous spiders and insects, or poisonous reptiles. Every Venombite has the **Poisonous Bite** blessing. Once per scene, the changeling's player may spend a point of Glam-



*Big eyes? Yeah.  
All the better to see  
you with, babe.*



our and roll a normal brawling attack (Strength + Brawl – Defense + Armor). The attack causes no damage, but does deliver a lethal poison with a Toxicity equal to the changeling's Wyrd (see the *World of Darkness Rulebook*, p. 180). The victim *can't* avoid taking the damage with a Stamina + Resolve roll.

*Windwing*— Changelings who are confined to the earth, with their hearts in the skies, drawing affinity with birds, butterflies and bats. The Windwing bears the blessing **Gift of the Sky**: although he can't fly, the air bears him up. A Windwing may spend a point of Glamour to glide in the air for up to one minute per point of Wyrd; he cannot gain altitude without appropriate updrafts, but may move at his normal Speed. In addition, a Windwing takes only one point of bashing damage for every 15 yards fallen, and begins to take lethal damage only if he falls more than 150 yards.

### *Stereotypes*

**Darklings:** They understand. They know that only half the world is asleep when it's dark.

**Elementals:** We hear the world's heartbeat and smell its blood. They hear the world breathe. We'd be damned alike if we weren't so damned different.

**Fairest:** Got a lot of vigor for something that doesn't look or smell like a real flesh-and-blood animal.

**Ogres:** You want to gobble me up? I'm not your meat, big fella.

**The Wized:** Crafty little creatures. And usually on the other side of the walls from us.

...

**Vampires:** Fangs. I know fangs.

**Werewolves:** No, they're not kindred spirits. Difference between us and them is we got our souls back.

**Mages:** Human bodies, inhuman souls. Nothing there I like or trust.

**Mortals:** No, my place is a pigsty. Let's go to yours. So. What was your name again?





# DARKLINGS

When dealing with matters of Faerie, there are things that a person must do, and things a person must not. This is the foundation of many stories of the Fae, including this one. It begins with a hill, somewhere not far away, and they say that the Invisible Throng congregate there, three times a year. The rules are simple. From sunrise to sunset on that night, the people must not speak of the Invisible Throng, and from sunset to sunrise of that night, they must not leave their homes. Consider the young man of courage and curiosity, who would rather see the faeries for himself. He tells his sweetheart, the sweetest girl in 50 miles, that he wishes to see the faeries that morning, and she recoils in horror, and says that he must not speak of — but it is too late, and she has spoken of them, too. She cries, and says that she will not go with him. And she retires that night with her rosary and she prays. And the young man of courage and curiosity hides at sunset on the mound, in a tree. And he sees them, as they swoop from the sky in their hundreds, and without warning they descend upon the tree and sweep the young man of courage and curiosity away, and the tree with him. And one hour before dawn, the sweetest girl in 50 miles hears the voice of her sweetheart at her window, begging to be let in. She goes to the door and steps outside to embrace him, and she, too, is gone. One day the young man, still of great courage but no longer of great curiosity, will escape. His sweetheart never will. She is theirs forever.

Changelings know that their deeds have consequences, but few feel those consequences so keenly as the changelings who are called Darklings. Many were stolen away as the consequence of attracting the attention of the Fae. The Darklings' obsessive clinging to the solace of the night is the consequence of having been imbued with shadows. Their love of quiet is the consequence of having lived in a world where all was whispering, all was rustling and snapping twigs and creeping fear.

The Darklings believe that they found it hardest to escape from the lands of the Fae, because their way back was hidden from them. Of all the changelings, they were lost in an alien landscape, with no reference point to return to, with all paths shrouded in shadow. To escape, they had to be the ones who could survive in the shadows, to thrive there with creeping things and dark things and dead things that move. Having come back, they are the changelings who wait in the shadows.

A Tunnelgrub works in sewer maintenance. He rarely sees the light of day, but he's happy down there. Every so often, the Court asks him to lose something or hide something or keep something safe, and he knows exactly where to put it. He knows where the alligators are kept. A Leechfinger, thin and predatory, works as the night porter in a hospital. The hospital has a terrifying death rate, partly due to the things that spontaneously appear in the basement, and partly because of the night porter's special talent. His opinion is that the patients are dying anyway. Who cares if they die

faster? An Antiquarian runs a secondhand bookshop in a rundown arcade. Everything's organized in the haphazard, impenetrable way that only the truly great antique bookshops affect, and yet the Antiquarian knows exactly where everything is. And then there's the private collection, the books that only the changelings get to see, if they know to ask and the price is right. A Gravewight works as a funeral director, his sweet decorum only just masking his searching eyes. Another Gravewight travels around the villages of central southern Uganda in the capacity of a church-licensed exorcist. Sometimes his methods are violent, but the ghosts know him and respect him. His Court has use of his ghost lore on occasion. A Mirrorskin, meanwhile, lives in an old house on the edge of a small town somewhere in Tennessee. He watches the town, and the local kids know him by a variety of nicknames.





One night not all that long ago, some children dared each other to go inside. Two went in, and both ran out screaming. One saw his dead father. The other saw his granddad. The kids don't go in there so readily these days, but the weird old man in the big rotting house, he's still watching. Another Mirrorskin accosts people on the street, picking their pockets with a smile, like a street magician — only not giving the money back. The police have been trying to catch her for months, but every time, the smiling pickpocket wears a different face. Some of the money goes to the Court. Not all of it, though.

**Appearance:** Darklings tend to appear somehow less solid, less substantial than other changelings. It's not that Darklings are transparent or anything. They just *feel* less solid somehow. Many (but not all) are thin, in their fae miens unnaturally so. Many are tall, and the ones who aren't are only shorter than normal because they're hunched over. Some have pointed ears and noses. Some have straight, lank hair. Their skin runs the gamut from deathly white to transparent, shadowy black or blue. Their eyes are almost always dark, like deep pits that reveal nothing. Sometimes, in their fae miens, they have freakish features, such as tiny horns or fangs, extra eyes and the like.

The sewer worker's skin, although pale, has a greenish tint, and his bloated face has a wide mouth, a broad, flat nose and tiny eyes. Small horns grow from his temples. Both of his hands have six fingers. To human eyes, he's flabby and pasty-looking, with blotches and acne. The murderous hospital porter is hunched and curved, looking like a great pale, leering question mark. His nose and chin are pointed together like some effigy of Mr. Punch, and his hair falls straight to his shoulders. In his human seeming, these features are less pronounced... but not much. The bookseller appears as a precise, decorous figure, all dressed in black. Her black, pupil-less, heavy-lashed eyes sparkle with good humor. Her mouth is small and precise. Her fingers are freakishly long. The funeral director's hands are like broad, flat shovels, his face pale, round and pockmarked like the moon. As a human, he's prim and small and softly spoken. The Ugandan exorcist, on the other hand, is huge and broad, like a vast grinning shadow, and if sometimes he's almost transparent, that only adds to his menace. Even when his fae mien is invisible, the only thing people remember of his face is that terrible smile, those terrible white teeth. The strange old man is bent almost double, but straightens when he creates a new face. He always speaks in a whisper. The pickpocket, on the other

hand, is quick moving and fast-talking, smooth and young and charming, but has so many faces, she's not even sure which one is her own.

**Background:** Darklings are among those Lost who were stolen because they transgressed. They might not have known they were transgressing, or even that there were rules to break, but they went too far. Many crossed the line out of curiosity, and it's this curiosity, this need to find new things and to explore, that helped to bring many of them back out through the Hedge. This curiosity made them what they were: by investigating the dark, they became like the dark. Many Darklings are talented at finding things out, and many take on roles that depend upon them being observant.

**Durance:** The Darklings' memories of their time in Faerie are awash with shadowy fears. Vague, hulking forces loomed from the corner of the room. Small skittering things crawled across faces or became momentarily tangled in hair before dissolving. Wet, slithering things moved around in the background. Trapdoors and boarded windows with something behind them figure heavily in dreams of Faerie. Being sent on errands with no point, being forced to copy ancient codices of lore that made no sense while outside things shrieked and fluttered, being made to enter a cellar and being eaten, over and over again, being lost in mazes: all of these things feature heavily in Darkling dreams of Faerie. The dark places of the human world don't remotely compare.

**Character Creation:** Darklings are often nimble and cunning. They often have their highest scores in Finesse Attributes (Dexterity, Wits and Manipulation). Although physically weak and unprepossessing, many have reasonable ratings in Resolve and Composure, the better to have resisted the fears of the Fae night. Darklings often excel in Skills that require precision and training, such as Larceny, Stealth, Subterfuge, Academics and Crafts.

**Blessing:** Just as the shadows that infect them, the Darklings are as ephemeral and flighty as the dark itself. A player can spend Glamour to increase dice pools that include Wits, Subterfuge and Stealth — each point of Glamour increases one dice pool by one point. The character also gains the benefit of the 9 again rule on Stealth dice pools.

**Curse:** Darkness and twilight so define these changelings that their magic falters somewhat when the sun is in the sky (that is, not at night, or at twilight). Darklings suffer a -1 die penalty to all rolls to enact Contracts during daylight hours. The penalty increases to -2 dice if the sun is directly visible to them.



### Seeming Contracts: Darkness

**Concepts:** Parapsychologist, nocturnal building superintendent, night-shift call center worker, chimney sweep, professional spelunker, lab assistant, amateur night-time naturalist, night refuge manager.

### KITHS

*Antiquarian* — Those Darklings who surround themselves with dusty tomes of lore and the artifacts of long-dead lands and peoples. Dusty, quiet and diligent, they hold the **Keys to Knowledge:** the Antiquarians know where to find lore ancient and modern, and have a near-flawless memory for facts, trivial and not so trivial. Every Antiquarian receives the benefit of the 9 again rule on dice pools including Academics and Investigation. They may also spend a point of Glamour to gain the benefits of the Encyclopedic Knowledge Merit for one question. If the Antiquarian already possesses this Merit, he may spend one Glamour to add three dice to the roll.



*Gravewight* — Cold-skinned Darklings who draw comfort from consorting with the dead, both restless and in repose. The Gravewight possesses the **Charnel Sight:** the changeling can see the unquiet dead. For one point of Glamour, the changeling can see ghosts for the rest of the scene. The power doesn't extend to any other invisible beings that may or may not be present, and doesn't allow the changeling to touch the ghost or compel it to answer her unless the ghost chooses to allow that.

*Leechfinger* — The faeries who steal life from humans, grain by grain, drop by drop, with just a touch. Every Leechfinger knows how to **Sap the Vital Spark:** with a touch, he can steal the health of another to heal his own injuries. The character needs to touch the target (see the **World of Darkness Rulebook**, p. 157), and the player spends a point of Glamour. The victim takes one point of lethal damage, and the changeling heals one point of lethal or bashing damage, or downgrades one point of aggravated damage to lethal. This blessing can be used once per scene per point of the Darkling's Wyrd.

*Mirrorskin* — Darklings who hide in plain sight from the eyes of humankind. Their bones are malleable, their faces like flowing quicksilver. The Mirrorskin's blessing is **The Mercurial Visage:** he can change the cast of his features to resemble (if not completely mimic) anyone he has met. The player may do this at will, gaining a +3 dice bonus to Wits + Subterfuge disguise attempts (see the **World of Darkness Rulebook**, p. 87). This bonus applies to both mien and Mask.

*Tunnelgrub* — Those of the Darkling faeries who slide and slither through tunnels and sewers and chimneys, the better to do terrible things in the night. The Tunnelgrub has the ability to **Slither and Squirm:** she slips and slides and wriggles through tight spaces and out of handcuffs and other bonds. The player spends a point of Glamour. The changeling can get through spaces that are only just too narrow for her to get through, spaces that would otherwise leave her completely stuck. The changeling gets to roll Dexterity + Athletics to wriggle out of ropes or handcuffs. If it's a long distance, such as a chimney or a sewage pipe, the player needs to make an extended roll, earning at least three successes, perhaps more, depending on the length of the tunnel. A dramatic failure means that the character is stuck and can't escape on her own or try again using this talent (if the changeling is caught in the middle of a tunnel, this could be disastrous, because she can't get out on her own).



## *Stereotypes*

**Beasts:** I wouldn't trust too much to those senses of yours if I were in your pelt. They aren't always as honest as you might think.

**Elementals:** You think that because you have this attachment to the world's bones that you have nothing to fear. I pity you.

**Fairest:** Watch your back. No, that's not a threat. Why should it be a threat?

**Ogres:** Absolutely. You go in first. I'll just stay out here and back you up.

**The Wized:** It is a good thing to be wise, and diligent and useful. You work in the lights, I'll work nearby.

...

**Vampires:** So like the Others. Watch them, carefully, from a distance, as hard as you can.

**Werewolves:** All the more reason to stay out of the moonlight.

**Mages:** Carefully, carefully. Let them think you know something they don't, or have something they want, and they'll tear open every shadow looking for you.

**Mortals:** You and the sun are friends. And you haven't a clue what that means.



*No, you didn't hear anything. It was your imagination.*



# Elementals

This is a story about a *Rusalka*: a girl was taken by a cruel faerie who lived in the river, who forced her to become his bride. She stayed for a while, for a few years, no more, and in that time, he enchanted her and changed her, and she became a *Rusalka*, who lured the innocent into the river and gave them to her husband to eat. One day, she escaped her cruel husband and returns to her hometown by the river, to see her family and her sweetheart. But oh, the *Rusalka* had changed so much. Her hair was green now, and her skin was cold, and the rushing of the river was in her voice. And oh, when her cruel husband took her, he was cunning, and he left behind a false girl, who sickened and died in her place, and so her family did not recognize her, for they thought that she was dead. And oh, her sweetheart had married someone else and had forgotten her for another's caresses. So the *Rusalka* walked through the streets of her hometown, and could see that there was nothing for her there. And so she returned to the river, telling herself that her cruel husband would take her back.

And a day later, the pieces of a girl's dismembered corpse were washed up on the river bank at the edge of the town, one by one, and because no one knew who she was, they buried her in an unmarked grave. And there was no one to mourn.

You can never go back. Not really. Sure, a changeling can fight his way out through the Hedge and return to Earth, but it's never the same. The stuff of Faerie has worked its way into the changeling's blood. The changelings whose time in the land of the Fae caused them to embody the material aspects of nature feel this all the more painfully, because they have changed the most. The Elementals, as other changelings call them, believe that their journey back through the Hedge was harder for them than it was for any of the changelings, because the Elementals had changed the most. They had less reason to escape. Their humanity had been more damaged by what they had endured in the Fae realm. Similar to the poor *Rusalka*, the Elementals find themselves in a world that doesn't know them anymore; of course, the moral of her story is that you can't go back to the Fae, either, for they do not forgive.

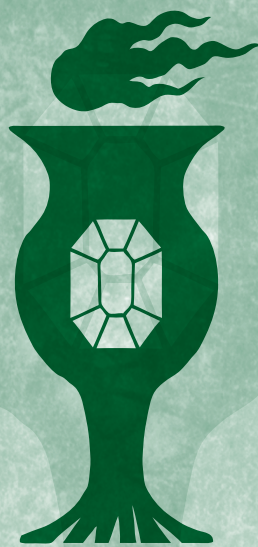
Other changelings find the Elementals the hardest to understand. They're alien. The other changelings have taken the faerie side of their nature from creatures who, at least on some level, represent human dreams: beauties, horrors, tricksters and even animals represent something of ourselves. But the Elemental psyche is influenced by the desires of objects and forces.

A Woodblood Green Man runs a hotel in southern England, built around a Tudor inn at the corner of a forest. There's a live gallows oak tree in the back garden, and in its higher branches is the entry to a powerful trod. If members of the local Court come to him with the right price and his mood swings the right way, he'll bring out the ladder and show them where to climb. An Airtouched Djinn lives in an Indian community as an imam. The power of the words he uses in the mosque matches the wind in his hair and the tornado in his soul. Several members of his congregation are enchanted, and do the work of the Summer Court as much as the work of Allah. A Fireheart with

the reptilian skin of a Salamander does much the same with a Baptist congregation in the Southern United States. He preaches hellfire and brimstone, sowing fear on behalf of the Autumn Court, spicing up private conversations with a few, select parishioners with a miracle or two. Another Fireheart, a member of the Summer Court, takes the form of an *Ifrit*, brazen-skinned and vicious. He runs a protection racket; he's adept at burning places down without it looking like arson. Sometimes he does jobs for less orthodox clients. A Winter Court Fireheart, meanwhile, a full-blood Kwakiutl, works as an electrician. When he's needed, he calls down the power of Brother Lightning on the enemies of his people and his Court. A Manikin girl with a clockwork heart and a new identity dances in Paris.

No one dances *Coppelia* like her; her timing is without compare, and once a month, she dances for the Court. A coldly beautiful Snowskin Princess teaches third grade. She scares the children with stories that they'll never forget, driving shards of ice into every little heart that passes through her class. She gains a certain pleasure from making children cry and giving children nightmares, even while she knows that the truths they learn from her dark, sad, terrible fairy stories might one day protect them from the same fate she once suffered. A Waterborn with an Hellenic beauty works as a male prostitute in a waterfront area, barely keeping body and soul together, but when his Court needs him, he gladly runs messages back and forth across the bay, faster than any boat. An Earthbones with the lumpen body of a Paracelsian Gnome works as a gravedigger. He buries more bodies than his job might demand.

**Appearance:** All Elementals have something of their element about them. Mostly, that connection shows itself through the texture and color of the skin, through something in the eyes. The *Ifrit* is huge and muscular. His skin is metallic, like brass,





and hot to the touch. His eyes blaze so brightly, it's difficult to look directly at them. The preacher, on the other hand, although also a Fireheart, has white skin and hair that blazes like the blue flame of a gas burner, while the Lightning-Brother has skin as gray and cloudy as a gathering storm-cloud; electricity arcs and crackles across his skin and hair, and fills his eyes. The Snow Princess is beautiful but cold, with hair as white as the snow and bluish skin that glitters in the light with frost, her fingernails bright and sharp on cold, delicate fingers. Her eyes are colorless, like blank spheres of clouded ice. Her voice freezes the blood. The Djinn is vast and loud, like every bearded genie of legend. His beard is wild and full. His skin is the deep blue of the Uttar Pradesh sky in Summer. The Hellenic nymph looks like a slim, pale beautiful boy with the features of an ancient Greek boy. His slim, lithe frame is damp and cold to the touch; his hair is woven with sea shells and weed. His eyes are the deepest green. The gravedigger is broad and squat of frame, and his skin is made of hard, rough earth, speckled in places with patches of lichen and moss. His own eyes are so deeply set, they're lost in shadow. The Green Man has skin like Autumn and evergreen leaves for hair. The clockwork ballerina looks like an exquisite doll, made of porcelain and metal.

Some of this carries over into an Elemental's human appearance. The Snow Princess is a delicate, icily beautiful blonde with pale blues eyes and cold hands. The gravedigger is broad, rough-skinned and heavy-browed. The preacher is tall and thin and twitchy, like a flame that leaps from place to place, while the *Ifrit* is big and overpowering of manner. The Djinn imam is huge and bombastic. The Hellenic male prostitute has the look of a green-eyed, debauched Ganymede. The ballerina is precise and somewhat impassive. The Lightning-Brother's wild eyes and quick temper cause hair to stand on end.

**Background:** The Elementals were often those whom the Fae desired in some way, those whom they sought out and went to some effort to kidnap. Most Elementals were already exceptional in some way. Perhaps the changeling was beautiful enough to excite a Fae's desire. Perhaps they needed a guard or a servant of some kind. A musician or dancer could become the prize of a Fae who fancied himself a doyen of the arts. When Elementals come back, they still possess those talents that attracted the Fae to them in the first place, but now their element alters it in many ways, some subtle, some less so. Some, however, wandered into the Hedge on their own, in some ways bearing the marks of whatever thorny wasteland they wandered in before being taken to Faerie.

**Durance:** While most other Lost became the way they did through simply living in a Faerie's home and eating Faerie food and doing Faerie work, the Elementals were often deliberately changed, transformed into slaves of some kind or another, or features of the land until one day, they awoke to themselves and realized they had to escape. Their memories of Faerie are often difficult to understand. Some know that once, they understood what it was to be a tree, or a stone or a mound of earth. Some remember being lost to enchantment, becoming a clockwork doll or a lover made of ice. Others recall being lost in an environment now alien to them: perhaps the changeling served as a manservant in a flying city of glass or a blazing city made all of brass.

**Character Creation:** The variation between Elementals of even the same kith is vast, making it impossible to draw hard

and fast rules. Elementals can focus on any Attributes or Skills, really, depending on what their element is and how it manifests itself. For example, the Fireheart preacher's fire manifests itself in the heat of his sermons — he has an emphasis on Social Attributes and Skills. On the other hand, the *Ifrit*'s fire is all too physical, and his Attributes and Skills are both primarily Physical. A Snowskin changeling could just as easily be a bruiser with shoulders like a glacier as a delicate but cruel lady with ice in her eyes and her heart. A Woodblood changeling could be as strong as an oak, or as delicate and graceful as a Victorian flower fairy.

**Blessing:** Elementals, touched as they are by the stuff of the world, are able to channel the forces and materials that define them into their bodies, giving them an uncanny ability to shrug off punishment. Once per day, the player can spend one point of Glamour to add the character's Wyrd rating to his Health dots for the rest of the scene. These follow the normal rules for temporary Health dots (see the **World of Darkness Rulebook**, p. 173).

**Curse:** The Elementals are further removed from humanity than other changelings, and find humans harder to understand and to influence. An Elemental doesn't get the benefit of the 10 again rule on any dice pools involving the Manipulation Attribute and the Skills Empathy, Expression, Persuasion or Socialize.

**Seeming Contracts:** Elements

**Concepts:** Secretly incompetent firefighter, landscape gardener, logging saboteur, clockwork secretary, workaholic steelworker, tornado chaser, model with flawless skin, all-weather surfer, competitive mountaineer, deep-sea diver, extreme sports fanatic.

## KITHS

**Airtouched** — The Elementals of wind, cloud, smoke and sky, who can be as healthy as a fresh breeze or as pestilent as the miasma that surrounds the dead. Their blessing is **Velocity of the Zephyr**: the player can spend one point of Glamour to add the character's Wyrd to her Speed or Initiative (player's choice) for the rest of the scene. This blessing can be invoked once for each Trait per scene.

**Earthbones** — Changelings who have the mark of earth and stone: lumpen Paracelsian Gnomes, sand spirits, dour men of peat and dwarfs made of mountain granite. Their blessing is **Terrestrial Might**: the Earthbones has shoulders that could bear the world. The player can spend Glamour to add to non-combat Strength-based dice pools, on a one for one basis (one point of Glamour adds one die to one dice pool, two points add two dice to the dice pool and so on).

**Fireheart** — Elementals marked with fire, heat or electricity. Their blessing is **Flickering Acumen**: like a flame, the Fireheart's faculties are bright and constantly on the move. The player can spend points of Glamour to add to Wits-based dice pools, on a one for one basis.

**Manikin** — Changelings who have the character of human-made objects, such as *caryatids*, mannequins and other, stranger things, such as enchanted beings powered by clockwork or steam or living bodies made of mercury or glass. The Manikins' talent is the **Artificer's Enchantment**: the Manikin can learn Contracts of Artifice for (new dots x5 experience points) rather than the usual cost. The Manikin also may make untrained Crafts rolls at a -1 die penalty rather than the standard -3 dice.

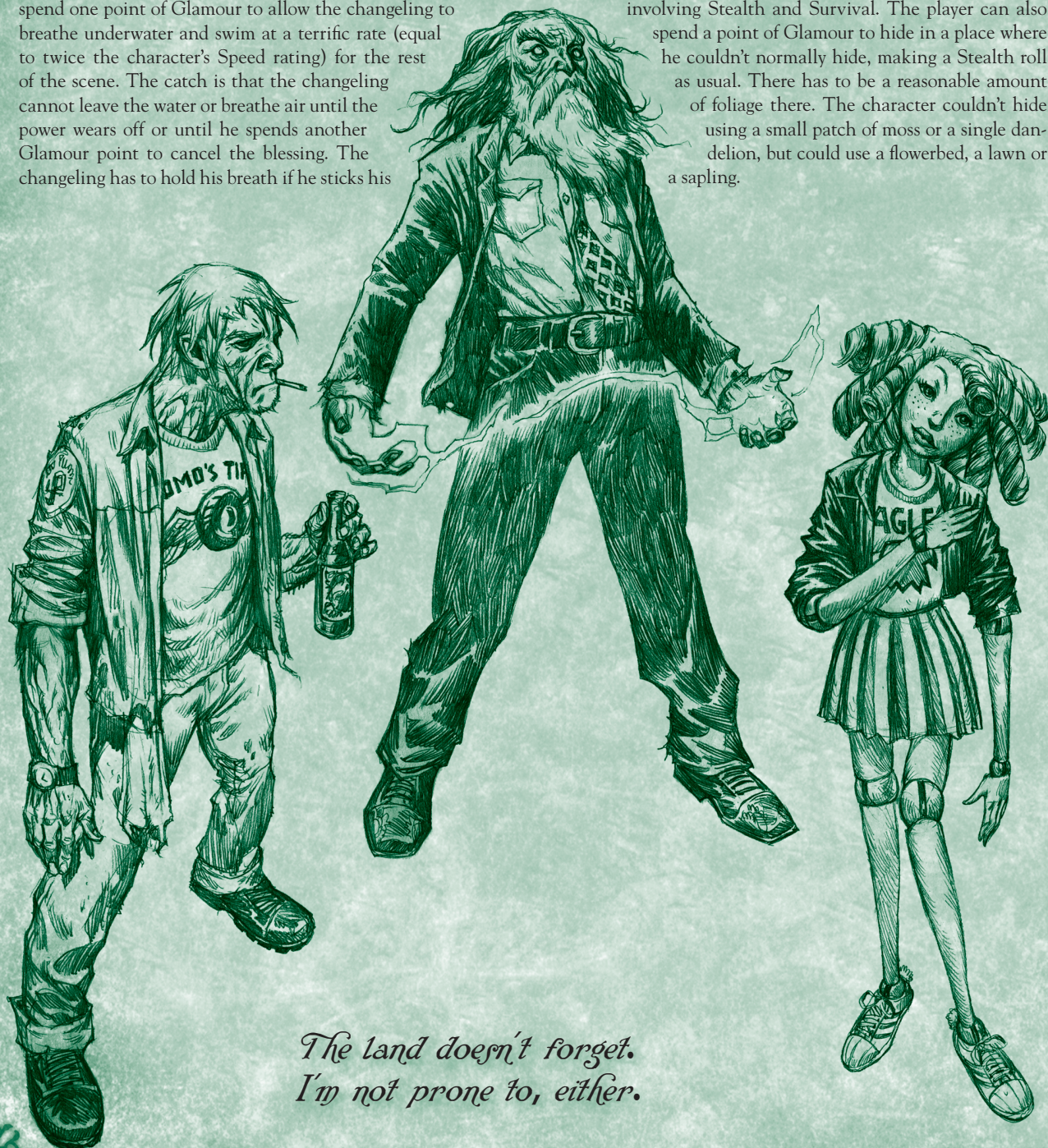


**Snowskin** — The children of the cold, who can be as powerful as the Arctic ice or as delicate as a snowflake. The Snowmarked's blessing is **The Voice of Ice**: the changeling can imbue her voice with terrible cold, inspiring terror in those who hear. She is also a master at concealing her own emotions and goals under a cool veneer. The Elemental gains the benefit of the 9 again rule on Intimidation and Subterfuge rolls, and can spend a point of Glamour to re-roll a failed Intimidation roll.

**Waterborn** — Changelings who are imbued with the nature of the waters, soft and brutal, gentle and mighty: undines and nymphs, man-eating river demons, water babies, ladies of the lake. Their blessing is **The Gift of Water**: the player can spend one point of Glamour to allow the changeling to breathe underwater and swim at a terrific rate (equal to twice the character's Speed rating) for the rest of the scene. The catch is that the changeling cannot leave the water or breathe air until the power wears off or until he spends another Glamour point to cancel the blessing. The changeling has to hold his breath if he sticks his

head out of the water (see the **World of Darkness Rulebook**, p. 49). If the changeling is made to leave the water completely before the scene is over, he begins to drown, automatically taking one point of lethal damage each turn until he is either returned to the water or he dies.

**Woodblood** — The children of plants: Green Men, flower fairies, spirits of mandrake, rose, thorns and all manner of medicinal herbs, fair and foul. The Woodbloods' blessing is the ability to **Fade into the Foliage**: in any outdoors area where there are plants growing from the earth (in a garden, for example, but not in a concrete yard with a couple of shrubs in pots), the character gains the benefit of the 9 again rule on dice pools involving Stealth and Survival. The player can also spend a point of Glamour to hide in a place where he couldn't normally hide, making a Stealth roll as usual. There has to be a reasonable amount of foliage there. The character couldn't hide using a small patch of moss or a single dandelion, but could use a flowerbed, a lawn or a sapling.



*The land doesn't forget.  
I'm not prone to, either.*



### *Stereotypes*

**Beasts:** You would almost share my heart if you weren't lost to the... impermanent side of nature.

**Darklings:** See that? That was me shivering.

**Fairest:** So what? You're a force of nature? Oh, I like you. You're really funny.

**Ogres:** Get out of my face before I do something you regret.

**The Wizened:** Dig all you want. Just not here.

...

**Vampires:** I think I'm going to be sick.

**Werewolves:** No, you're welcome here. Of course you are. So. When were you planning to move on again?

**Mages:** Difference between them and me? I'm not cheating. I *am* magic.

**Mortals:** You're overturning the land. You're cutting down the trees. You're choking the sky. So why am I so jealous of you?





# FAIREST

This story concerns a young man, who dreamed of the love of a beautiful girl in his village. One night, he made a special cake from a recipe he learned from his grandmother, and he waited in the dark for a faerie to come and take it. The door opened; a dark, tall faerie came in. He said to the faerie, "Not for you," but he sinned in this: he shouldn't have spoken to her. So he sat and waited a little longer, and the door opened; a loathly hag stepped in. The hag reached out her hand for the cake, but the young man tapped her on the wrist and said, "Not for you." He sinned in this: he shouldn't have touched her. So he sat and he waited a little longer, and the door opened; a lady of unearthly beauty and grace stepped in, and he could say nothing, so stunned was he, and the lady said, "For me," and took the cake. She stayed with him after that, this lady. She granted his wishes, but somehow they were always twisted. He wished for money, and soon he married an ugly old woman, in the hopes that she would die and leave him nothing. The old woman proved healthier than he could have imagined, and was cruel and mean. The youth turned to his Fae lady again and wished the old woman dead. True to her word, the Fae lady brought the plague to the town, and the old woman died, but so did the young man's sweetheart. He gained the mean old woman's riches, but his love was dead, and he wished himself dead, and he fell into a deep sleep. He awoke in his coffin, buried six feet under the ground, and as he began to beat upon the wood, he heard a sweet, sweet voice say, "For me." And if anyone were to dig up his coffin, they would find nothing there but dried leaves and stones.

This is the way of the Fae, and it's the way of the Fairest: they take what and whom they will take, and they will have their fun first. It is their prerogative to be loved and admired, and their right to treat that love any way they will. Sure, they'll try to rise above it, but there's always the fact that they really are the fairest of them all. They won their beauty fairly. They deserve to be beautiful.

The Fairest consider their own flight through the Hedge the hardest to have effected. The world they were part of — or as much of it as they remember — was beautiful, a world of sweet pain and pleasant cruelty, a bittersweet paradise. Surrounded by beauty as they were, thralls to creatures a thou-

sand times lovelier than anything on Earth, they had to focus all their thoughts on remembering what it was to be plain, to walk among the ordinary.

Those who do leave, then, are those who had enough of a sense of self to be able to abandon ecstasy, and they know it. They brought back their seeming from the Fae realm, and with it, they brought back cruelty, and this cruelty is sometimes amplified by the arrogance that comes from knowing that they were pure enough of heart and strong enough of will to escape.

Often, the Fairest believe that they should be far more influential and powerful in their Courts than they actually are, mistaking social prowess and ruthlessness for the qualities of leadership. Some manage, by sheer force of personality and charm alone, to rise to the top, but there are more Fairest in positions of authority than there are Fairest who know what they're doing.

But they have their place in changeling society. A Dancer works her magic around a pole in a gentleman's bar. The Court sometimes needs a patsy, or something done by someone disposable, and the patrons, ensorcelled by the pole dancer's routines, often serve the changelings' purpose. A Draconic Prince works for the People's Government in Beijing; although a stickler for social niceties, he's known to some of the people on the streets as a man who can bend the rules for the right price and the right reason. Many people in the city owe their homes, their health and the survival of their families to him, and the gratuities he receives aid the changeling Court. Most of all, he always seems to get away with it. Another Draconic changeling leads a coven of bored housewives by force of will, practicing the blackest of magic, keeping her followers divided but devoted to her. The Courts don't trust her all that much, but they need her resources and contacts at times, and they are inclined to overlook if she is too inclined to follow the lead of the old stories and pay a tithe to Hell. A Muse runs an art school in a bohemian corner of a provincial city. His students always seem to do much better work before they graduate. A Flowering Demon Lover strides through the club scene, manipulating its social politics and alliances, leaving relationships wrecked and friendships torn with suspicion. Although a minor player in his Court, here he's on top of his





game, trusted and admired in the bars and clubs, every guy's best friend... to their faces. Another Muse, an Indian *Deva*, works in Mumbai, an assistant choreographer for a half a dozen Bollywood studios. He's never at the top of the credits and never receives much recognition, but the films he works on are among the brightest, most exciting and most cheerful of them all. And hidden within the sumptuous song and dance routines are messages for those who know. A Bright One, an African American *orisha*, works as a recruiting sergeant for the Army. In the office, he's as bright as a button, and as optimistic as a Boy Scout, telling stories of heroism and organizing training exercises and tours of the local base. Sometimes there's a recruit who doesn't shape up, but the recruiting sergeant always seems to be there with the offer of work. Sure, it might not be with the Army, but there's always a place for a willing soldier.

Wherever the Fairest find themselves, they're prominent. They push themselves into everything they do. Sometimes their undoubted charisma is enough to carry an enterprise on its own. Sometimes it isn't. But then, of all the changelings, the Fairest are the least suited to being alone. Although sometimes haughty, and sometimes cruel, they are social beings, and when they rise above their shortcomings, they work surpassingly well as part of a team. The cruelty that made them can be redeemed, if only they'll let someone else close enough to make a difference.

**Appearance:** The Fairest are often tall, often slim and always good-looking, however they appear. They're never really conventionally attractive. They're striking, and memorable with it. They're also the changelings who as humans look the most like their fae miens. The pole dancer has full, sensual features and a knockout figure. Her eyes are an amazing shade of violet. Most people think she's wearing contact lenses. In her fae seeming, her hair is even longer than it is already, her ears are pointed and the fullness of her lips, the curve of her chin and the size and color of her eyes are exaggerated to an almost painful degree. The Draconic Prince has flaming red skin and sharp teeth, but they only serve to show what a striking man he is. As a human, he has a broad smile and perfect teeth in an angular face. The Demon Lover is always immaculately groomed, and he always smells good without ever using product. Again, in his fae seeming, his cruel beauty is emphasized to the extreme. His ears are pointed, and he has the look of a Victorian stage devil to him. The Draconic Witch resembles nothing more than a perfect, affluent suburban housewife; in her fae seeming, her perfect dress and jewelry become the accouterments of a dark, cruelly beautiful lady, with a cold satanic grace that freezes the soul. The *Deva* looks like a smiling Hindu god, all blue-green skin and liquid, heavy-lashed eyes. Those eyes appear much the same in his human seeming. The gung-ho *orisha* is a big African American man with a shaved head and a warm smile. In his fae seeming, he is taller and slimmer, his features angular, elongated and clear, like a Nigerian carving.

**Background:** The Fairest were not always those whom the Fae thought to take for lovers. Although most were pleasing to

the eye, all had some talent beyond simple good looks. Some could dance, some had beautiful voices, some were artists or poets. The few who have made it back have often found that this one talent has consumed them. It's almost all they have, in a way. The arrogance that comes from having the strength of self to be able to freely return from bleak, beautiful Faerie is perhaps bolstered by insecurity. What if the talents they have are not enough to make them truly the most talented, the brightest, the most beautiful? After all, in the stories, the Fae sorceress is very rarely, if the mirror is to be believed, the Fairest of them all.

**Durance:** The Fairest find that the memories of their time in Faerie are brief, fragmentary. The Fairest have dreams of self-annihilating ecstasy, of perfect pleasure, intercut with moments of horror and fear. Romantic interludes segue into hellish agonies. A bed covered with radiant blossoms is suddenly drenched in blood, the flowers becoming hooks and chains that rend and tear. The perfect body, only glimpsed in fragments, becomes as cold as crushing stone. Threads of fragrant hair that cover the dreamer's face become strands of razor-sharp wire that slice his face away. And when the changeling wakes up, he screams and he doesn't know if he's screaming in agony or in bliss.

**Character Creation:** The Fairest often concentrate on Social Attributes and Skills, although they do not neglect their bodies, having reasonable levels in Physical Traits. Many have high ratings in Expression and Socialize. The Striking Looks Merit is particularly common among them. They're stereotyped by some of the other changelings as not being overly clever. While this isn't always fair, many of the Fairest do put Mental Traits on the back burner.

**Blessing:** These changelings really are the Fairest of Them All, and their magic only emphasizes this. The player can spend Glamour to improve dice pools that include Presence, Manipulation and Persuasion. Each point spent increases one dice pool by one point.

A changeling counted among the Fairest also suffers no untrained penalty for using Social skills in which she has no dots.

**Curse:** The Fairest, similar to the creatures who stole them, can be callous and unfeeling, vicious and prone to toy with others, even people who love them. Their inner balance suffers for this. One of the Fairest suffers a -1 die penalty on dice pools to avoid losing Clarity (for example, the player of a Fairest with Clarity 5 who kills another changeling rolls two dice to avoid losing Clarity, rather than three).

**Seeming Contracts:** Vainglory

**Concepts:** Charismatic but incompetent executive, professional athlete, lead singer in a band, amiable politician, catalog model, aging heartthrob, too-glamorous gangbanger, out-of-work actor waiting tables, high school beauty queen, low-table professional footballer, late night torch singer.

## KITHS

*Bright One* — Changelings who came from light; will-o'-the-wisps, bright elves, White Ladies and other beings of



light and fire and ice from all over the world. Their blessing is **Goblin Illumination:** The player can, at will, illuminate an area the size of a smallish room (about 15' x 15' x 10' high) with a soft, pale light for the rest of the scene. Although the light centers on the changeling's left hand, it doesn't have the changeling as its source, seemingly coming from the air itself. The light doesn't move. If the changeling leaves the radius of the light, he leaves it behind. With the expenditure of a Glamour point, the light becomes painfully intense; anyone trying to target the Bright One treats him as partially concealed and suffers a -2 dice penalty (-1 die if the attacker is wearing sunglasses).

**Dancer** — Those among the Fairest blessed of particular agility and grace, for whom motion is itself beauty and

art. Whether entertainer, courtesan, artist or murderer, the Dancer is happiest when moving to the sound of her inner rhythm. The Dancer's blessing is **Fae Grace:** she benefits from the 9 again rule on any Expression or Socialize rolls involving agility (such as juggling or dancing in a performance or social setting), and always adds one to her Dodge total when dodging attacks.

**Draconic** — Changelings who bear within them the blood of dragons or other Great Beasts of Faerie, including celestial bureaucrats and tithe-payers to Satan alike. Haughty and possessing a robust physicality, the Draconic Fairest have the secret of the **Dragon's Talon:** a Draconic changeling gains an extra die on Brawl rolls, striking with the power of a chimera's claw or mantichore's sting. His player can also spend one point of Glamour to re-take one failed Brawl roll, once per scene.

**Flowering** — Flowers blossom on bare earth where these changelings have stood (although they take months to appear in the human world rather than seconds, as they did in Faerie). Their skin is soft like the petal of a rose or a chrysanthemum and bright with a bloom of health. The Flowering Fairest has a **Seductive Fragrance:** her skin, hair and breath carries the aroma of unknown blossoms from places unseen, the promise of pleasures unknown. Her bouquet seduces and lulls in equal measure. She gains the benefit of the 9 again rule on dice pools including Persuasion, Socialize and Subterfuge.

**Muse** — Their beauty inspires the arts. Whether a Rubenesque beauty, a sedate and delicate daughter of the Heavenly Ministry, a grotesquely beautiful masquer garbed in yellow tatters, or a Dark Lady who drives her beloved to destruction, the Muse inspires the creation of things of beauty and horror and love and hate and fear. The growth of confidence can precipitate a headlong rush to doom, and the Muse knows how to make it happen. The Muse's talent is **The Tyranny of Ideas:** the changeling's presence can give a human the confidence and talent to do things that he otherwise would not be able to do. For every point of Glamour the changeling spends, the human subject (and it must be human; it can't be another changeling or another supernatural being) gains +2 on one dice pool involving Expression, Persuasion, Socialize or Subterfuge.



*You're going to buy me a drink,  
and then I'm going to humiliate you.  
And you know, and you're going to do it  
anyway. Because I want you to.*



## *Stereotypes*

**Beasts:** Careful! You'll have someone's eye out with that.

**Darklings:** Well, we can't all be the lucky ones, I suppose.

**Elementals:** Are you free Friday night? Dinner? Some drinks maybe?

**Ogres:** Be my faithful brute, won't you? Come to me when I call, walk your own way when I need to be alone? Promise?

**The Wizened:** You're taking my money for this, you horrible little man. So stop bitching about it.

...



**Vampires:** Oh, they can be fair in their own way, and oh yes, they know about cruelty, but they're... not like us. Nothing of dead flesh could be.

**Werewolves:** Always, always keep your eye on the length of their leashes.

**Mages:** A little curiosity is flattering. A lot of curiosity isn't just oppressive, it's dangerous.

**Mortals:** I'm the fairest of them all. I am. Not you. Me. I don't care what the mirror says.





# OGRES

The story goes that there was once a troll, a beast who dined on human flesh and carved knife-handles out of the bones. Business was good, and the troll decided that he needed assistance in his workshop. One night, he stole into a village and took away three sons of a shoemaker. The ogre worked the three boys in his workshop, on the drill and lathe and chisel and awl for long hours. Every day, at dawn, he beat them, and he fed them on scraps of raw flesh. One night, the eldest boy took one of the knives he had made for the troll and crept in upon him while he was sleeping. But the knife shrieked out loud and would not kill the troll, and the troll awoke and cooked the boy in a pie and forced each of his brothers to eat a slice, before he beat them so hard that they were all bruises. The second son made a pick so that he could open the lock on the door of the troll's workshop, and at night he crept to the door and picked the lock. But the troll was waiting behind the door, and he chopped the boy up and cooked him in a stew, and fed it to the youngest son before beating him so hard that his teeth were all broken and his mouth was all blood. The third boy worked so hard and so well in the workshop that the monster could find fewer and fewer reasons to beat him, and the knives the boy made were beautifully carved, and the troll found that he could sell them for more gold than he ever had before. One day, the troll came into the workshop, and he leaned over the boy's shoulder as the boy carved the knife handle, and the boy pointed out a detail of the carving, and the troll craned closer to look, and quick as lightning the boy turned his hand and stabbed the troll in the eye. And that was the end of the troll. The boy wanted to run away, but he turned back and saw that the workshop was now empty. And he didn't leave. He ate the troll's food and slept in the troll's bed. And now he dines on human flesh, and carves knife handles from the bones. And business is good. One day soon, he will need assistance.

The changelings who, for the want of a better term, are called Ogres understand this story, for it informs who they are. They know that abuse sometimes creates abusers,

that the victims of brutality can sometimes become brutal themselves. By definition, the Ogres are those changelings who have been shaped by unthinking violence, and brutishness defines them.

This is not to say that Ogres can't be gentle or honorable, or possessed of restraint. It's just harder for them. They believe that their journey through the Hedge was the hardest of all the changelings because they had to escape from vicious, brutal captors, through locked doors, from chains and manacles, from regular beatings and the fear of beatings. To escape from that, every Ogre inevitably had to become hardened to the violence, and in Faerie, to become hardened to something is often to become that thing. Just as the shoemaker's youngest son, some changelings defeat their captors only to *become* them.

Most folklore traditions have stories of trolls, hags, giants and flesh-eaters, and the changeling Ogres reflect those, to a certain extent. Their tragedy is often that as they try to escape the violence that made them, they perpetrate it.

A big man, Cyclopean in stature, one eye missing and covered by a patch, works as a traveling salesman. Sometimes, when he thinks that no one's watching, he makes a meal of lonely people he meets on the road. The Court that uses him as a courier doesn't know this. A Gristlegrinder hag with teeth like iron and skin like green leather is the matron of a children's home. The kids are scared stiff she'll make good on threats to eat them up. She wouldn't, but the children she terrifies unknowingly gain a respect for the things of Faerie that might one day save them from ending up like the matron. Another Gristlegrinder, a tiger-jawed, wide-eyed Indian *raksha*, works as a police community support officer. The frequency of racist abuse and attacks has plummeted since he's been on the job. Partly, this is because of the rumors of the terrible things that happen to people who stray onto his turf. How long can it last? One of the more organized racist groups is thinking of retaliating. A Farwalker, a farmer, keeps kids away from the Deep Dark Wood at the edge of his land (and the gap in the





Hedge in the middle of it) with tales of the orange-eyed, black-tongued, sharp-toothed creature that hunts there. The farmer wouldn't hurt a fly, but he really looks the part. A Gargantuan *oni* demon, a tusked, scarlet-skinned brute, makes a living as a construction worker. If his Court wants something (or someone) buried, something placed in the fabric of the building, or something sabotaged, they'll come to him, although they won't expect subtlety. A craggy-chinned Stonebones climbs in the Rockies. He's been caught in avalanches and rockfalls, but somehow he never seems to be badly hurt. He knows the mountains like he knows his own back garden, and he's a superlative guide. A Water-Dweller works for the Coast Guard. He amazes his colleagues — and even himself — with the acts of heroism he engages in, and the feats of strength he sometimes manages to perform in service of his craft. What his colleagues don't know is that sometimes the Court would prefer that some boats stay sunk, that some crews drowned and sometimes the aspiring lifesaver finds his loyalties sorely tested.

Whatever place an Ogre finds in the world, she'll find that the only way to rise above the brutality that made her what she is to accept it and use it. Of course, there's a fine line between accepting something and embracing it, a line too many Ogres cross.

**Appearance:** Ogres are always brutish in some way. Some have bestial features (and a very few might even be confused with Beasts). Many are tall and broad, although by no means all. There are several short Ogres and almost as many skinny Ogres.

The Hag Matron has hair like wire and deeply wrinkled, leathery dark green skin, covered with warts and pustules. Her teeth are made of steel and catch the light when she bares them. As a human, she looks older than she is, and has an intimidating cast of feature. The *raksha* policeman has jaws like a tiger, and skin of the deepest blue. In his mortal guise, his eyes are incredibly compelling, and sometimes frightening. The Farwalker bogeyman is hairy, with shaggy black hair covering his body, an elongated snout with tusk, short spines covering his back and blazing orange eyes. In real life he's pretty scary-looking, too, the epitome of the intimidating land-worker. The Cyclopean salesman's one eye appears in the center of his forehead in his fae seeming. The Stonebones mountaineer has skin made of rocks, and eyes that peer out from beetling brows. Even as a human, he's craggy and weather-beaten. The Water-Dwelling Coast Guard member has tusks and green, scaly skin. The *oni* construction worker is bright scarlet, with the wild hair and grimacing mouth of the creature he resembles, wild hair and ugly features that persist to a degree when his seeming is invisible.

**Background:** The Ogres who make it back through the Hedge have to be, more than any other changeling, exceptional people. Not that the Fae are necessarily picky

in whom they choose to abuse and brutalize: more that the Ogres are the ones who managed both to survive without being eaten, crippled or beaten to death *and* to avoid becoming so much like the monsters that took them that they wouldn't want to leave. They don't have to be particularly smart or cunning, but they are the kind of people who know their own mind. Most Ogres have an inborn streak of stubbornness that makes them faithful (if sometimes annoying) companions and terrible enemies.

**Durance:** Ogres' memories of their time in Faerie are often clearer than those of other changelings. Kidnapped by monsters, the Ogres became monsters. Some were forced to subsist on raw flesh. Some were chained to the hearth and forced to cook for awful masters. Some scrubbed floors until their knees grew scales. Some were made to fight. Some were chained up in dungeons and fattened up for the pot. All were abused in some way, and Ogres sometimes have flashbacks of verbal and physical abuse, brief painful moments where they relive in their heads the impact of a fist or foot, or the sting of a verbal barb.

**Character Creation:** Nearly all Ogres concentrate on Physical Attributes and Skills, almost to the exclusion of all else. Presence is a popular buy for Ogres who seem larger and more intimidating than their actual physical stature would imply. Physical Merits are also common, particularly the Giant Merit. Many Ogres take Wrath or Gluttony as Vices.

**Blessing:** Ogres are mostly big, often ugly and always capable of frightening displays of brute force. The player can spend points of Glamour to improve dice pools involving Strength, Brawl and Intimidate. Each point of Glamour spent adds one die to one dice pool.

**Curse:** Not all Ogres are necessarily stupid, but most are fairly gullible, weak-willed and prone to impulsive, thoughtless actions. An Ogre doesn't get the benefit of the 10 again rule on dice pools using Composure (with the exception of Perception rolls using Wits + Composure, which suffer no penalty). The character also suffers a -1 die penalty to Composure when using it as a Defense Trait (that is, when subtracting it from another character's dice pool).

**Seeming Contracts:** Stone

**Concepts:** Working-class Red Cap hard-man, arrogant giant CEO, shrill political activist, gung-ho Marine grunt, nightclub bouncer, understanding but non-nonsense bar manager, Bigfoot hunter, belligerent redneck, prizefighter, long-distance truck driver, deep sea fisherman.

## KITHS

**Cyclopean** — The Cyclopeans are like the ancient hunters and herdsmen of legend who sought men for their cooking pots: changelings who resemble Cyclops of Archaic Greece, the one-legged Fachan of Scots legend, the three-eyed *oni* of Japan, the elephant-eared *rakshas* of India or the wind-borne footless Wendigo of North America.



Although many are crippled in some way, they have profound senses to make up for it. The Cyclopeans can **Smell the Blood**: the character gains the benefit of the 8 again rule on Wits-based Perception rolls. He can smell things that can't normally be smelled, meaning that even if some of his senses are deficient, his sense of smell makes up for it. Many Cyclopeans have Physical Flaws such as One Eye, Lamé, One Arm or Hard of Hearing.

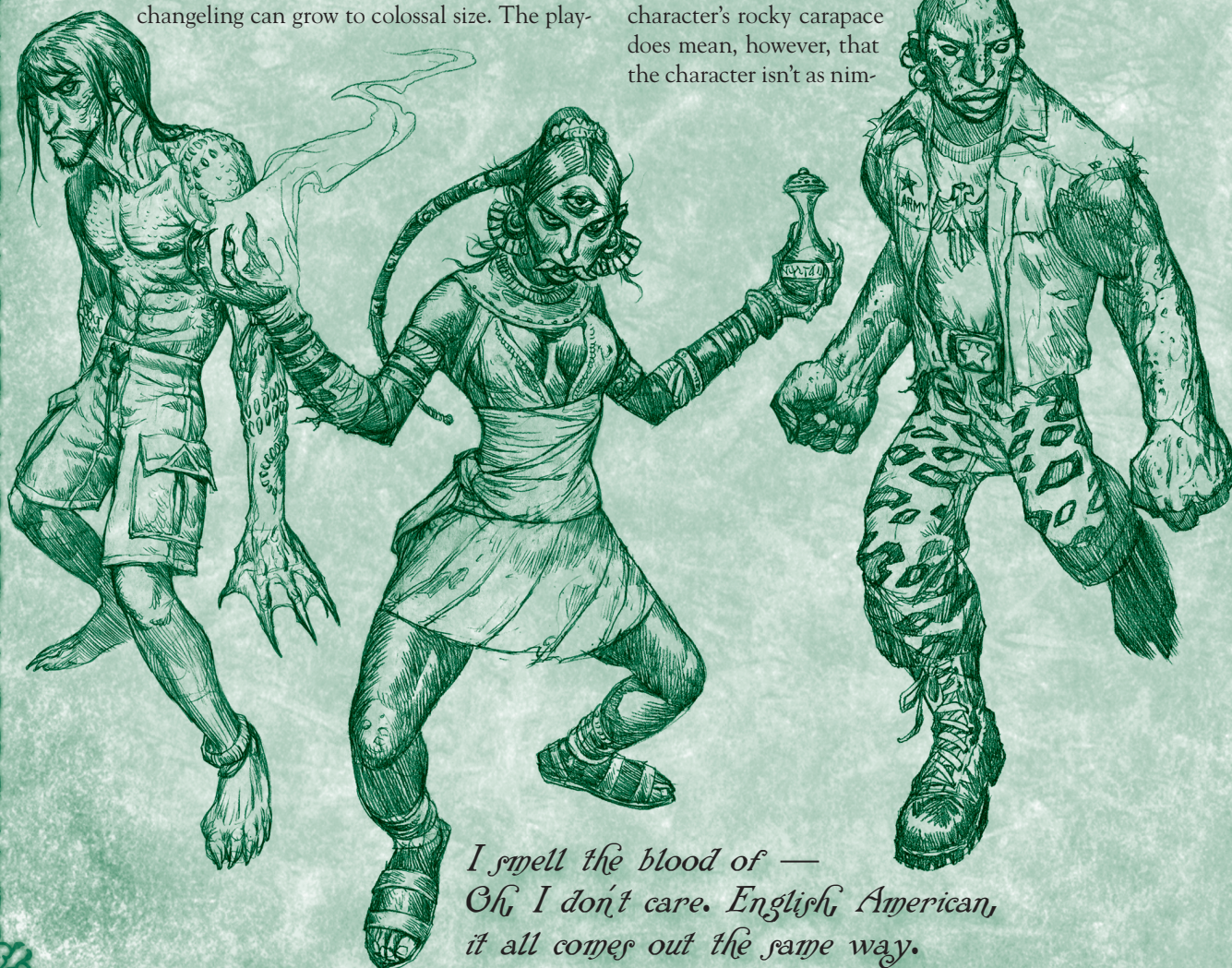
**Farwalker** — Changelings who resemble the abominable men of mystery, the possibly savage hairy creatures of the wilds whose existence straddles the divide between folklore and cryptozoology: the Sasquatch, the yeti, the Russian Alma, the Australian yowie and dozens of other wild men. Farwalkers have **The Elusive Gift**: the character gains the benefit of the 9 again rule on Stealth and Survival dice pools. Also, the player can spend a point of Glamour to retake a failed Stealth or Survival roll.

**Gargantuan** — Captured by giants, these changelings had to grow to a greater stature, perhaps being stretched on racks or forced to drink noxious potions. As humans, they appear less freakish, though many purchase the Giant Merit. Their blessing is **Spurious Stature**: once a day, the changeling can grow to colossal size. The play-

er spends a point of Glamour, and adds the changeling's Wyrd score to her size for the rest of the scene. This supplies temporary Health dots (see the **World of Darkness Rulebook**, p. 175). Returning to normal size is painful, as if the changeling's skin is unable to contain the character's stature, and when she regains her normal height, the character takes one point of lethal damage.

**Gristlegrinder** — Man-eaters and gluttons, taking their cue from the English Black Annis, Scottish Red Caps or the *rakshas* of India, but also sometimes resembling more modern Ogres, such as the masked unstoppable lunatics of slash-and-stalk horror movies. Every Gristlegrinder has **Terrible Teeth** in his terrible jaws: the character's bite is a two lethal attack, though it does require him to grapple the opponent first.

**Stonebones** — Changelings who resemble the rocky giants of folklore, Nordic trolls, Native American mountain spirits and the like. The Stonebones are blessed with **Obdurate Skin**: once per day as an instant action, the player can spend one point of Glamour to harden the character's skin, making it like rock. The character uses his Wyrd as his armor rating for the rest of the scene. The character's rocky carapace does mean, however, that the character isn't as nim-





ble as he was: the changeling suffers a -1 die penalty to all Dexterity-based dice pools while this power is active. In addition, his Defense is reduced by one for every two points of Wyrd past the first; -1 Defense at 3 Wyrd, -2 Defense at 5 Wyrd and so on. This blessing doesn't stack with mundane forms of armor.

**Water-Dweller** — Changelings who resemble the legendary water-demons of many cultures, from life-demanding river spirits through to the trolls of coastal caves and under-bridge shadows. The Water-Dweller can **Lie Under the Waves**: the character can hold her breath for 30 minutes, as if she had a Stamina of 7 (see the **World of Darkness Rulebook**, p. 49). She is also accustomed to murk and darkness, and suffers no penalties to sight-based Perception rolls when underwater.

### *Stereotypes*

**Beasts:** Hey! Hey! You didn't have to do that! I was just making a friendly offer!

**Darklings:** Say what you need to say to my face. I ain't scared of something that hides from me, and I ain't gonna be your friend if you won't shake my hand.

**Elementals:** Look. If I want to piss against your tree, I'll piss against your tree. That's natural, too.

**Fairest:** Has anyone ever told you — ? Oh. Right. Yeah. 'Course they have. So. What was it you wanted me to do?

**The Wized:** Don't think I can't hear you down there. You can do things I can't, that's fine. Just don't act like I'm stupid.

...

**Vampires:** Clammy little bastards. Maybe we're all monsters together, but I don't think they're my kind of monster.

**Werewolves:** I would have been scared shitless knowing these guys were out there, about a lifetime ago.

**Mages:** Now stand right here and try that.

**Mortals:** God, you're beautiful. On the other hand, you taste like chicken. What am I supposed to do?





# Wizened

You know this story: it's night. A man drives along a lonely country road. He sees lights in the sky. They swoop down, engulf the car. He blacks out. When he comes to, he is driving along that same stretch of road. He's traveled maybe a quarter of a mile, but his watch says he's been gone five hours. It's nearly dawn. When he gets home, his wife notices that he is covered with little scars that look like healed-up burns. He says he's sore and itchy all over. Over the coming months, the man will begin to recall being taken into a strange circular room, and being experimented on by small, pale, dark-eyed creatures. It's a classic abduction scenario. Except... the truth is, this man who comes back with all his memories and relationships, he isn't a man at all. He's a thing made of sticks and stones, and he doesn't even know who he isn't. The real man is still in the clutches of the beings that took him. They're still doing their experiments. They're swapping his eyes around. They're repositioning his internal organs. They're taking out his hair one strand at a time and slicing off his nose and sewing on a different one. They're draining his blood out. And all the time he's conscious. And all the time, each different procedure is turning him into one of them. And worst of all, they are doing it to him for no reason. They're not learning anything. They're not even doing it for fun.

Whether gray-skinned abductors, child-seizing imps, vandal faeries or tin-mine knockers, many of the Fae marry practical talent and industry with undirected, pointless malice. Sometimes they are the sprites and goblins that bring people practical help and material wealth — if placated. But if offended, even only once, even accidentally, these same givers of aid bestow upon their hapless human victims a lifetime of misery.

The Lost who were kidnapped by such faeries have endured this strange malice. Trained by unreliable Faerie taskmasters, they have become nimble-fingered. They have become willing, tireless workers. But the spitefulness of their captors infects them. It twists them. It makes them somehow smaller. It diminishes them. This is why, no matter how they look, other changelings recognize them as the Wizened.

The Wizened consider their escape from the Fae realm to have been the hardest to effect. The cunning and viciousness of their captors was unmatched. Chained, ensorcelled, threatened, cajoled, tricked, tortured and mocked, the Wizened found their escape a labyrinthine problem that, for many of them, required multiple attempts before they could break free.

Many of the Wizened make a point of trying to rise above the malice that made them so small. Many do. Among the change-

ling Courts, the Wizened often the ones who get their hands dirty. They are the managers of households and the enforcers of etiquette. They are the “honest mechanicals,” who toil to create things beautiful and useful. They are eloquent seers and healers. The paradox of their existence is that their skills place the Wizened in trusted roles within the society of changelings, while at the same time the fact of their origin engenders distrust. The most cheerful, decent and helpful of the Wizened was still made what he was by a being made of spite, and some changelings would believe that it only stands to reason that spite is the legacy they took from their Keepers in Faerie. In the end, this distrust can fulfill itself, as ill will directed against the Wizened inspires resentment in a changeling whose only sin was his deformity.

A Wizened Chirurgeon, once kidnapped by little gray men, works as a medical researcher in a university. When the Court needs her, her lab is a makeshift hospital for her fellow changelings whose injuries would inspire too many questions from ordinary medical institutions. A Brewer takes on the role of a homeless inebriate. He looks out for his own makeshift community and keeps an eye on the dead-end alleys and quiet corners of the provincial city where he lives, for things appear in these places and it's better to be prepared. It's a hard job, and sometimes, just so he can sleep, he indulges in his own elixirs.

Alcoholism beckons. An Artist works in an animation studio, endlessly churning out CGI characters for ads and corporate motivators. Every so often, he slips a frame or two into his animations, a subliminal message for those who know. A Smith toils in the pit of the local auto shop, welding and hammering away like some ancient Nordic *Alf*. He makes few friends, thanks to his brusque manner, but his talent at completing a tune-up is undeniable, and his Court comes to him, whenever transport is an issue, or they have a need for more specialist tools than those an ordinary mechanic could supply. A Woodwalker, a recluse, lives in a cottage on a desolate moor. Stories of a Beast abound; he's its keeper.

Although the Wizened's work isn't always the most glamorous or the most immediately apparent, it is often the work that other changelings would immediately notice, if it were not done. If the Wizened were to suddenly vanish, many regional Courts would dissolve into chaos. The Wizened know this, but still they often fall beneath the notice of their more prominent changeling fellows. Which is, quite commonly, the way they want it.

**Appearance:** Every one of the Wizened is, in some way, smaller than she was when she was taken away. Being small often means be-





ing short — but not always. Some Wizened are tall and impossibly thin. Some aren't physically smaller than anyone else, but somehow *seem* smaller, as if they are insubstantial, as if they are somehow not quite *there*. It's very difficult to make general statements about what the Wizened look like. They bear the features of the "Little People" in all their infinite variety. Wizened captured in the West often have pointed ears, deeply lined faces, strangely-shaped noses and gimlet eyes. Some have hunch backs and prominent warts. Often, a Wizened changeling's skin is richly colored. It can be bright green, red or blue, or the deep rich color and texture of polished mahogany. Fingers are nimble and bony; fingernails are long and sometimes twisted. Some have hunchbacks. Some have animal feet.

The Woodwalker has a long beard and eyes that gleam like tiny specks of polished jet, in a face like a ruddy ancient oak. A Japanese changeling develops sparse hair and a leering, grimacing face, a wide mouth full of white, sharp teeth. The Chirurgeon might resemble the "grays" who kidnapped her, with a bald head, huge black eyes, a tiny mouth and nose and no visible ears. But then, she could just as easily look like a towering stick-figure in scrubs, a goblin surgeon with twisted limbs like brittle twigs. The Smith's face, smeared with oil, becomes like charred sycamore in his fae aspect.

To those who can't perceive the Wizened's seemings, the Wizened still seem small. Again, they're often short and often thin. That look of somehow not always being present stays with them.

**Background:** The Wizened are often the most unfortunate of changelings, for they were most often taken for no reason at all and no fault of their own. They were simply in the wrong place at the wrong time. The faeries saw them and took them; that is all. Unluckier still are those who came to the faeries' attention because they encountered a faerie who appeared to be in trouble — like the man who found a little person under a rock and set him free, only to be hounded to death for his presumption that the Fae might need his help. The Wizened could be anyone.

Having said that, it takes someone as cunning and ingenious as the Fae themselves to escape from the Little People, and so Wizened changelings who return are most often those people who were already nimble of hand and quick of wit.

**Durance:** The Wizened bring back disjointed memories of random cruelties, of being the butt of tricks and experiments that seemed hilarious to the Fae, even if they couldn't appeal to any human sense of humor. Many Wizened dimly recall trying to escape over and over again, each time being outwitted by their spiteful captors, perhaps at times being allowed to think they had escaped before the fact that they were in Faerie all along was revealed.

**Character Creation:** The Wizened often concentrate on Mental Attributes and Skills, but not to the complete exclusion of Physical and Social Traits, particularly when it comes to Finesse Traits. Wizened characters often have good Dexterity and Manipulation in particular. Few Wizened, however, have above-average scores in Strength and Presence. Mental Merits are as common as Physical Merits are rare. Many of the Wizened have Envy, Greed or Wrath as their Vice. While the Flaw: Dwarf is appropriate for the Wizened, it's not compulsory. Although the Wizened have all shrunk to some extent due to their time in Faerie, few are *that* small.

**Blessing:** The Wizened are extraordinarily nimble. The player can spend one point of Glamour to gain the benefit of the 9 again rule on all dice pools involving Dexterity for the rest of the scene.

This same nimbleness enables the Wizened to avoid harm in ways other beings can't imagine. The player can also spend one point of Glamour to add the character's Wyrd dots to his Dodge total (normally calculated as double Defense), for the rest of the scene. This only applies when the character is dodging (see the **World of Darkness Rulebook**, p. 156).

**Curse:** Spite infects the Wizened. It comes out in their appearance, and in their manner. Their appearance, which is rarely attractive, and their general tendency not to be approachable means that the Wizened don't benefit from the 10 again rule on dice pools involving Presence. For the same reason, while Social Skills aren't completely barred to them, the Wizened suffer a -2 dice untrained penalty when trying to use a Social Skill in which they have no dots, rather than the usual -1.

**Seeming Contracts:** Artifice

**Concepts:** Creepy backstreet surgeon, paranoid UFO enthusiast, faithful laconic manservant, snooty *maitre d'*, footpad for hire, reclusive artist, socially inept radio technician, antisocial Nethead, pawnbroker.

## KITHS

**Artist** — The Wizened who create startling works of art and craft: seamsters, sculptors, painters and builders. The Artists' blessing is **Impeccable Craftsmanship:** the changeling enjoys the benefit of the 8 again rule on any dice pool using Crafts, and can choose to spend a point of Glamour to re-roll any failed dice on one Crafts roll (so if, for example, an Artist who rolls five dice and gets 1, 4, 6, 8 and 9 can spend a point of Glamour and re-roll the 1, 4 and 6). This blessing can be used only once per roll.

**Brewer** — Changelings who spent their durance in Faerie learning how to create mind-bendingly potent drinks or peculiar alchemies. Due to long exposure and gradual immunity, a Brewer gains four bonus dice to any Stamina roll made to resist poisons or intoxication. In addition, the Brewers know the recipe for **The Inebriating Elixir:** once per scene, the changeling can instantly ferment one pint of any drink with Glamour, turning it into a powerfully intoxicating brew. The changeling needs to be able to touch the container holding the drink to do this. The changeling's player rolls Wits + Crafts. If the roll is successful, the player may spend one Glamour point to invest the drink with a Potency rating equal to the changeling's Wyrd rating, plus the number of successes the player rolled. If the Potency of the brew is higher than the Health of the person drinking the brew, the person gets very drunk, and in five turns falls unconscious. If the Potency doesn't exceed the drinker's Health, the drinker must roll Stamina + Resolve, or suffer the effects of having drunk one more drink than her Stamina (see the **World of Darkness Rulebook**, p. 177). The brew's effects last for the rest of the scene.

**Chatelaine** — Preternaturally skilled manservants, organizers and house-managers. The Chatelaine's talent is **Perfect Protocol:** the changeling gains the benefit of the 9 again rule on all Social Skill rolls which depend on manners, etiquette or proper social practice (such as in a formal ball, a business meeting or a changeling Court), even when using Presence. Further, the player can spend a point of Glamour to gain a +2 dice bonus to Manipulation and Presence dice pools for the rest of the scene.

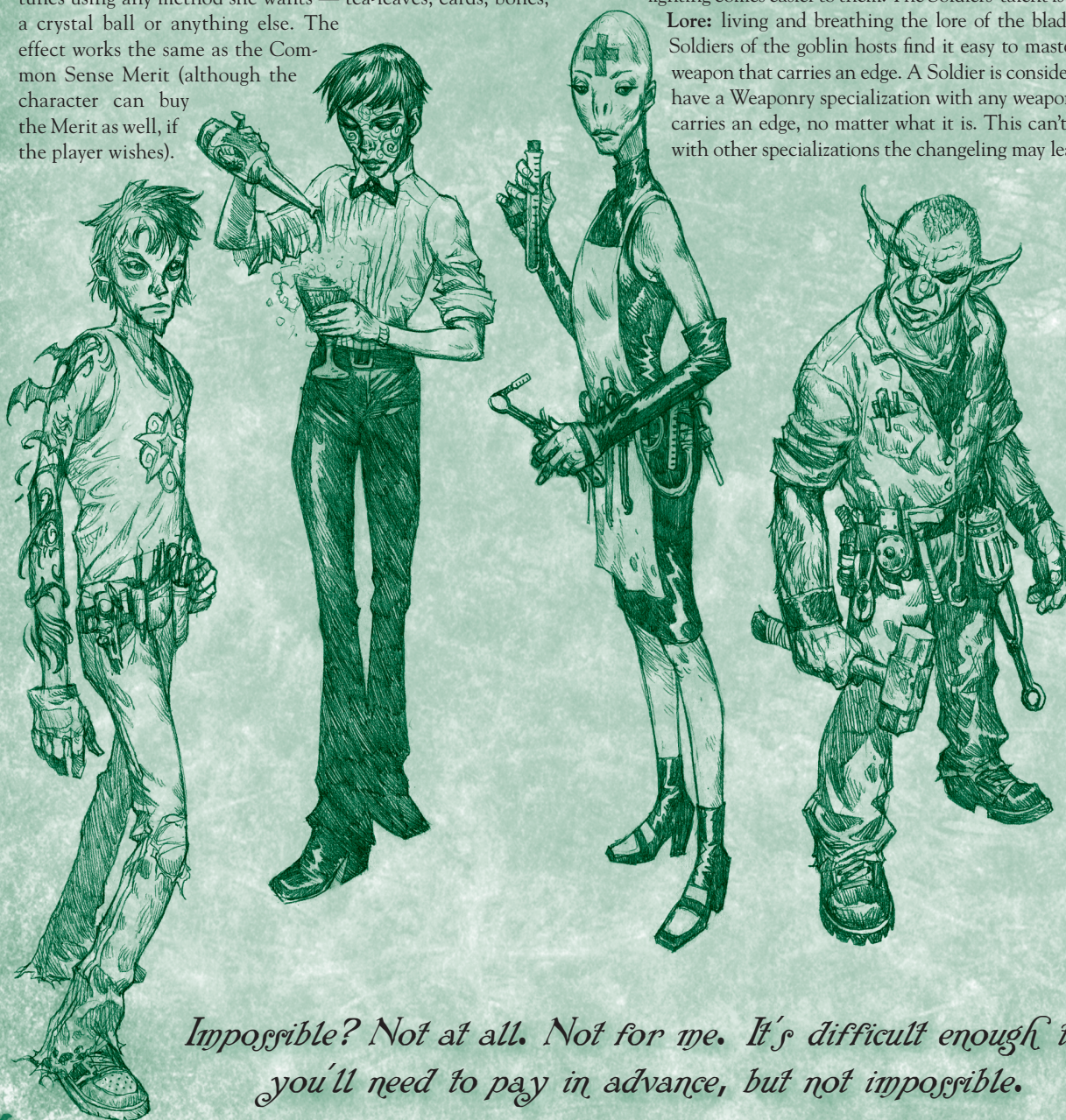


**Chirurgeon** — Changelings who master surgery and pharmacy, sometimes from altruism, and sometimes simply because they can, ranging from scary back-street surgeons to strangely alien experimenters. The Chirurgeon's blessing is **The Analeptic Charm**: able to perform medical miracles, the changeling gains the benefit of the 9 again rule on Medicine dice pools. The Chirurgeon can also use the humblest tools well, and never suffers from penalties for poor equipment as long as at least something can be jury-rigged as a medical tool. Finally, anyone whom the changeling tends to for any length of time receives the benefit of the Chirurgeon's skills as if they were in a hospital intensive care unit (see the *World of Darkness Rulebook*, p. 61).

**Oracle** — Changelings who, like many imps and goblins, can, in a limited way, see the future. The Oracle's blessing is **Panomancy**: the changeling can, once per chapter, tell fortunes using any method she wants — tea-leaves, cards, bones, a crystal ball or anything else. The effect works the same as the Common Sense Merit (although the character can buy the Merit as well, if the player wishes).

**Smith** — Changelings who were forced to labor under the watchful eye of the most unimpeachable Faerie blacksmiths, tinkers and toolmakers. Their blessing is **Steel Mastery**: the changeling can use his supernatural skill with metallurgy to alter metal objects, improving them, even if improving them would normally be impossible. The player spends one Glamour and makes an extended roll of Dexterity + Crafts, with each roll representing half an hour of tinkering, polishing and hammering. If the changeling manages to gather four successes, he can alter a tool so that it gives a +1 equipment bonus. The item has to mostly be made of metal. The magic wears off after a day. No object this way can be improved more than three times. If the changeling tries to alter an object a fourth time, he destroys the tool, and it can never be used again.

**Soldier** — Members of the vast goblin hosts of the Fae, the Soldiers fought strange, inconclusive battles and now find that fighting comes easier to them. The Soldiers' talent is **Blade Lore**: living and breathing the lore of the blade, the Soldiers of the goblin hosts find it easy to master any weapon that carries an edge. A Soldier is considered to have a Weaponry specialization with any weapon that carries an edge, no matter what it is. This can't stack with other specializations the changeling may learn.



*Impossible? Not at all. Not for me. It's difficult enough that you'll need to pay in advance, but not impossible.*



**Woodwalker** — The Wized who, like their captors, live within and protect the wilds, sometimes jealously, sometimes violently. Their talent is **Wildcraft**: the changeling gets the benefit of the 8 again rule on Survival rolls. Also, the Woodwalker can survive by eating any plant, no matter how poisonous (although poisons that are isolated and distilled from plant sources are still dangerous to him, because they're not strictly plant matter any more).

### Stereotypes

**Beasts:** No. I'm not talking to you until you're house-trained.

**Darklings:** Come on out where I can see you. I think we've got a lot we could talk about.

**Elementals:** Look at you, raw and unshaped. Gorgeous. When they made you, it's like they unmade you and you came out better for it.

**Fairest:** If I envied you your pretty face, I wouldn't tell you. Is there anything more to you that's actually worth my jealousy?

**Ogres:** It makes me *tense* when you act like you're

about to break something. And you *always* act like you're about to break something.

...

**Vampires:** Those are a bad job, they are. One wonders who decided to make something so dangerous and so flawed.

**Werewolves:** I don't know, I don't want to know. Find a brute or a beast or something if you need someone to talk to them.

**Mages:** There's something about us that drives them nuts. Have you noticed it? Whatever it is that makes them look at us with more than idle curiosity, it can't be good.

**Mortals:** It doesn't matter how hard I try, or how much better the work is. It doesn't *last* the way it does when you do it.





# CONTRACTS

The enigmatic powers of the changelings are curious — just as the Fae themselves — because these powers aren't innate abilities. Rather, supernatural changeling abilities, known as Contracts, come as a result of bargains struck between the Fae and the natural world. Indeed, they are literal contracts between the dream-folk and the worlds they inhabit. The nature of the Contract defines its appearance: a changeling who seems "fireproof" actually has a Contract with fire itself to cause him no harm, while a changeling who can fly might have either a Contract with the air to buoy him or with a bird to grant him its aspects.

What is important, however, is that the changeling does invoke the Contract with a bit of his own supernatural essence. In most cases, gaining the benefit of a Contract costs the changeling Glamour. With certain Contracts, a changeling must also or alternatively spend a point of Willpower, as invoking the Contract takes on an additional degree of focus. This is common among the more powerful Contracts, in which the results are so far beyond the pale of what the normal world expects to be possible, or when the natural forces behind the Contract are exceptionally reluctant to indulge their side of the bargain.

Contracts come in a variety of types. Each type is denoted by a symbolic element or governing entity that represents the Contracts associated with it. These elements or entities are, effectively, the signatories to the Contracts, the fire and air and birds described above. Some Contracts are open to all changelings: the "common" Contracts of Dream, Hearth, Mirror and Smoke. Other Contracts rely upon seemings or Courts, and their powers are more dearly gained by those not of the favored group.

Along these lines, Contracts are not generally something that a changeling strikes himself with something else. Rather, most established Contracts have been formed by a body of Fae or changelings. When a player buys a Contract for a character, that represents the changeling engaging his right to "accept" any one particular level or clause of a Contract to which he's entitled via citizenship. For instance, a Contract of Smoke available to all changelings would probably be something they were entitled to accept by virtue of being changelings, as they fell into the category of potential "party of the first part" when the Fae took them in and infused them with Glamour. Other Contracts are more specialized. Thus, when an ogriish patron made you a changeling with an Ogre seeming, you became eligible for the specialized seeming Contracts that were struck by the Ogres in particular. A changeling of another seeming would also be eligible to invoke an ogriish Contract, by the Byzantine ties of fae blood, but the more distant connection makes it more expensive to "initial the clause," so to speak.

In a literal sense, invoking a Contract translates to using a very specific application of the Wyrd to shape one's environment, even in the mortal world. Changelings per-

ceive the satisfaction of Contracts as being adorned by the powers that negotiated them: they have visions in which they see faces in the fire, or hear bullets make noises like dying songbirds as they try to slow down or see a glittering shower of shadow fountain from a changeling's hand as he dulls a person's vision. A changeling's understanding of a Contract in effect is dictated by Wyrd, and anthropomorphizes the forces at work somewhat. Naturally, the higher one's Wyrd, the more pronounced this effect seems.

As is the nature of changelings, they rarely agree to a compact from which there's no possible way to extricate themselves. Even these Contracts they've made since time long forgotten have loopholes and technicalities that can occasionally allow them to circumvent the expenditure of Glamour. These are known as catches, and they allow for the invocation of the Contract at no cost to the changeling.

Another type of Contract, the Goblin Contract, operates by entirely different rules, and is more of a spontaneously agreed-to, single-time effect. (More information on Goblin Contracts may be found on p. 164.)

Certain Court-related Contracts have prerequisites of a certain level of Mantle before they can be purchased; in some cases, a high level of the appropriate shade of Court Goodwill can be substituted. This prerequisite is necessary only for the purchase of the Contract. If a character later loses Mantle or Court Goodwill to such a point that he no longer meets the prerequisites for purchasing the Contract, he can still use the Contract, although at a penalty. Activating a clause while unable to meet its prerequisites adds an additional charge of one Glamour for every dot of Mantle the character is short. Thus, if a character with Mantle (Autumn) • attempts to use Scent of the Harvest (which has a prerequisite of Mantle (Autumn) •••), he must spend four Glamour (two for the standard cost + two for the two dots of Mantle he's lacking).

The Contracts here are grouped by type. First come the general Contracts that all changelings have affinity for. Then come seeming-related Contracts, then Court-specific Contracts and finally the pernicious Goblin Contracts.

## UNIVERSAL CONTRACTS CONTRACTS OF DREAM

While all changelings are capable to some extent of entering and manipulating a sleeper's dreams, the Contracts of Dream are a particularly potent means of doing so. They grant the changeling more power in the dreamscape, allowing her to control and direct a sleeper's dreams, and also to manipulate the nature of dreams themselves without means of a pledge. They may also grant some insight into the dreamlike nature of the Hedge. (For more on dream-shaping without Contracts, see p. 190.)

### PATHFINDER (◉)

The first and most basic clause allows the changeling to divine the nature of the Hedge in a certain area. Pathfinder can





find Hollows, trods, paths to and from Faerie and other details of the local Hedge, such as what sorts of goblin fruits grow there.

**Cost:** 1 Glamour

**Dice Pool:** Intelligence + Wyrd

**Action:** Instant

**Catch:** The changeling must have plucked a Thorn from the local Hedge and shed a single drop of blood while doing so within the last day.

### Roll Results

**Dramatic Failure:** The Contract yields wholly inaccurate information about the Hedge, suggesting paths where there are none, marking poisonous fruits as beneficial or otherwise utterly confounding otherwise useful information.

**Failure:** The changeling learns no useful information about the local Hedge.

**Success:** For each success on the roll, the changeling learns a single pertinent fact about the local Hedge. In most cases, this information is just that — a statement about whether something exists. It doesn't necessarily point out *where* a Hollow or pathway might exist, just the fact of its presence. The distance in which such information-drawing is effective is the changeling's line of sight. Therefore, this power may be curtailed by a mysterious fog in the Hedge or a smoke cast by the Hedge's burning.

**Exceptional Success:** As with an ordinary success, but the achievement of the exceptional success yields information about the location of features known to be in the Hedge.

### Suggested Modifiers

Modifier	Situation
-1	The changeling has never witnessed the local Hedge before, as with visiting a new freehold or otherwise finding the "Hedge-scape" vastly different than what she may have expected.

### FORCING THE DREAM (••)

The changeling invoking this clause becomes as the director, cinematographer and editor of a movie, only the media in which she works is the dreaming mind of her subject. The changeling may literally change her subject's dreams to depict whatever the changeling wishes, from bucolic idylls to lewd romps to harrowing tribulations. She may plague her subject with vicious antagonists or rain a cascade of rose petals down: the details are fully under her control. The only limitation is that the changeling may never depict the subject's death, though she may certainly imply it.

Crafting dreams in this manner is very much an art form among changelings. Some prefer to work with overt themes, while others use subtle symbolism and soft focus





to create feelings more than literal episodes. Indeed, some changelings are so adept with dream-craft that they can provoke strong emotional responses from their sleeping subjects that they can glean Glamour from them.

The changeling must be able to see her subject in order to use this power. She needn't be in the character's actual presence, however, and some changelings use this power on subjects they view via video cameras or even from painted portraits or still photographs.

**Cost:** 1 Glamour

**Dice Pool:** Wits + Wyrd

**Action:** Instant

**Catch:** The changeling must stand or sit beside her subject, touching her own temple and that of the dreamer.

### Roll Results

**Dramatic Failure:** The attempt to manipulate the sleeper's dreams fails and leaves the changeling discombobulated, unable to tell the real world from the dream he was attempting to shape. For the remainder of the scene, the changeling is unable to focus sufficiently to expend any Willpower. Further, the sleeper (eventually) wakes from sleep remembering a distinct image of the changeling, even if she has no idea what he might have been trying to do.

**Failure:** The Contract fails to function but otherwise involves no sign of attempted use.

**Success:** The character may edit the sleeper's dreams and dictate their content, with the sole exception of depicting the sleeper's death. Each use of this Contract works for a single, vivid dream, which the subject recalls distinctly upon waking. If one of the Fae is in the sleeper's dream as well, the changeling must vie for control of the dream as usual (p. 198).

**Exceptional Success:** No additional effect.

### Suggested Modifiers

Modifier	Situation
-1	The changeling isn't in the immediate physical vicinity of the subject.
+1	The changeling knows the subject at least superficially, having exchanged words or introductions with him at least once.
+3	The changeling has a close, personal relationship with the dreamer.

## PHANTASMAL BASTION (•••)

This clause bolsters the changeling's ability to participate in and withstand conflicts with other changelings in the dreamscape. Using this power conjures an elaborate suit or even edifice of "armor," or conjures a fanciful weapon, both of which exist only in the dreamscape. Both weapon and armor appear as the changeling wishes, though depictions of seeming, kith and Court are extremely popular expressions. (For more information on combat in the dreamscape, see pp. 198–199.)

**Cost:** 1 Glamour

**Dice Pool:** Invoking this clause involves no roll, but the changeling must choose which type of fortification she wishes to invoke. If she chooses a defensive augmentation, she gains a number of phantom points of Willpower for the purposes of determining how much damage in the dreamscape she may suffer before falling to exhaustion. These phantom Willpower points are lost first during the oneiro-machy. If she chooses an offensive augmentation, she may double her Wyrd for the purposes of seeing how effective her attacks in the dreamscape are. A changeling may invoke this power for both offensive and defensive augmentation, at a cost of one Glamour each, but she may not "stack" multiple offensive or defensive augmentations.

**Action:** Instant

**Catch:** The changeling carries a token of favor, such as a garter belt or ring, given freely to her by a living enemy or one of his loved ones or family members.

## COBBLETHOUGHT (••••)

Using this clause allows the changeling to reach into his subject's dreams and extract an item or image from them that then exists or plays out in the real world. The subject need not be asleep for the changeling to attempt this; he simply must have had a dream at some point in recent events, which allows the changeling a trove of such experiences and artifacts to draw from.

The exact nature and duration of the Contract's ability to echo the dreamer's thoughts depends on how successful the changeling is at invoking the power. In general, though, images and symbols will mostly as they did in the dream (as with a changeling who assumes the "costume" of an entity in the dream), while an item will appear by and large as it did in the sleeper's thoughts. Determining which objects may be available from the subject's dream is largely the Storyteller's responsibility, though the Storyteller may choose to let the player take more creative control of the subject's dreams, as long as such control isn't abused.

Items pulled from dreams in this way have a hazy, imprecise sensory quality to them. A dream-sword, for example, would feel like soft metal and fade around its edges, but would cut nonetheless. Objects are treated as normal, unexceptional equipment despite their appearance. The guise of a terrifying night-fiend might shift subtly each time onlookers see it. A murky fog drawn from a dream might leave a runner feeling as if he were plodding through oatmeal, even though he was running as fast as he could.

Items drawn from dreams in this manner are made of dreamstuff, and thus don't have to be reasonably carried by the changeling. That is, the changeling could conceivably draw out the fog mentioned above, a rainstorm from a dream, or even something bigger or heavier than a person, such as a life raft or a heavy wooden door. The limitation is a single object or idea, however — the changeling could not withdraw a full



castle (made up of walls, hallways, doors, stairs and towers) or a functional car (with its own distinct parts and pieces).

One more limitation is that this Contract may not draw people or thinking entities from dreams. While a changeling would be able to draw the *appearance* of an individual from a character's dream, this would manifest as a sort of "costume" that the changeling or another character would wear, and not the individual herself.

**Cost:** 1 Glamour

**Dice Pool:** Intelligence + Wyrd

**Action:** Instant

**Catch:** The changeling must possess at least a single fiber of her subject's bedclothes, whether a thread from her pillowcase or a full nightshirt.

### Roll Results

**Dramatic Failure:** The changeling reaches into the dreamscape to grab the object of her intentions, but instead pulls back something else entirely, and probably hostile. If it's an inanimate object, it's wholly inappropriate to the changeling's original intentions, and if it's some conscious creature, it probably reacts with appreciable hostility at being removed from its lair.

**Failure:** The Contract fails to function but otherwise betrays no attempt on the changeling's part to rifle the character's dreams.

**Success:** The changeling draws forth one concise image or object from the character's dreams. The image or object remains in reality for a number of turns equal to the number of successes obtained on the roll.

**Exceptional Success:** As with a normal success, but the object remains permanently in reality. In addition, the changeling may, at any time, banish the dream-item back beyond the wall of dreams.

### Suggested Modifiers

**Modifier Situation**

- |    |  |
|----|--|
| -2 | The changeling attempts to draw something from a dream that has seems too fantastical to exist in the real world (a gemstone made from crystallized starlight, the feathers of Pegasus).                                       |
| -2 | The changeling attempts to draw forth a very specific idea, appearance or item, such as the exact likeness of a dream-tormentor, or the locket the dreamer had when she was five years old that held her parents' photographs. |

### DREAMSTEPS (•••••)

The changeling climbs into the dreams of a nearby sleeper, briefly appearing in her sleeping thoughts, and then emerges from the shared realm of dreams in the proximity of another sleeper. He traverses an actual distance by using the landscape of dreams as a proxy for physical travel. This travel takes place instantaneously, or at least at the speed of thought.

**Cost:** 1 Glamour

**Dice Pool:** Intelligence + Wyrd

**Action:** Instant

**Catch:** The changeling must carry a physical object that he crafted himself on the journey, which he leaves behind in the dreams of both sleepers. Both sleepers will remember this object, and will feel an inexplicable link to the changeling if they meet him in their waking lives, as they subconsciously recall this item connected to him.

### Roll Results

**Dramatic Failure:** The attempt to travel by dreamways goes horribly awry, with the changeling unable to extricate himself from the dreams at his leisure. Instead, the Storyteller should run a brief nightmare scene in which the dreamer and changeling are both tormented by dreams-turned-nightmares. After that, the changeling is forced out of the dreamscape in the proximity of a sleeper... *somewhere*.

**Failure:** The changeling is unable to enter the dreamscape and thus unable to use it as a shortcut in the physical world.

**Success:** The character enters the dreamscape and may use it to instantaneously traverse physical distances. The physical distance traveled is not greater than 10 miles per success obtained on the roll. The changeling emerges as close as possible to the physical place of his choosing: He emerges from the dreams of the sleeping individual closest to his ultimate destination.

**Exceptional Success:** As with a standard success (and the extra successes are their own benefit), but with the additional reward of being deposited exactly where he wishes to be. If any changelings understand exactly how this works, they aren't telling, and those dream-travelers who enjoy the luxury of the exceptional success describe the phenomena as if the stuff of dreams itself carries them exactly where they want to be and then recedes like an unseen ether.

### Suggested Modifiers

**Modifier Situation**

- |    |   |
|----|---|
| -3 | The changeling is rushed or fleeing and thus doesn't have time to gently part the veil of sleep (jeopardizing the slumber of the dreamer and the function of the Contract therefore). |
| +1 | The changeling personally knows the dreamer at the beginning point of the journey.  |
| +1 | The dreamer at the point of entry is having particularly noteworthy dreams (whether of a pleasant or terrifying variety).   |

## CONTRACTS OF HEARTH

Hearth Contracts are a broad path of beneficial effects, boons that a changeling can grant to an individual or himself when he needs and extra edge or just a little bit of influence from something greater than himself. Folklore is rife



with fairies using powers similar to these, and they fit the archetype of “the fairies bless you in some way.”

Unlike other Contracts, Hearth Contracts don’t have a catch. They always cost some amount of Glamour and/or Willpower to invoke. To the contrary, Contracts of Hearth have a ban. That is, the Faerie entities that grant the favors of Hearth can, if their ire is aroused, turn those boons right around and use them to blight the individual. The specific bans are described here with each power, but the faerie host is notoriously ill-tempered when its goodwill is abused. Therefore, the Storyteller has a lot of leeway when to apply the punishment of broken bans. Such retribution always seems to come at the worst possible time.

Many changelings suspect that these bans came about because the Hearth entities with whom the Fair Folk made their original bargains somehow obtained for themselves the better part of the compact between themselves and the fae. It stands to reason, given the nature of these Contracts. (Note also that certain bans may be manipulated for the purposes of causing failure when success would normally be warranted. Granted, the changeling must know that his subject has already received the benefits of one of these Hearth Contracts, but such secrets are easy enough to discern. Indeed, using some of these Contracts in this reverse manner adds a bit of versatility to the Hearth powers. On the other hand, trying to force this ill fate on the same subject more than once alerts the powers of Fate to the fact that they’re being manipulated. The punishment treatment then applies to the changeling attempting to invoke the anti-Contract, as opposed to the desired subject of the anti-Contract.)

Hearth Contracts don’t involve dice rolls to invoke. They simply work, once their costs are paid.

Contracts of Hearth require the changeling invoking them to touch the person upon whom she wishes to place the blessing (or curse), unless the changeling wants to grant herself the boon. Rules for touching an individual can be found on p. 157 of the **World of Darkness Rulebook**.

### FICKLE FATE (●)

It’s easier to curse than to bless. The individual affected by Fickle Fate seems to perform poorly in whatever task he sets himself to. It’s almost unheard of to invoke Fickle Fate for oneself — who wants to fail at what he attempts?

**Cost:** 1 Glamour

**Effect:** The subject of Fickle Fate makes the roll for his next actively attempted instant action, whatever it is, at a –2 dice penalty. Actively attempted actions are those things the character consciously undergoes the effort of doing, not things that occur automatically or reflexively. For example, jumping from a moving car or performing an oratory before the duke would be an actively attempted action, while seeing if wounds force a character into unconsciousness or reflexively resisting some supernatural power would not be.

**Action:** Instant

**Ban:** The character invoking Fickle Fate may not use it to affect the same subject more than once an hour. If he does, the Fickle Fate visits him on his next attempted action instead of his intended victim.

### FAVORED FATE (●●)

As with Fickle Fate, this clause alters the flow of fortune when a subject attempts an action. Favored Fate, though, makes for more appealing results: songs sound a little better, bullets find their mark and the acid-tongued critic thinks of *just the right thing to say* at the very moment he needs to say it. Favored Fate is a more lofty clause than Fickle Fate (that is, it’s classified as a higher dot rating) because it’s harder to create than destroy, and the results of this power are typically more positive.

**Cost:** 1 Glamour

**Effect:** The beneficiary of Favored Fate makes the roll for his next actively attempted instant action at a +4 dice bonus. Again, actively attempted actions are those things the character consciously undergoes the effort of doing, as described above.

**Action:** Instant

**Ban:** If Favored Fate is used to augment the same specific type of action — shooting at an enemy, climbing a balcony, chasing prey — before the sun has risen or set since the last attempt it affected, the powers that be frown on the abuse of their attentions. Each time this occurs, one action, decided upon by the Storyteller for dramatic effect, automatically fails, with no dice roll involved. This is just a standard failure and will not yield a dramatic failure result, so it’s best used on actions that would normally not depend upon a chance die.

### BENEFICENT FATE (●●●)

By altering the attentions of fortune, the changeling guarantees success on his subject’s next endeavor.

**Cost:** 1 Glamour

**Effect:** The subject of the Beneficent Fate makes no roll for his next actively attempted instant action. As always, actively attempted actions are defined as actions the character consciously undergoes the effort of doing, as described above. The character automatically achieves a single success on the attempt, as if she had made whatever roll was necessary and factored in all the modifiers before casting the dice. Obviously, Beneficent Fate may not help much in a contested action, as the one success it provides can be readily outstripped by the character’s opponent. Attacks also inflict only one point of damage; a called shot to the head grazes the temple rather than inflicting an instant kill, for instance.

**Action:** Instant

**Ban:** A subject may benefit from the favors of Beneficent Fate only once per day. If the Contract is invoked on a



single character more than once in a single day, the subject's next actively attempted instant action is instead resolved with a chance die, regardless of what dice pool or modifiers actually apply to the roll.

## FORTUNA'S CORNUCOPIA (••••)

This clause provides a curious, open-ended blend of luck and the competence of the individual favored by it. It's often said that you get out of your efforts what you put into them, and nowhere is this more true than under the benediction of Fortuna's Cornucopia.

**Cost:** 1 Glamour

**Effect:** The beneficiary of Fortuna's Cornucopia makes the roll for his next actively attempted instant under the benefit of the 8 again rule. Actively attempted actions are those things the character consciously undergoes the effort of doing, as described above. The 8 again rule is described on p. 134 of the *World of Darkness Rulebook*.

**Action:** Instant

**Ban:** If Fortuna's Cornucopia is visited upon an individual more than once in a single day, the Contract fails to grace the subject in its standard manner. If this blessing is invoked more frequently for the character, one action, decided upon by the Storyteller for dramatic effect, automatically results in a dramatic failure, with no dice roll involved. The fates treat these as general dramatic failures, not to be automatically construed as catastrophic failures or fatal failures. For example, a character may accidentally reveal his identity when he's trying to masquerade as someone else (as opposed to simply failing to convince his mark that he's another person).

## TRIUMPHAL FATE (•••••)

The blessings of Triumphal Fate are significant, as suggested by the name of the clause. Simply put, any effort made under the auspices of Triumphal Fate is bound for roaring success.

**Cost:** 1 Glamour + 1 Willpower

**Effect:** The recipient of the Triumphal Fate doesn't make a roll at all for the action designated by the changeling invoking the power. Instead, he achieves an exceptional success on that action. Note, however, that Triumphal Fate works only on extended actions. As well, it doesn't work on extended, resisted actions. Only a singular effort on the part of the individual may gain the benefits of the Triumphal Fate, such as writing a symphony, researching a lost secret or building a device. The Triumphal effort also occurs in as short a time as possible: whatever the normal die roll time measurement is, the effort takes only one increment to perform. Note also that this Contract generates the *minimum* number of successes necessary to create an exceptional success.

Although the product of a Triumphal Fate is indeed superior, Storytellers are encouraged to sow a seed of doubt

into those results. Such flaws shouldn't be obvious, as the Triumphal Fate certainly earns its name, but because the masterpiece came as a result of supernatural blessing and not the true innovation of the creator, some degree of that artifice should be evident to a fellow master who inspects the work. For example, the symphony might have a single hollow note, the lost secret may omit a tiny danger or drawback (while exposing all others), or the device might require more electrical power than it seemingly should. In all cases, these flaws should be evidence of the imperfect powers that generated them, and not massive design failures that would make an opus a laughingstock.

**Action:** Instant

**Ban:** Triumphal Fates come only rarely, and those who would supplant the Muses with whatever inscrutable powers that inspire this Contract's successes are in for an ugly surprise. If any character is set to be the beneficiary of a Triumphal Fate more than once within a period of a year and a day, the action designated for the Triumphal Fate is doomed to be a dramatic failure instead of an exceptional success. The architects of Fate aren't stupid, though, and a changeling who attempts to deliberately set up a failure in this method is going to find *himself* the recipient of disaster, instead. In fact, trying to wrangle this Contract in that manner probably generates a result beyond what mere rules can suggest. But believe us, if there were such a thing as a "horrendous failure, and malignant aftermath" on a die roll, changelings who try to contrive a situation like this would earn it.

## CONTRACTS OF MIRROR

The symbolic element of Mirror grants changelings who master its Contracts the ability to perform acts of self-modification and shapechanging. As might be expected, these Contracts are popular among the fae, who might use these powers for anything from convenience to misdirection to outright deceit.

### RIDDLE-KITH (•)

This clause has its roots in purely fae intrigues, allowing changelings to interact with one another without being recognized. It works with the fundamental nature of changeling physiology to allow a changeling to seem as if she hails from some kith or seeming other than her own. Riddle-Kith works exclusively on the general features of a mien, meaning that it creates *only* the impression that the individual is of a certain seeming. In other words, it won't allow the changeling to selectively alter her features, nor will it permit the changeling to emulate a specific changeling, but it will give a clear impression of belonging to an entirely different seeming or kith. The new appearance is notably different from the old. For instance, a storm-attuned Elemental resembling a Japanese goblin who chooses to look like an Ogre wouldn't look like an *oni* of similar coloration, but is much more likely to





look European or otherwise significantly unlike himself. This Contract doesn't affect the Mask.

**Cost:** 1 Glamour

**Dice Pool:** Manipulation + Wyrd

**Action:** Instant

**Catch:** The changeling must have dined with a member of the selected kith within the past week.

### Roll Results

**Dramatic Failure:** The changeling loses all control of her attempted illusion, instead appearing simply as something utterly unnatural. She may acquire a hodge-podge of beastly features, or her skin may mottle or spall off. The ultimate effect is that the changeling simply looks horrendous for the duration of the scene instead of looking as if she belongs to a distinct seeming, imposing a -1 die penalty to all Presence dice pools (except those related to Intimidation) during that time.

**Failure:** The Contract changes nothing about the changeling's appearance.

**Success:** The changeling takes on the features of a seeming or kith of her choice, though what features, exactly, the Contract bestows are up to the Storyteller. This power lasts until the next sunrise or sunset, whichever comes first,

though the changeling may choose to end the Contract before that if she wishes.

**Exceptional Success:** As with a standard success, though the changeling may choose the exact array of features this Contract grants her, so long as they're congruous with the seeming she chose.

### Suggested Modifiers

Modifier	Situation
-2	The character has never seen a member of the seeming in question in person, and instead relies on descriptions or legends of the seeming.

### SKINMASK (••)

The changeling alters her flesh to appear as another individual. This change affects only a single limb or other aspect of the character, so only her hands or her face or her back can be made to resemble that of another person. This clause is often used to enhance disguises, though it is sometimes used to emulate unique birthmarks, signature tattoos, etc. It affects both Mask and fae mien.

The feature so modeled must be a real feature that exists on a known subject, and it must come from a human (or at least partially human) source.

Changelings can use this Contract multiple times to reproduce multiple features, but the cost must be paid each time and the roll must be made each time, as well.

**Cost:** 1 Glamour

**Dice Pool:** Stamina + Wyrd

**Action:** Instant

**Catch:** The changeling appropriates an object belonging to the individual whose features she plans to reproduce.

### Roll Results

**Dramatic Failure:** The Contract fails grotesquely, disfiguring the changeling instead of mirroring the model. This may result in a distortion on the face, a withered limb or a horrendous discoloration of the skin. For the remainder of the scene, the character suffers a -1 die penalty to any Presence-based dice pools (except those involving Intimidation) when the disfigurement is visible.

**Failure:** The changeling fails to emulate the desired feature.

**Success:** The changeling emulates the feature in question so that it passes inspection by those who would best know the modeled subject. This power lasts for the duration of the scene, though the changeling may choose to end the Contract before that if she wishes.

**Exceptional Success:** The changeling has so mastered this particular expression of the other character's physical aspect that she doesn't have to roll to re-attain this particular feature if he invokes this Contract at a later time. He must still pay the cost as normal, though.



## Suggested Modifiers

Modifier	Situation
-2	The character has never actually seen the feature in question, as with, "Well, she has a birthmark the color and shape of a wine stain just above her bellybutton."

## TRANSFIGURE THE FLESH (•••)

This clause allows the changeling to adjust the size of her body, either shrinking or growing as she chooses.

**Cost:** 1 Glamour

**Dice Pool:** Stamina + Wyrd

**Action:** Instant

**Catch:** The changeling must steal a garment of clothing either far too large or far too small for her to wear. This garment need not correspond to the change made. That is, a changeling doesn't need to specifically steal a small garment if she intends to shrink.

### Roll Results

**Dramatic Failure:** The character succeeds only in crushing or hyper-extending her internal organs, and suffers a point of lethal damage in the failed attempt to alter her body size.

**Failure:** The Contract fails, and the changeling is unable to modify her size.

**Success:** The changeling chooses either to shrink or to grow. The character's Size then increases or decreases by an amount equal to one-half of the number of successes obtained on the roll (round up). The character may choose to alter her Size by less than this amount, if she wishes. Note that when the character's Size changes, so, too, does her Health change, which may have some impact on the character's well-being if she's suffered any damage. This Contract lasts for the remainder of the scene, though the character may choose to end the Contract at any time before that.

**Exceptional Success:** As with a normal success (as extra successes increase the versatility of the power), only the character's Health remains at her regular score if she chooses to shrink herself.

## ODDBODY (••••)

The changeling re-aligns her body's makeup so that one particular feature becomes something other than human. Examples include forming bestial claws, growing skin like bark or elongating legs.

**Cost:** 1 Glamour

**Dice Pool:** Strength + Wyrd

**Action:** Instant

**Catch:** The changeling consumes the threads of a caterpillar's cocoon.

## Roll Results

**Dramatic Failure:** The clause fails hideously, maiming the changeling for a brief period of time. The character suffers two points of lethal damage and is unable to move for three turns. For five turns thereafter, she may move at only half her normal Speed.

**Failure:** The Contract fails to provide the manipulated feature.

**Success:** The changeling creates a unique bodily feature of her choosing. Whatever the feature, the mechanical effects must be *one* of the following (the changeling's choice):

- The feature acts as a natural weapon, granting a one lethal damage bonus.
- The feature acts as natural armor, effectively duplicating the effects of chain mail (see p. 170 of the **World of Darkness Rulebook**).
- The feature grants a +3 Speed bonus.
- The feature grants a +4 Initiative bonus.
- The feature renders the character immune to damage penalties.

Whatever the feature is, it lasts for the remainder of the scene, until the changeling consciously chooses to revert her features back to their normal state, or until the changeling uses this clause again to gain a different feature.

**Exceptional Success:** As with a standard success, only the Contract is so effective, the Oddbody effect confers the benefits of two features as described above.

## CHRYSLIS (•••••)

Under this clause, the changeling is able to become something wholly other than herself. She may take the shape of any inanimate object roughly her size, and thereby become that object.

**Cost:** 1 Glamour

**Dice Pool:** Strength + Wyrd

**Action:** Instant

**Catch:** The changeling must commission the creation of an object she wishes to mimic.

### Roll Results

**Dramatic Failure:** The changeling succeeds only in distorting her body and causing herself grief during the process of transformation. Instead of becoming the object, the character blacks out from the pain of the change. She remains unconscious until the player succeeds at a Stamina roll, which may be attempted once each minute.

**Failure:** The Contract fails to transform the character into the desired object.

**Success:** The changeling transforms literally into the object of her choosing. The character acquires all the properties of that object, though with added mobility. For



example, a character who becomes a man-sized rock is extremely durable and also extremely heavy, while a character who becomes a clock tells time as a normal clock would. A character may also combine this power with other powers that affect her Size or composition, as with Transfigure the Flesh, to allow her to vary the size of the object she becomes.

Changelings who become objects in this fashion are limited to simple machines and basic materials. As well, they cannot become fanciful substances (though they can *appear to be* fanciful substances) or complex devices. Thus, a character is fine to become a canoe, a pillar of marble or a roulette wheel, but “a pile of stardust” or “a nuclear bomb made out of dark matter” is beyond the Contract’s reach.

As an object, the character has a normal person’s sense of her surroundings. In addition, he has limited functional capacity in his purpose as the object — the roulette wheel could determine its own results, for example, the clock could set its own time and the canoe could propel itself into the current of a river. A chair could walk from place to place, bending its legs. The canoe could not fly, however, and the chair could not sprout “hands” at the ends of its arms or the pillar reshape itself into a statue.

This power lasts for the duration of the scene, though the changeling may choose to end the Contract before that if she wishes.

**Exceptional Success:** The character may change from one object to another while the Contract’s power lasts as an instant action.

### Suggested Modifiers

Modifier	Situation
–2	The object or substance is something with which the character is unfamiliar or has only read about or seen on television.

## CONTRACTS OF SMOKE

Stealth, invisibility and soundlessness are the purviews of Contracts of Smoke. Many myths and legends attribute unwitnessed travel to the fae, and changelings themselves are no strangers to the benefits of moving without the notice of those who might wish to keep them under supervision. What better way to escape a promise than to have simply slipped away unnoticed when the promise needs to be redeemed? After all, if the changeling can’t be there when the individual invokes it, how is the changeling supposed to fulfill it?

### THE WRONG FOOT ☹

This Contract allows the changeling to change the nature of the marks he leaves when passing through a certain locale. The clause is one of the oldest remembered among even the True Fae, and several fairy legends exhibit Good Folk who left cloven-hoofed tracks or the scent of curdled

milk behind them. Indeed, certain seemings even use this Contract to augment their presences, as with some Fairest who leave a sweet, natural perfume in their wake or loathsome Tunnelgrubs who deliberately ooze a trail of slime to unsettle others.

**Cost:** 1 Glamour

**Dice Pool:** No roll is necessary. When The Wrong Foot takes effect, evidence of the changeling’s passing change to resemble something other than the visitation of a human-like entity. This may be tracks similar to a bird’s three-toed foot, a bloody mist, drips of lavender extract — whatever the character chooses. Note that this Contract always creates the same result, so the character should think about how he wants this to manifest before the first time he uses it, and should clear it with the Storyteller before it comes into play. This substance or mark supersedes all other evidence of passage, so footprints will vanish but the slime-spray will take its place in every case, whether or not the ground was soft enough to hold a footprint. The Wrong Foot does not change the appearance of previously made marks, however. Therefore, this limits the practical application of the Contract in numerous situations, so many changelings have come to rely on The Wrong Foot to leave a sort of “calling card,” whether or not they wish to obfuscate pursuit. Once activated, this Contract functions for the duration of the scene.

**Action:** Instant

**Catch:** The changeling licks his thumb and smudges it on a mirror, thereby leaving another mark of his own passing.

### NEVERTREAD (••)

When the changeling invokes this clause, all traces of his passing vanish. He leaves no footprints in mud, sand, snow or any other surface that would normally hold a mark. Likewise, his wet feet leave no prints on dry ground. Even grass trampled underfoot or flour scattered on the ground leaves no evidence of the changeling’s movements.

Note that if the changeling remains present at the site of his Nevertread attempts, he may still be discovered by other means. This power does not render him invisible, it just obscures the signs left by his movements.

**Cost:** 1 Glamour

**Dice Pool:** Intelligence + Wyrð

**Action:** Instant

**Catch:** The changeling must have spent at least an hour barefoot within the past day.

### Roll Results

**Dramatic Failure:** Instead of becoming more difficult to detect, the changeling makes a botch of the procedure, dragging mud or river-reeds or clumps of snow across his trail. Attempts to track the changeling suffering a dramatic



failure on the attempt to invoke Nevertread occur at a +2 dice bonus, by whatever method they occur.

**Failure:** The changeling is unable to obscure marks of his passage.

**Success:** The changeling erases all traces of his passing. This may simply make it impossible to witness where the character has gone, or it may inflict a -2 dice penalty to attempts to track him, at the Storyteller's discretion, based on the situation's circumstances.

**Exceptional Success:** For all intents and purposes, the character was never there. He's impossible to track by the method of determining where he may have moved.

### Suggested Modifiers

Modifier	Situation
-2	The environment is especially susceptible to retaining marks of passage, such as sticky mud, a new snowdrift or wet cement.
+2	The environment is notably resistant to holding marks of passage, as with deep water, Astroturf or hardwood floors.

### SHADOWPATCH (•••)

Light seems to avoid the changeling when he invokes this Contract, and darkness congeals around him.

**Cost:** 1 Glamour

**Dice Pool:** Wits + Wyrd

**Action:** Instant

**Catch:** The changeling must have spent at least an hour away from natural light (away from windows, open doors, etc.) within the past day.

### Roll Results

**Dramatic Failure:** Shadows actually recede from the character, making her more visible. The character suffers a -2 dice penalty to all Stealth-based dice pools that are based on sight (rather than any other sensory detection) for the duration of the scene.

**Failure:** The Contract fails to function but otherwise creates no detrimental effect.

**Success:** The character swaths himself with shadows that dampen light, sound, smell and other perceptual stimuli. For the remainder of the scene, he enjoys a +3 dice bonus to Stealth-based dice pools.

**Exceptional Success:** The bonus is increased to +5.

### Suggested Modifiers

Modifier	Situation
-1	The environment lacks shadows longer than the height of a man.
+1	The environment consists solely of natural or artificial light, such as a park playground or a windowless warehouse.

### MURKBLUR (••••)

The changeling creates a smoky caul over the eyes of his subject, effectively blinding her. Naturally, the subject is aware of this, as her eyesight rapidly becomes so poor as to distinguish more than very bright sources of light.

The changeling's intended target must be within her line of sight for this Contract to work.

**Cost:** 1 Glamour

**Dice Pool:** Intelligence + Wyrd vs. Resolve + Wyrd

**Action:** Instant

**Catch:** The changeling swallows the eye of an animal or insect while invoking the Contract.

### Roll Results

**Dramatic Failure:** The Contract fails spectacularly and painfully, causing a burst of light in the changeling's own vision that stuns her for the following turn.

**Failure:** The Contract fails to blind the intended subject.

**Success:** The subject's vision fades to darkness. The blindness lasts for the duration of the scene.

**Exceptional Success:** As with a normal success, only the changeling can terminate the temporary blindness at any point of her choosing before the end of the scene.

### Suggested Modifiers

Modifier	Situation
-1	The changeling can see her target but not her target's face.
+1	The subject wears glasses or contact lenses (or needs to), or otherwise has some mechanical vision correction or visual impediment.

### LIGHT-SHY (•••••)

This clause grants the changeling the ultimate power of the Smoke purview: it makes him truly invisible. Even mechanical observers such as security cameras won't detect him.

**Cost:** 1 Glamour + 1 Willpower

**Dice Pool:** Intelligence + Wyrd

**Action:** Instant

**Catch:** The changeling must have told a meaningful lie to someone very important to him in the past day, something that could hurt their relationship if the lie was discovered.

### Roll Results

**Dramatic Failure:** The character remains visible to everyone but himself. Indeed, he is wholly convinced that he is, in fact, invisible, and only interaction with an outside party will let him know the true nature of his lack of success invoking this Contract.

**Failure:** The changeling remains visible, unaffected by the intended Contract.



**Success:** The changeling becomes truly invisible, unable to be seen. It is as if the world genuinely believes he isn't there — he won't show up in photographs, on video cameras, on infrared scans, anything. This Contract affects only sight, however. If he coughs, the changeling may be heard, and if he smells of grave-dirt, the scent will continue to put people off in the vicinity. This power lasts for a number of minutes equal to the number of successes rolled, though the changeling may choose to voluntarily end the invisibility earlier than that at his discretion.

**Exceptional Success:** As with a normal success, only the invisibility remains active for the duration of the scene.

### Suggested Modifiers

Modifier	Situation
-2	The character attempts to vanish from plain sight, using the power when he's the subject of attention of onlooking characters.
—	The character invokes the Contract when he's among others but not necessarily the focus of anyone's attentions.
+1	The character is unobserved by any other individuals when he invokes the Contract.

## SEEMING CONTRACTS CONTRACTS OF ARTIFICE

Artifice Contracts are the blessings to magically create, repair or destroy physical objects, especially objects made by humans. Wizeden who use these Contracts are the source of many legends about helpful fae craftsmen. Due to these Contracts' give-and-take nature, they work best when performed for others.

### BRIEF GLAMOUR OF REPAIR (•)

With neither tools nor spare parts available, the character can still repair any device. More than half of the device must be intact for the character to use this Contract. The repair is almost always temporary. The changeling must perform or help perform the repairs to use this Contract.

**Cost:** 1 Glamour

**Dice Pool:** Wyrd + Craft

**Action:** Instant or Extended

**Catch:** The Contract must fix an item owned and used by another, which the character has never used. For example, the changeling using this Contract could repair a friend's car the changeling had ridden in but never driven.

### Roll Results

**Dramatic Failure:** The Contract damages the device or vehicle further, providing a -3 dice penalty to future repair attempts.

**Failure:** The Contract fails to function but does no harm.

**Success:** Even lacking tools and parts, the character repairs the device easily, which he can replace with leaves,

sticks, bits of wire, tape or objects found in her pockets. In addition, if the repair requires an extended action, the Contract halves the number of total successes required. However, these repairs only last for the next full day. At the end of this time, the device reverts to the same state it was in before the Contract was used.

**Exceptional Success:** The repair occurs as an ordinary success, except that the repair is as durable and functional as if performed using the correct parts and tools.

### Suggested Modifiers

Modifier	Situation
-1	No necessary parts or tools are present.
+1	All necessary tools are present.
+1	The changeling does not personally know the object's owner or primary user.

## TOUCH OF THE WORKMAN'S WRATH (••)

The character can disable or even seriously damage a device or vehicle with a single touch.

**Cost:** 2 Glamour

**Dice Pool:** Larceny + Wyrd

**Action:** Instant

**Catch:** The owner of the device either stole or attempted to steal something of value from the changeling or attempted (maybe successfully) to cheat the changeling in a business deal.

### Roll Results

**Dramatic Failure:** The device is unharmed, but to anyone watching, the character was obviously attempting sabotage.

**Failure:** The Contract fails, and the device is unharmed.

**Success:** By casually touching the device, the changeling damages it such that it requires minor repairs or adjustments to be used. These repairs require an extended action, with one roll made every minute. The number of successes needed to complete repairs is equal to the number of successes rolled + half of the changeling's Wyrd score (rounded up).

**Exceptional Success:** By casually touching the device for a turn, the changeling damages it such that it requires major repairs to be used. These repairs require an extended action, with one roll made every 10 minutes. The number of successes needed to complete the repairs is equal to the number of successes rolled + the changeling's Wyrd.

### Suggested Modifiers

Modifier	Situation
-1	The device is especially well built.
+1	The device is flimsy or ill maintained.
+2	The character can touch the device for more than a minute.



## BLESSING OF PERFECTION (•••)

By briefly handling and adjusting a weapon, vehicle or other device, the changeling can bless an object, making it easier to use and more efficient. To use this clause, the changeling must tinker with the item for a few turns. The changeling can use the same Contract to bless any action (including all rolls of an extended action intended to repair, modify or build a device or computer program, treat an illness or injury or create a work of art. This clause can be combined with Brief Glamour of Repair. Using this Contract to help repair a device and blessing the same object requires two separate uses of this clause.

**Cost:** 3 Glamour, or 3 Glamour + 1 Willpower

**Dice Pool:** Wits + Wyrd

**Action:** Extended (one roll per turn, eight successes needed)

**Catch:** The changeling is blessing or repairing an object used and owned by someone the changeling does not know well, in return for some favor.

### Roll Results

**Dramatic Failure:** The changeling accidentally curses the device, causing a -1 die penalty to all uses of it for the next full day.

**Failure:** The clause fails, leaving the device unaffected.

**Success:** The object gains a bonus equal to the changeling's Wyrd to all die rolls made using it for the next full scene. If the changeling expends one point of Willpower and uses the power of Promise Leaves from the Hedge to further bless the item, this blessing lasts until the sun next rises or sets (whichever comes first). The Willpower and the Promise Leaves must both be used before the roll is made.

The changeling can also use this clause to improve how he performs his various crafts. If the changeling uses this clause on an appropriate Crafts, Medicine or Computer action, he can add his Wyrd to all the roll or rolls involved.

**Exceptional Success:** If this Contract is used to bless an object, the object gains the listed bonus for all die rolls made using it until the sun next rises or sets (whichever comes first). If the changeling expended one point of Willpower and used Promise Leaves when performing this Contract, the item gains a permanent bonus equal to half of the changeling's Wyrd (round up). Alternately, if the changeling uses this Contract to bless a Crafts, Medicine or Computer roll action, she automatically adds an additional +2 dice bonus to the roll or rolls involved.

### Suggested Modifiers

Modifier	Situation
+2	Taking at least one minute per roll on the extended task.
-1	Using substandard tools to make a repair roll.

## UNMAKER'S DESTRUCTIVE GAZE (••••)

The character stares hard for a moment at a vehicle, weapon or device, causing the object to cease working until the user unjams or restarts it.

**Cost:** 2 Glamour

**Dice Pool:** Presence + Wyrd

**Action:** Instant

**Catch:** The changeling has an opportunity to touch and examine the object for at least a minute.

### Roll Results

**Dramatic Failure:** The fickle Contract temporarily improves the device. For a number of turns equal to the changeling's Wyrd, all attempts to use the device gain a +1 die bonus.

**Failure:** The Contract fails, and the device is unharmed.

**Success:** When the changeling stares directly at a vehicle, weapon or other device within 20 yards, she causes it to briefly cease working. A car might stall, a gun jam or a computer crash. The user must spend a full turn making a normal repair roll (typically Intelligence + Crafts) with the object to restart, unjam or otherwise get it working again. The number of successes on the changeling's roll acts as a penalty to the user's roll. On a failure, he has not succeeded in unjamming the device but may attempt again on the next turn at the same penalty. No specialized skills, tools or spare parts are needed to restart the device. This Contract works equally well on items that have no moving parts, such as knives, which experience minor, easily repairable damage, for example, having their blade to slip from their handle that renders the item useless until repaired.

**Exceptional Success:** The changeling's glance causes the vehicle, weapon or other device to need minor repairs or adjustments before it can be used again. These repairs require 10 successes on an extended action, with one roll being attempted once every minute. Repair rolls suffer the changeling's successes as a penalty.

### Suggested Modifiers

Modifier	Situation
-2	The changeling cannot see the device or weapon clearly.
+2	The changeling touches the device while performing this Contract.

## TATTERDEMATION'S WORKSHOP (•••••)

Although the powers of the fae do not create anything truly new, they excel at combining existing elements. This clause allows the character to create a complex and useful device out of unlikely parts, for instance, building a hovercraft from a motorcycle engine, an inflatable air mattress and some tubing and heavy gauge wire. The character can create the item swiftly and with unlikely tools and equipment, but in all cases the item



must be possible and the parts must physically be able to be used in this manner. Wands that throw bolts of lightning or belts that lift the wearer by means of anti-gravity are impossible, as is building a car without anything that could be used as tires or an engine. Similarly, if the character wants to build a bomb, he must possess something explosive, and if he wants to build a suitcase nuke, he requires a large supply of plutonium.

**Cost:** 4 Glamour or 4 Glamour + 2 Willpower

**Dice Pool:** Wyrd + Crafts

**Action:** Extended (the target number and frequency of rolls are variable)

**Catch:** The changeling creates the vehicle or device in her own workshop with her own tools. A changeling must use a workshop regularly for it to count as hers.

### Roll Results

but in the attempt he breaks one or more parts so that they cannot be used again.

**Failure:** The Contract fails, and the various parts are unaffected.

**Success:** The character can create a new device out of vaguely appropriate parts, such as a working ultra-light plane out of a lawn mower or motorcycle engine and some copper pipe and canvas, or a machine pistol out of a nail gun and some other mechanical parts. Creating this item is always an extended action. The character can make one roll every minute when building any small handheld item such as a pistol or a power drill, and every 10 minutes when creating a device as large as a small car, hang glider or ultra-light plane. Devices larger than Size 10 cannot be created using this Contract. The Storyteller sets the number of successes required to create this item, which varies from five to 10, depending upon the complexity of the device and the quality of available materials.

This device functions for one scene as well as a normal device of the type being duplicated. If the changeling expends one point of Willpower and uses the power of an item from the Hedge to further bless the item, this blessing works until the next sunrise. At the end of this time, the item falls to pieces, and these pieces are sufficiently worn and tattered to be unusable.

**Exceptional Success:** The device functions until the next sunrise. If the changeling also expends one point of Willpower and uses the power of an item from the Hedge to further bless the item, then the item is built sturdily enough to last indefinitely.

### Suggested Modifiers

Modifier	Situation
-3	The materials are both poor quality and relatively sparse.
-1	The materials are either poor quality or relatively sparse.
+1	The materials are abundant or high quality.
+3	The materials are abundant and largely high quality.
+2	A wide selection of tools is available.
-1	Few tools are available.

## CONTRACTS OF DARKNESS

The Darklings have pacted with the power of darkness itself to shelter and nurture them. Darkness Contracts are used to hide the changeling, to induce dread in mortals and to produce effects associated with darkness, night and the terror of a ghost story come true.

### CREEPING DREAD (•)

This clause causes those affected to become less resistant to fear or intimidation. The target or targets initially feels a mild shudder of fear and then becomes considerably more susceptible to any event that could make them afraid or intimidated, including anything that might trigger a Phobia derangement.

**Cost:** 1 Glamour or 2 Glamour + 1 Willpower

**Dice Pool:** Manipulation + Wyrd – Resolve

**Action:** Instant

**Catch:** The changeling is using this clause to frighten intruders into her dwelling.

### Roll Results

**Dramatic Failure:** The target or targets gain +1 die to resist fear and are immune to this clause for the next scene.

**Failure:** The Contract fails and has no effect on the target or targets.

**Success:** The target or targets feel mild fear and experience a penalty equal to the changeling's Wyrd to all Resolve or Composure rolls to resist fear or intimidation. If the changeling spends one point of Glamour, this clause affects one target the changeling can see clearly. If the changeling spends two points of Glamour and one point of Willpower, the clause affects everyone within three yards per dot of Willpower the changeling possesses. In both cases, this effect lasts for one scene.

**Exceptional Success:** The penalty to rolls to resist fear is equal to the changeling's Wyrd +2.

### Suggested Modifiers

Modifier	Situation
+1	The surroundings are dark and spooky.
+2	The target or targets are already somewhat afraid.
-1	The targets are vigilant and expecting trouble.
-1	The surroundings are brightly lit and not conducive to fear.

### NIGHT'S SUBTLE DISTRACTIONS (••)

This clause allows the Lost to avoid notice by enhancing physical conditions that limit perception. A dark night seems darker, background noises that obscure the changeling's footsteps seem louder, distractions become more distracting and strong smells can even block a bloodhound's ability to track the changeling.

**Cost:** 1 Glamour

**Dice Pool:** Wyrd + Stealth



**Action:** Instant

**Catch:** The clause is invoked outdoors at night.

### Roll Results

**Dramatic Failure:** The targets are unaffected. Instead, the Contract affects the changeling and everyone she attempted to exclude from the Contract for the next scene.

**Failure:** The Contract affects no one's perceptions.

**Success:** This clause affects everyone within 50 yards of the changeling. The changeling is not affected, and can also choose to keep anyone in physical contact with her from being affected. Everyone else within range doubles all environmental penalties to Wits rolls involving perception, including Wits + Composure rolls, as well as Wits + Skill rolls to notice events or Wits + Investigation rolls to intentionally search for something. In a quiet, well-lit room or hallway, there are typically no environmental penalties, and this Contract provides only a -1 die penalty to these rolls. This Contract affects perceptions, not actual environmental conditions. Darkness does not actually become darker, and sounds don't actually become louder. Only the targets' perceptions are changed. This clause lasts for the next scene and affects the individuals nearby when it is performed. If someone new arrives, she will be unaffected. However, anyone affected will continue to be affected, even if he moves more than 50 yards from the changeling.

**Exceptional Success:** The Contract affects everyone in range that the changeling does not protect, including people who come within range later. The changeling does not have to be in physical contact with those she wishes to spare from the Contract's effects.

### Suggested Modifiers

Modifier	Situation
-1	Total environmental modifiers to perception are no more than -1.
+1	Total environmental modifiers to perception are -3 or higher.

### BALM OF UNWAKEABLE SLUMBER (•••)

This clause causes all sleeping targets the changeling can see or hear to be nearly impossible to wake. Targets remain sleeping through loud noises, or being shaken moderately, moved or even tied up, handcuffed and shoved into a car trunk. Targets awaken if harmed, but will otherwise remain asleep. When using this Contract on mortal targets, use the highest Resolve for all of them.

**Cost:** 1 Glamour

**Dice Pool:** Manipulation + Wyrds vs. Resolve + Wyrds

**Action:** Resisted

**Catch:** The target is asleep at home in his own bed, and the Contract is performed between sunset and sunrise.

### Roll Results

**Dramatic Failure:** The target wakes up.

**Failure:** The target's sleep is unaffected.

**Success:** When this clause is used on one or more sleeping targets that the changeling can see or hear, the target becomes almost impossible to awaken until the time they are accustomed to waking. The targets can be shouted at, picked up or manhandled without waking. However, anything that does one or more points of any type of damage instantly awakens the sleepers — repeatedly slapping targets or shaking them vigorously enough to hurt will also wake them up. Dense smoke, intense heat or other situations causing targets to cough, choke or fight for their lives will awaken them normally. Nothing else, including the screams of a terrified loved one, can break their slumber.

**Exceptional Success:** When the targets wake up, they remain groggy for another full scene, suffering a -2 dice penalty to Speed, Defense and all actions.

### Suggested Modifiers

Modifier	Situation
+2	The target is deeply asleep.
-1	The target is taking a nap and is not planning to sleep for more than a short time.

### BOON OF THE SCUTTLING SPIDER (••••)

This clause allows the Lost to run along any solid surface, such as a wall or ceiling, like a scuttling spider.

**Cost:** 3 Glamour

**Dice Pool:** Wyrds + Athletics

**Action:** Instant

**Catch:** The changeling is climbing a wall made of stone or wood outdoors, at night.

### ROLL RESULTS

**Dramatic Failure:** The character stumbles and must make a Dexterity + Athletics roll to avoid falling down. She cannot use this clause for the rest of the scene.

**Failure:** The Contract fails to work.

**Success:** The character can now walk and run along walls or ceilings or along slick or ice-covered surfaces that would normally be treacherous to attempt to cross. The character can only move along solid surfaces capable of supporting her weight. She can move at normal speed, and can attack, dodge and gains her full Defense while moving in this fashion.

**Exceptional Success:** The character moves so swiftly and easily that she adds +1 to her Defense when using this clause.

### Suggested Modifiers

Modifier	Situation
+1	The surface the character is attempting to climb is rough, with many handholds and footholds.
-1	The surface the character is attempting to climb is smooth and polished, with few handholds or footholds.
+1	The character is barefoot.



## TOUCH OF PARALYZING SHUDDER (•••••)

The character fills the target's body with involuntary shudders of fear and revulsion that cause her to move in a slow and clumsy fashion. The target's muscles respond more slowly and weakly, causing even the strongest and swiftest opponents difficulty.

**Cost:** 2 Glamour + 1 Willpower

**Dice Pool:** Presence + Wyrd vs. Resolve + Wyrd

**Action:** Reflexive

**Catch:** The target is both alone and already afraid of the changeling.

### Roll Results

#### Dramatic Failure:

The target is immune to this Contract for the rest of the scene.

**Failure:** The clause has no effect.

**Success:** The changeling must touch or be touching the target to use this Contract. The target's Speed, Defense, Initiative and all of the target's dice pools involving Strength and Dexterity are halved (round up).

**Exceptional Success:** Round down when halving the target's new Speed, Defense, Initiative, Strength and Dexterity pools.

### Suggested Modifiers

Modifier	Situation
+1	The changeling touches the target's bare skin.
-1	The target is wearing actual armor, and the changeling did not touch his skin.

## CONTRACTS OF ELEMENTS

These Contracts allow changelings to control the elements. Contracts of Elements are purchased separately,

each Contract attuning itself to one particular element. For example, a character assigning all his beginning five dots in Contracts could purchase Elements •• (Water) and Elements ••• (Ice), or Elements • (Fire), Elements •• (Earth) and Elements •• (Metal). Purchasing more dots of any given Contract of Elements does not increase the others. However, the Elemental seeming's affinity applies to all Contracts of Elements, allowing them to purchase multiple Contracts of Elements at reduced cost. In addition, learning

new versions of already known clauses is half the cost (round down) of learning a new Contract. For example, a character with Elements ••• (Fire) and Elements •• (Smoke) could purchase the third dot of Smoke at half cost, as he already knows Control Elements (Fire). However, a character with Darkness •••• and Elements ••• (Mist) would not pay half cost for the fourth dot in Elements, as Darkness doesn't provide the specific Calling the Element clause.

The range of possible elements includes the traditional Western elements of Air, Fire, Water, and Earth, the five Chinese elements, and less traditional options such as smoke, electricity, glass or shadow. The only limit is that the element must have some direct physical manifestation, and must be a base material rather than a particular form

of object. For example, electronic data is not a possible element and cannot be affected by any elemental Contract. Ceramics may be a possibility (such as for a clay-affinity Manikin), but "pottery" would not.

## CLOAK OF THE ELEMENTS (•)

This clause protects the Elemental from the natural manifestations of any single element. The changeling be-





comes comfortable in weather associated with this element and is protected against damage by its more extreme manifestations. A character protected from fire has no trouble walking through Death Valley at noon in Summer, someone protected from water remains warm and dry during the worst thunderstorm, someone protected from wood can walk through thorny underbrush unharmed and at a normal walking pace and so on.

In addition, the Cloak of the Elements protects the changeling against direct damage from the element in question. Against direct damage caused by the element in question, this clause subtracts one point of damage per point of the changeling's Wyrd. Cloak of the Elements (air) would protect against damage suffered from being caught in a tropical storm or tornado, while an earth-cloak would protect against thrown rocks or falling to earth, a glass-cloak would protect against cuts made by broken glass and so on. However, the clause cannot protect against damage from objects created or modified with the intention of harming someone. The glass-cloak could shield its user against incidental damage from shards of fallen glass, but not against a beer bottle that was broken for the purpose of a bar brawl. A metal-cloak might protect against a fireplace poker, but not a sword or even a pipe that was detached for the purpose of serving as a weapon.

The Cloak of the Elements lasts for a scene.

**Cost:** 2 Glamour

**Dice Pool:** None

**Action:** Instant

**Catch:** The changeling bears some symbolic representation of the element in question, such as a souvenir T-shirt depicting a mountain for earth or a small mirror for glass.

## ARMOR OF THE ELEMENTS' FURY (••)

The character clothes himself in a frenzied and damaging manifestation of his chosen element, providing limited armor and damaging anyone who touches him. This Contract sheathes the character in fire, unnaturally cold ice, razor-sharp metal spikes, a crackling aura of electricity or something similarly dangerous. The character can control the extent of this manifestation, limiting it to her hands so she can attack others, start fires or cool drinks by touch, or she can completely cover herself with the element. This element does not harm the character or anything she is wearing.

**Cost:** 2 Glamour

**Dice Pool:** Dexterity + Wyrd

**Action:** Instant

**Catch:** The changeling touches the element when he invokes the clause. For ubiquitous elements such as air, the element must be fairly vigorous, that is, a strong breeze or the wind from a large fan.

## Roll Results

**Dramatic Failure:** The element briefly harms the character, causing dice of lethal damage equal to the half the character's Wyrd, which can be reduced by armor.

**Failure:** The character fails to call up the element.

**Success:** The character surrounds herself with a damaging manifestation of the element. The character does half of her Wyrd (round up) lethal damage by touch, and anyone or any object that strikes her suffers this same damage. The changeling cannot combine this attack with a punch or any other conventional brawling or melee attack. Instead, the character must use the element to attack the target. The dice pool for this attack is Dexterity + Brawling + half of the character's Wyrd.

This elemental sheath also provides the character with one point of armor useful against all attacks, including attacks by the summoned element. The character can cause the element to cover only a small portion of the character, such as one hand and forearm or her head, but attempting to reduce its size further causes the element to vanish and ends the Contract. Otherwise, the element surrounds the character for the next scene.

**Exceptional Success:** The character can maintain this effect until the sun next rises or sets (whichever comes first) and can summon or dismiss the element during this time without ending the Contract.

## Suggested Modifiers

Modifier	Situation
+1	A large amount of the element is present when the Contract is invoked. For ubiquitous elements such as air, the element must be particularly vigorous, for example, a gale wind.
-1	None of the element is present when the Contract is invoked.

## CONTROL ELEMENTS (•••)

The changeling takes control of the element attuned to the Contract, causing the element to move and act in a directed fashion. A breeze blows in a specific direction, electricity in power lines turns on, off or surges to blow circuit breakers and wooden or metal chairs lurch slowly across floors.

**Cost:** 3 Glamour

**Dice Pool:** Manipulation + Wyrd

**Action:** Instant

**Catch:** The area is completely dominated by the element — air on top of a narrow bridge, water on a lake or ocean, fire in the middle of a forest fire, electricity at a substation or generator and so on.

## Roll Results

**Dramatic Failure:** The element reacts in a wild, unpredictable and dangerous fashion for the next scene.



**Failure:** The character fails to control the element.

**Success:** The changeling successfully controls the element. The changeling must be within Willpower x 2 yards of the edge of the area of the element he wishes to control. The amount of element controlled can be determined from the following table:

Successes	Mass	Volume (liquid)	Area (gas or intangible)
1 success	20 lb.	Milk jug	5-sq. yard area
2 successes	50 lb.	Gas tank	10-sq. yard area
3 successes	200 lb.	Bathtub	15-sq. yard area
4 successes	500 lb.	Average Jacuzzi	20-sq. yard area
5+ successes	2,000 lb.	Large hot tub	30-sq. yard area

The character can shape any solid, gaseous or intangible element such as water, mist or fire into any simple form, making solid walls of water or hiding half a room in deep mist. However, she cannot create a vacuum in a room that is not airtight or perform similarly impossible acts. The changeling can also cause non-solid elements to move at a Speed of up to 20. When the changeling is manipulating solid elements such as wood, stone or metal, inflexible objects can only lurch or hop along at a speed of one yard per turn.

The changeling can also control the operation of any mechanical (but not electric or electronic) device made primarily of her element. Objects that roll, or have joints, wheels or articulated legs can move as fast as a human with Strength and Dexterity both equal to half of the changeling's Wyrd (round up). Flexible objects such as rope or wire can slither like a snake at a similar speed and can also trip or entangle anyone nearby. The material has an effective Strength equal to the number of successes rolled for purposes of tearing itself free of any containers or moorings; it is much easier to control a loose sheet of metal grating than to have metal reinforcements tear themselves free from concrete.

Controlling electricity allows the changeling to control the operation of any electrical or electronic device that has access to a power source, even when turned off. This control including turning lights or alarm systems on or off and opening electronic locks, but not any sort of complex control.

The changeling cannot increase the amount or power of the element present, but can direct it to move in unusual ways. He can cause a fire to burn or leap in a particular direction, create a breeze that blows only in part of a room or cause electric current to turn off a device or even arc out from a socket and shock someone standing nearby. Elements such as fire and electricity can do damage, but only as much as the amount present can normally do. However, the changeling can direct the element to attack anyone within range. The changeling controls the element for a scene.

**Exceptional Success:** No additional bonuses.

### Suggested Modifiers

#### Modifier Situation

+1	Large amounts of the element are present.
-1	Little of the element is present.

## CALLING THE ELEMENT (••••)

The changeling calls the associated element from a distant location. The changeling must either know the location or see the source of the element he is calling and the element must physically move toward the character in as natural manner as possible — fire leaps, water splashes from a basin or falls as rain from the sky, wind blows, rock erupts from the ground.... If physical barriers prevent the element from reaching the character, it gets as close as it can, such as rain falling on the house that a changeling was in when he called water from the clouds. Once the element is present, the changeling must then use the Control Element clause if he wishes to also control the element.

**Cost:** 4 Glamour

**Dice Pool:** Wits + Wyrd

**Action:** Extended (one roll per turn); the target number is five.

**Catch:** The changeling is calling the element solely to awe and impress viewers, perhaps as part of a performance.

### Roll Results

**Dramatic Failure:** The element moves in an erratic, perhaps dangerous, direction.

**Failure:** The changeling fails to call the element.

**Success:** The character successfully calls the element. The changeling can affect the same amount of the element he could control with the Control Element clause. The element comes toward the character or to any location within Wyrd x 10 yards of the changeling that the changeling designates. The changeling can cause fires to spread and leap in his direction, winds of speeds up to Wyrd x 10 miles per hour, to blow or cause electricity to arc from a junction box, or even down from the sky, if a lightning storm is occurring. Solid objects such as trees or lampposts that are attached to the ground or to some other object cannot break free, but can bend in the character's direction. Unattached objects bounce or roll slowly toward the character. A changeling who controls metal could cause a vehicle made primarily of metal to roll toward them. Also, the changeling can cause stone or running water to erupt from the ground. The changeling controls the summoned element for one full scene.

**Exceptional Success:** No additional advantage.

### Suggested Modifiers

#### Modifier Situation

+1	The changeling calls the element with verbal entreaties and large, obvious gestures.
-1	The changeling uses neither words nor gestures to call the element.

## BECOME THE PRIMAL FOUNDATION (•••••)

The changeling literally becomes a living manifestation of the Contract's associated element. The transforma-



tion takes only one turn. The character's clothing and small objects close to his skin, such as phones or wallets, blend into this elemental form.

**Cost:** 4 Glamour

**Dice Pool:** Manipulation + Wyrd

**Action:** Instant

**Catch:** The character must sit and contemplate a large amount of the specific element for at least half an hour immediately before transforming.

### Roll Results

**Dramatic Failure:** The changeling partially transforms into the element for a turn, suffers lethal damage equal to half of his Wyrd points, then reverts to his normal form.

**Failure:** The changeling fails to change her form.

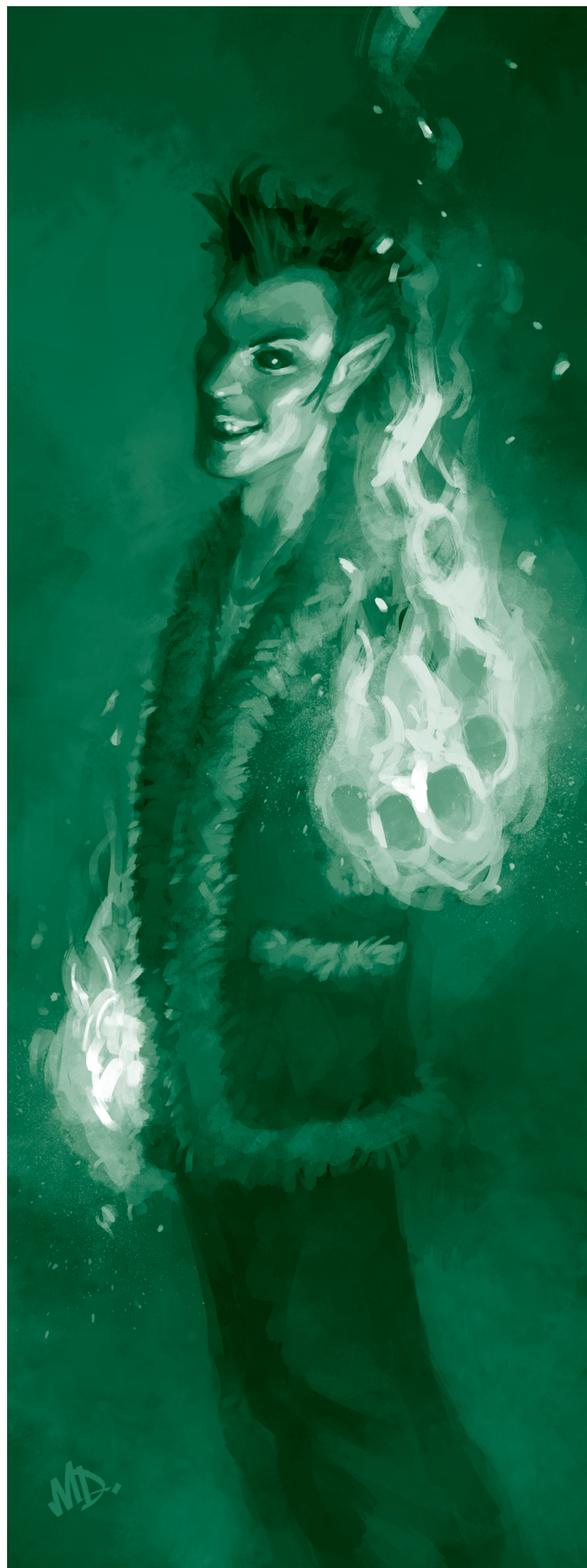
**Success:** The changeling becomes a living embodiment of the element — a sentient breeze, an animate puddle or a living current in a river, a living, self-mobile fire, a small tree or a living, animate statue made of wood, stone, metal or glass.

The character retains all Mental and Social Attributes and Skills. If she transforms into a solid element, for example, a statue of stone, this form has all of her physical attributes and Health, but she adds half of her Wyrd (round up) to her Strength and gains armor equal to half of her Wyrd. This increased Strength does not increase the character's Speed.

Characters who transform into air, water, fire or other formless elements have no physical characteristics but triple the character's normal Speed. Elemental forms capable of damage either do lethal damage equal to half of the changeling's Wyrd (round up) or bashing damage equal to the changeling's Wyrd, depending upon the nature of the element. Fire always does lethal damage, while water and electricity always do bashing damage. To attack in elemental form, the character makes a normal attack roll using either Brawl or Weaponry (the character's choice).

Taking non-solid form makes the changeling largely immune from harm. If this element form is destroyed or seriously damaged (like a fire being extinguished), the changeling automatically reverts to his normal form. Due to the shock, the changeling also loses two points of Willpower and cannot use this clause for one full day. Otherwise, the clause lasts for one scene, at which point the character must once again assume his normal form. The character can voluntarily resume his normal form, but doing so ends the Contract.

**Exceptional Success:** The character can remain in elemental form until the sun next rises or sets (whichever comes first), unless forced out of this form by damage to it. He can also end the effects at will.





## Suggested Modifiers

Modifier	Situation
+1	The changeling is in the presence of large amounts of the element.
-1	Little or none of the element is present.

## CONTRACTS OF FANG AND TALON

Changelings use these Contracts to emulate and become closer to specific animals. Contracts of Fang and Talon are purchased separately, each Contract attuning itself to one specific type of animal. Canines, felines, sea mammals, predatory birds, fish, sharks or even bony fish are all sample possibilities. The character may choose to attune to a particular species, or as widely as a general family of animals; he could take affinity with Wolves or Canines, but not with Carnivora or Mammals. For example, a character assigning all her beginning five dots in Contracts could purchase Fang and Talon ••• (Canines) and Fang and Talon •• (Birds of Prey), or Fang and Talon • (Oxen), Fang and Talon •• (Equines) and Fang and Talon •• (Goats). Purchasing more dots of any given Contract of Fang and Talon does not increase the others. However, the Beast seeming's affinity applies to all Contracts of Fang and Talon, allowing Beasts to purchase multiple Contracts of Fang and Talon at reduced cost. In addition, learning new versions of already known clauses is half the cost (round down) of learning a new Contract. For example, a character with Fang and Talon •• (Snakes) and Fang and Talon • (Lizards) could purchase the second dot of Fang and Talon (Lizards) at half cost, as she already knows Beast's Keen Senses (Snakes). However, a character with Hearth ••• and Fang and Talon •• (Bats) would not pay half cost for the third dot in Fang and Talon (Bats), as she hasn't yet learned the specific Pipes of the Beastcaller clause.

## TONGUES OF BIRDS AND WORDS OF WOLVES (•)

The changeling can communicate with the general type of animal represented in the Contract. This communication is partially empathic, but the changeling must either whisper to the animal in her own language or attempt to imitate whatever sounds the animal uses to express itself. Most animals make some sort of noise while responding, but they need not do so. Animals tied to the changeling by kith or this Contract instinctively feel a kinship with the changeling and readily communicate unless immediate circumstances, such as an obvious threat, intervene. Simpler, less intelligent animals communicate with less complexity. Mammals and birds are relatively easy to speak with. However, reptiles, invertebrates and most fish can provide only very simple information, such as whether or not any humans recently came near or the general location of fresh water.

**Cost:** 1 Glamour

**Dice Pool:** Wyrd + Animal Ken

**Action:** Instant

**Catch:** The changeling gives the animal a new name.

### Roll Results

**Dramatic Failure:** The character angers or scares the animal he tries to approach and cannot use this clause for one full scene.

**Failure:** No communication occurs.

**Success:** The changeling can speak to all animals of the specified type for the next scene.

**Exceptional Success:** The animal feels affection and loyalty toward the character. The animal is actively helpful and volunteers information unasked if it considers that information important (so far as its intelligence allows).

## Suggested Modifiers

Modifier	Situation
+1	The character imitates the animal's sounds and body language.
-1	The animal is frightened or hurt.

## BEAST'S KEEN SENSES (••)

The changeling gains the senses of a specific type of animal, selected when the changeling learns this clause. This clause enhances the changeling's natural senses, and may well grant him entirely new senses such as a viper's infrared pits or a bat's echolocation.

**Cost:** 2 Glamour

**Dice Pool:** Wits + Wyrd

**Action:** Instant

**Catch:** The changeling sees or touches an animal of the type being imitated.

### Roll Results

**Dramatic Failure:** The character's senses become slightly muddled and confused. The character experiences a -1 die penalty to all Perception rolls for the next scene.

**Failure:** The Contract fails, and the character's senses are unaffected.

**Success:** The character gains a +2 dice bonus to all Wits rolls relating to perception for the next full scene. In addition, he gains the chosen animal's most notable sensory ability — a wolf or dog's sense of smell, including the ability to identify people and track by scent, an owl or cat's night vision and so on. If the character's particular animal has no significant exceptional sense (such as a goat or monkey), he instead gains a +4 dice bonus to all Wits rolls relating to perception. These bonuses last for the next full scene.

**Exceptional Success:** The character gains an additional +1 die to all Perception rolls for the scene.



## Suggested Modifiers

Modifier	Situation
+1	The changeling is touching an animal of the correct type.
+1	The changeling is wearing a mask or other large image (such as a painting on the back of a jacket of an animal of the correct type).
-1	The environment is one that the animal would find uncomfortable and unnatural, such as a jungle animal in winter snow.

## PIPES OF THE BEASTCALLER (••)

The changeling can command the animal specified in the Contract. The character can call any single animal of this type that she can see or hear, causing the animal to come rapidly to her aid, and then instruct the animal on what she wants it to do. Particularly small animals may be called in groups. The changeling can call and command up to a dozen tiny animals, such as rats, mice or small bats, if she can see or hear them all. Changelings can also call an entire hive of insects such as bees or wasps. The animal (or animals) obeys to the best of its ability, but its nature and intelligence might cause the animal to interpret its orders in unusual ways. The animal attempts to carry out commands for the next full day, after which it ceases to obey the character. The animal will not cooperate with anything obviously self-destructive, such as standing still in front of an oncoming car. Large groups of small animals such as rats or bees act as one and cannot be split up to perform different tasks.

**Cost:** 2 Glamour

**Dice Pool:** Wyrd + Animal Ken

**Action:** Instant

**Catch:** The changeling asks the animal to guard or watch the changeling's dwelling.

### Roll Results

**Dramatic Failure:** The animal either attacks the character or completely misunderstands the instructions and does the exact opposite of what he commands it to do.

**Failure:** The character cannot communicate with or command the animal.

**Success:** The animal can both understand the character's wishes and obeys the character's orders to the best of its abilities.

**Exceptional Success:** The character retains an empathic bond with the animal, allowing him to roughly sense its location and emotional and physical condition. For the next full day, the character can spend one point of Glamour to communicate for one scene with the animal at any distance.

## Suggested Modifiers

Modifier	Situation
+1	The changeling offers the animal appropriate foodstuffs.
-1	The animal is frightened or injured.

## TREAD OF THE SWIFT HOOVES (••••)

The character gains the Contracted animal's mode of locomotion. This clause allows characters emulating unusually swift animals to run faster, characters emulating aquatic animals to swim better and faster and characters moving like flying animals to jump and glide inhumanly well. If the animal is noted for being able to move exceptionally well in several different ways, such as a type of monkey that excels at both climbing and jumping, the character must choose which type of movement he wishes to gain when he learns this clause and must learn a new version to gain the other ability.

**Cost:** 2 Glamour

**Dice Pool:** Dexterity + Wyrd

**Action:** Instant

**Catch:** The character is touching an animal of the correct type.

### Roll Results

**Dramatic Failure:** The Contract fails. The character suffers a -1 die penalty to Speed for the scene.

**Failure:** The Contract fails, and the character is unaffected.

**Success:** The character gains the movement capabilities of the animal. Swift runners such as horses or dogs allow the changeling to double her Speed. Aquatic animals allow the changeling to swim as rapidly and as easily as she can walk or run and hold her breath 10 times as long (including any modifiers from the Strong Lungs Merit). Flying, gliding or jumping animals allow the changeling to quadruple her jumping distance and fall any distance without harm. Climbing animals such as monkeys allow the changeling to gain +5 to all climbing rolls and climb at five times normal speed. This enhanced movement lasts for one full scene.

**Exceptional Success:** The character's enhanced movement lasts until the sun next sets or rises, whichever comes first.

## Suggested Modifiers

Modifier	Situation
+1	The changeling wears a mask of the animal or a large garment made from its skin.
-1	The clause is invoked someplace the animal is never naturally found.

## CLOAK OF THE BEAR'S MASSIVE FORM (•••••)

The changeling can physically transform into the animal bound to the Contract. The transformation takes one turn. The character's clothing and small objects close to his skin, such as phones or wallets, blend into this animal form.

**Cost:** 4 Glamour

**Dice Pool:** Manipulation + Wyrd

**Action:** Instant



**Catch:** The changeling is in the natural habitat of his associated animal and touching or within touching distance of at least one of these animals.

### Roll Results

**Dramatic Failure:** The character partially transforms, becoming a clumsy half-human being who suffers a –2 dice penalty to all Strength and Dexterity pools and a –2 dice penalty to Defense and Speed. The botched transformation lasts until the character can take two consecutive turns to shift back.

**Failure:** The Contract fails, and the character cannot transform.

**Success:** The character successfully transforms into the correct animal. The character can remain transformed for up to a scene or can choose to revert to her normal form at any time. Transforming back into the normal form requires one turn, and ends the clause's effects.

The character's Health alters if her Size and Stamina change. In animal form, the character automatically gains animal senses, exactly as if she had performed the *eagle's gleaming eyes* clause. The creature's Physical Attributes replace the changeling's, but she retains her Social and Mental Attributes. Her Skills also remain the same. The changeling gains some measure of the animal's instinctual drives and motor control, so she can run, fly or swim normally. While in animal form, the character can speak all human languages she knows, and can also communicate normally with animals of the species she has become.

**Exceptional Success:** The character can remain transformed until the sun next rises. If she has taken the form of an animal with a smaller Size than her own, she retains her full Health as if her Size had not changed.

### Suggested Modifiers

Modifier	Situation
+1	In the animal's natural habitat
–1	Inside a well-lit building closed off from the outside world

## CONTRACTS OF STONE

Ogres and other changelings use these powers to enhance their might, becoming even more savage and deadly opponents. The clauses of this Contract are simple and direct, having as little subtlety as the stone bound in the ancient pact.

### MIGHT OF THE TERRIBLE BRUTE (●)

The character's muscles bulge and ripple with added power. He may use his strength more effectively through a combination of leverage and brute determination.

**Cost:** 1 Glamour

**Dice Pool:** Strength + Wyrd

**Action:** Reflexive

**Catch:** The character fights multiple opponents simultaneously with his bare hands, not using weapons or tools of any sort.

### Roll Results

**Dramatic Failure:** The character strains his muscles and suffers a –2 dice penalty to his next action involving Strength.

**Failure:** The changeling's Strength is unaffected.

**Success:** The changeling adds a number of additional dots to his Strength for this action equal to the number of successes rolled.

**Exceptional Success:** The changeling also gains the 8 again quality for the next action he takes using a Strength-based dice pool.

### Suggested Modifiers

Modifier	Situation
+1	The character yells, grunts or boasts loudly about her great strength.
–1	The character acts calm, restrained and sedate.

## OCRE'S RENDING GRASP (●●)

The character can focus his inhuman prowess against an inanimate object. Using this Contract, the changeling can rip down a wall with his bare hands or bash in the sturdiest door with a lead pipe. The changeling must either touch or be able to clearly see an object to use this clause upon it.

**Cost:** 2 Glamour

**Dice Pool:** Strength + Wyrd

**Action:** Instant

**Catch:** The changeling is attempting to remove a barrier, such as a door or a wall.

### Roll Results

**Dramatic Failure:** The character strains his muscles, suffering a –2 dice penalty to all Strength-based dice pools for the next scene.

**Failure:** The object's Durability is unaffected.

**Success:** The changeling subtracts one point of Durability per success achieved on the roll. Note that this clause does not affect the object's Structure. The reduced Durability applies to all attacks on the object and lasts for one scene.

**Exceptional Success:** No benefit other than that gained from 5+ successes.

### Suggested Modifiers

Modifier	Situation
+1	The character attacks the target without taking time to think about it.
–1	The character has carefully studied the target to determine the best way to destroy it.



## DISPLAY GRANDIOSE MIGHT (•••)

The Ogre can boost his Strength by a significant degree for tasks not involving combat. The character can run, climb, jump and lift heavy objects far more effectively than normal.

**Cost:** 2 Glamour

**Dice Pool:** Athletics + Wyrd

**Action:** Instant

**Catch:** The character is using this clause for the express purpose of showing off his physical or athletic prowess to others, perhaps to gain some prize or to win acclaim, but not for any more practical purpose.

### Roll Results

**Dramatic Failure:** The character strains his muscles and functions as if his Strength was half normal (round down) for the duration of the scene.

**Failure:** The character's Strength is unaffected.

**Success:** The character gains additional dots of Strength equal to his Wyrd. The character can only use this added might for non-combat purposes. If the character attacks an opponent, the affects of this clause instantly end. Otherwise, it lasts for one full scene and provides bonuses to Speed, to lifting objects, breaking down or holding back a door, climbing, jumping and all other Strength dice pools not including combat. Attempting to break inanimate objects does not count as combat.

**Exceptional Success:** Along with bonuses already provided, the character gains the 9 again quality to all appropriate Strength rolls for the scene.

## Suggested Modifiers

Modifier	Situation
+1	The character is dressed in a way that shows off his muscles and physique.
-1	The character is dressed in a way that hides his physique.

## GLUTTONOUS FEAST OF HEALTH (••••)

Ogres are noted for their prodigious appetites. The character can heal damage though the consumption of prodigious amounts of food and drink.

**Cost:** 3 Glamour

**Dice Pool:** Stamina + Wyrd

**Action:** Instant

**Catch:** The character is offered large amounts of food by a stranger.

### Roll Results

**Dramatic Failure:** The character makes himself ill with the effects of gluttony and inflicts a point of lethal damage on himself.

**Failure:** The character eats and drinks his fill but gains no special benefit from the effort.

**Success:** Each success on the roll converts two levels of lethal damage into two levels of bashing damage or one level of aggravated damage into two levels of bashing damage. To use this clause, the character must spend at least an hour





in an orgy of gustatory excess. The food's quality is irrelevant — fast food is just as effective as a five-star feast. The character suffers no ill effects from this mass consumption of food. This clause automatically reduces the worst damage first.

**Exceptional Success:** Other than more levels of damage being downgraded, no special bonuses.

### Suggested Modifiers

Modifier	Situation
+1	The character eats continuously for three or more hours.
-1	The only food and drink available are relatively low-calorie fare.
+1	The available food is especially rich, hardy and abundant.

## RED RACE OF TERRIBLE REVENGE (•••••)

Transforming rage into physical prowess, the changeling is filled with passion and fury and gains unparalleled Strength and resistance from harm.

**Cost:** 3 Glamour + 1 Willpower

**Dice Pool:** Resolve + Wyr

**Action:** Instant

**Catch:** The changeling is using this Contract to gain justice or revenge for a loved one being killed or badly hurt.

### Roll Results

**Dramatic Failure:** The character becomes frightened rather than furious and attempts to flee combat if possible. If this is not possible, he suffers a -2 dice penalty to all actions for the next scene.

**Failure:** The character fails to invoke the Contract.

**Success:** Each success adds one each to the changeling's Initiative, Stamina, Strength (which also adds to her Speed), gives him one point of armor, and reduces the wound penalty taken from both bashing and lethal damage by one. The character experiences rage and savage determination to gain victory over his enemies. While he knows friend from foe and can decide which weapons to use and whether to kill or capture an enemy, he will not retreat unless facing overwhelming odds and will never forgo an attack in order to dodge. This battle-fury lasts for one scene and may only occur during or immediately before a combat.

**Exceptional Success:** No benefit other than that gained from 5+ successes.

### Suggested Modifiers

Modifier	Situation
+1	The changeling is heavily armed or wearing armor.
-1	The changeling is unarmored and using only improvised weapons.

## CONTRACTS OF VAINCLORY

These Contracts draw on Glamour to make the changeling more impressive and awe-inspiring. Several of these clauses allow the changeling to reveal his true mien to mortals in a fashion that neither risks lowering his Clarity nor allows the mortals to remember it clearly. The Striking Looks Merit provides the listed +1 to +2 dice bonus to all Contracts of Vainglory.

### MASK OF SUPERIORITY (•)

The changeling convinces a single subject that she is his professional superior or someone of superior social status. This clause cannot compel anyone into obedience, only deceive him.

**Cost:** 2 Glamour

**Dice Pool:** Wyr+ Intimidation - Resolve

**Action:** Instant

**Catch:** The changeling pretends to be a socialite or similar celebrity whose fame comes from high standing or good looks alone.

### Roll Results

**Dramatic Failure:** The subject takes extra offense to the changeling's obvious lies, perhaps viewing her as dangerously deluded.

**Failure:** The illusion fails. The subject sees the changeling as she is.

**Success:** The changeling can either convince the subject that she is a high-ranking person in the subject's workplace, or simply that she is a celebrity, someone important and worthy of notice and respect. The changeling doesn't control who the target sees, only the general "someone in his workplace" or "a celebrity." If the subject is expecting someone important to come and talk with him, he assumes the changeling is this person. This Contract does not force any particular action on the subject, but most will behave deferentially. Along with this effect, every success rolled adds one bonus die to all Social rolls to impress, intimidate or command the target. This effect lasts for one scene or until someone else convinces the target that the changeling is not who she claims to be.

**Exceptional Success:** In addition to the above effects, the target is firmly convinced of the changeling's importance and will argue with anyone who claims otherwise. In his certainty, the target gains +1 die to all rolls to convince others of the changeling's importance.

### Suggested Modifiers

Modifier	Situation
+1	The changeling is dressed appropriately for the position she claims.
-1	The changeling is dressed inappropriately for the position she claims.



## SONGS OF DISTANT ARCADIA (••)

Some Gentry keep slaves to provide them with more refined forms of entertainment. This clause allows changelings to become consummate performers, preternaturally skilled storytellers or inhumanly eloquent speakers.

**Cost:** 2 Glamour

**Dice Pool:** Presence + Expression

**Action:** Instant

**Catch:** The changeling is giving a performance in front of a wealthy and powerful audience.

### Roll Results

**Dramatic Failure:** The character's confidence in her ability is utterly misplaced. She receives a -2 dice penalty to all Expression or Persuasion rolls for the next scene, but believes she is giving an excellent performance.

**Failure:** The changeling gains no bonus to speeches or performances.

**Success:** The character gains a number of bonus dice equal to her Wyrd to all Expression and Persuasion rolls for the next scene.

**Exceptional Success:** The changeling delivers an inhumanly excellent performance, adding a number of automatic successes equal to her Wyrd to her next Expression and Persuasion roll, as well as adding the usual bonus dice to all other Expression and Persuasion rolls for the next scene.

### Suggested Modifiers

Modifier	Situation
+1 to +2	The changeling is wearing an unusually fine costume, or using especially well-made instruments or other accoutrements.
-1 to -2	The changeling is dressed in an unassuming fashion without special props or accoutrements.

## SPLENDOR OF THE ENVOY'S PROTECTION (•••)

The Gentry sometimes send the finest on diplomatic missions where they must be both impressive and difficult to harm. The changeling temporarily abandons the Mask, revealing her fae mien to all mortals (and other beings) within sight. However, using this clause does not harm the changeling's Clarity, because his appearance dazzles mortals with amazing glory rather than confusing or frightening them. Mortals can clearly see they are talking speaking to a creature of inhuman appearance, but this merely impresses them to the extent that mortal onlookers are incapable of attacking the character except in self-defense.

**Cost:** 3 Glamour

**Dice Pool:** Presence + Wyrd

**Action:** Instant

**Catch:** This clause is invoked at a formal party containing at least a dozen people.

## Roll Results

**Dramatic Failure:** The character appears clumsy and ill mannered, suffering a -2 dice penalty to all Presence or Manipulation rolls for the next scene.

**Failure:** The character's appearance is unchanged.

**Success:** The character appears in her true form. Onlookers are awed, but not frightened. The character gains the equivalent of the four-dot version of the Striking Looks Merit. This bonus adds to any others, such as if the character already has the Striking Looks Merit. In addition, as long as the changeling does not brandish a weapon or attempt to harm anyone, ordinary humans cannot attack her. They can attempt to block her path, but they cannot actually harm her except by accident. Supernatural beings may attack the changeling by making a successful reflexive Resolve + Composure roll before each attack. This Contract lasts for one scene, unless the character attacks someone or aims a weapon at someone with threatening intent. Either action instantly ends the Contract's effects, but the character can order others to attack without necessarily dispelling the effects.

During this time, cameras and other electronic devices will not show or record the character's true form. Afterwards, human onlookers still consider the changeling as striking and impressive, but either remember her appearance as a wondrous costume or forget that she looked at all inhuman. Supernatural onlookers remember the changeling's true form, however. This clause affects everyone who sees the character during this scene, not merely those present when it was first invoked.

**Exceptional Success:** This effect lasts until the sun next rises or sets (whichever comes first).

### Suggested Modifiers

Modifier	Situation
+1 to +2	The character is wearing exquisite and expensive clothing.
-1 to -2	The character is wearing shabby or cheaply made clothing.
-2	The character is wearing a visible weapon.

## MANTLE OF TERRIBLE BEAUTY (••••)

The changeling appears in her fae mien to all onlookers in a fashion that makes her appear both frightening and terrible. Onlookers see the changeling as a great and terrible version of her normal seeming, but afterwards cannot remember the exact details of what she looked like, only that she filled them with utter terror. As a result, invoking this clause does not risk a changeling losing Clarity.

**Cost:** 2 Glamour + 1 Willpower

**Dice Pool:** Intimidate + Wyrd vs. the subject's Composure + Wyrd

**Action:** Contested



**Catch:** The character is fighting a duel or some other combat that has been agreed upon in advance by both sides.

### Roll Results

**Dramatic Failure:** The changeling looks harmless. All attackers gain confidence, giving them one additional die to all attacks on the changeling for the next scene. The changeling also cannot affect anyone within range until the sun next sets.

**Failure:** The clause fails to invoke.

**Success:** This clause affects everyone within three yards per dot of the changeling's Wyrd. One contested roll may be made reflexively for a crowd of mortals based on the highest Composure present. Supernatural beings should each make their own resistance rolls. If the changeling rolls any successes, he fills the affected targets with a mixture of terror and awe. If he rolls more successes than a target, the person must flee the changeling's presence in utter terror. Those who fail this contest but cannot flee are at a -2 dice penalty to all actions due to fear. They also cannot spend Willpower to gain three extra dice on any rolls, or +2 to any Resistance traits. (Willpower can be spent to activate capabilities or powers that require it, however.)

Anyone who rolls as many or more successes as the changeling need not flee, but the changeling awes and frightens them, causing a -2 dice penalty to all rolls to attack or attempt to harm the changeling. The changeling also gains +2 dice to all rolls to Intimidate everyone within range. The changeling's awe-inspiring appearance persists until the changeling decides to resume her normal appearance or until the end of the scene, whichever comes first. Record the number of successes rolled for the changeling when this clause is activated, and compare it to any rolled for newcomers to the power's area of effect. This awe cannot be used selectively, and affects all characters near the changeling (save those bound to her by a motley pledge or who share her Court). This clause cannot be used more than once on any subject in a single scene.

**Exceptional Success:** All who roll fewer successes than the changeling must either flee or cower helplessly until the awe ceases. Those who roll as many or more successes are at a -2 dice penalty to all actions.

### Suggested Modifiers

Modifier	Situation
+1 to +2	The changeling's clothing, accoutrements or weapons are especially flamboyant and impressive.
-1 to -2	The changeling's clothing, accoutrements or weapons are bland, shoddy or ill kept.

## WORDS OF MEMORIES NEVER LIVED (•••••)

The changeling gives a speech or performance, such as a song or play, which profoundly affects the minds of listeners within 50 yards of the changeling. Although the

changeling can augment her voice with a microphone, videos or recordings do not contain the fae magic present in the actual in-person performance. Once the character succeeds in preparing the audience, she can begin weaving a speech or other performance that warps their memories and supercharges their emotions.

**Cost:** 3 Glamour + 1 Willpower

**Dice Pool:** Wyrd+ Expression + vs. the subject's Composure + Wyrd

**Action:** Extended and Contested (five successes; each roll represents one minute). If the changeling has not achieved the needed number of successes in a number of rolls equal to her Presence + Expression, the audience loses interest. One contested roll may be made reflexively for a crowd based on the highest Composure present. Supernatural targets may make their own resistance rolls.

**Catch:** The changeling is attempting to convince the audience of something that she believes to be factually correct.

### Roll Results

**Dramatic Failure:** The audience turns hostile. Those who are so inclined may turn to violence.

**Failure:** The performance is uninspired and has no effect on listeners.

**Success:** The character tells, sings or demonstrates an emotionally charged story. Listeners fall into a light dream-like trance. The events of this story affect them deeply, and they remember the events being described either as having happened to them or as something they personally witnessed or heard from a trusted friend. The audience reacts to the described events as if to vivid reality, but will not likely take any action they would not normally perform under strong provocation. The changeling cannot control how the audience reacts to their new memories. The effects of this performance last until the sun next rises. A crowd verging on riot told a story about how the events angering them have a reasonable explanation will likely calm down and disperse. Similarly, the members of a peaceful community meeting could be moved to mob violence if told that a neighbor is secretly a serial killer plotting to kidnap and kill their children.

**Exceptional Success:** The performance so completely touches the audience's hearts that they follow any simple and not obviously foolish or suicidal suggestion that the changeling makes about how to react to the story.

### Suggested Modifiers

Modifier	Situation
+1 to +2	The changeling is wearing or using unusually fine costumes, instruments or other accoutrements.
+1	The character has three or more dots in Presence.
+2	The targets are an audience expecting and eager to see a speech or performance.
-1 to -2	The changeling is dressed in an unassuming fashion and without special props or accoutrements.



## COURT CONTRACTS

These Contracts are derived from the pacts the Court founders made with their respective seasons. Each Court has two associated Contracts, the Fleeting Season Contract (associated with emotions) and the Eternal Season Contract (associated with more physical aspects of that season).

Court Contracts also have prerequisites that a character have the right Court's Mantle at a rating equal to one less than the rating of the clause. When a clause has a required Mantle rating, characters from other Courts may substitute the appropriate Court Goodwill rating at two dots higher. Anyone may learn a Court Contract's one-dot clauses — they are teasers, and they occasionally draw new members to a Court.

If a character's Mantle or Court Goodwill ratings change (most likely because the character has changed Courts), the character will find it harder to use his Contracts due to something similar to a no-compete clause. If a character's Mantle or Court Goodwill rating ever falls below the amount required for a particular clause, he must pay the difference in extra Glamour points every time he uses it. This extra cost cannot be circumvented in any way, even if the character is somehow able to use a catch or otherwise reduce the cost of the clause. In addition, the clause can no longer generate an exceptional success result even if the player rolls exceptionally well, the extra successes are still counted but the result is treated as equivalent to a regular success and receives no additional benefits.

Repeated use of a clause without meeting the Mantle or Court Goodwill prerequisites nettles the appropriate Court. If a character uses a clause that he is no longer "entitled to" within the sight of a member of the appropriate Court, the Court becomes wroth with him. He can no longer gain any bonus Social dice from appropriate Merits when dealing with members of that Court, until he has somehow regained their favor (usually by accomplishing some difficult task for the Court's benefit).

### FLEETING SPRING

The Contracts of Fleeting Spring allow changelings to manipulate and evoke feelings of desire within others.

#### CUPID'S EYE (◉)

This clause takes the first step in fulfilling a person's desires — or teasing him and stringing him along — by revealing what those desires are.

**Prerequisites:** None

**Cost:** 1 Glamour

**Dice Pool:** Wits + Wyrds vs. subject's Composure + Wyrds

**Action:** Contested

**Catch:** The character has kissed the subject within the past 24 hours, or the subject's object of desire is the character.

#### Roll Results

**Dramatic Failure:** The changeling receives false impressions, becoming absolutely sure that the subject's desire is something it is not.

**Failure:** The character cannot discern the subject's desires.

**Success:** The changeling learns one of the subject's desires. See the suggested modifiers list that follows for specific depths to which this power can plumb.

**Exceptional Success:** Exceptional success at Cupid's Eye provides the character with two desires of the targeted level, or the knowledge that there is only one desire at that level.

#### Suggested Modifiers

Modifier	Situation
+1	The character has a pledge with the subject.
—	The character discerns a desire currently in the forefront of the subject's mind.
−1	The character learns a desire not currently concerning the subject.
−1	The character learns a specific <i>kind</i> of desire (sexual, employment, etc.).
−2	The character discovers a desire the subject recognizes but generally keeps hidden.
−3	The character finds a desire the subject hides even from himself.

### GROWTH OF THE IVY (◉◉)

Humans are fickle creatures, changing desires with the day or the season. This Contract allows the character to direct a subject's desires somewhat.

**Prerequisites:** Mantle (Spring) • or Court Goodwill (Spring) ◉◉

**Cost:** 2 Glamour; add 1 Willpower for a supernatural subject

**Dice Pool:** Manipulation + Persuasion + Mantle (Spring) − subject's Resolve

**Action:** Contested; resistance is reflexive.

**Catch:** The character is acting to make the subject desire her or is doing so to resolve a pledge.

#### Roll Results

**Dramatic Failure:** The target develops an active dislike for or aversion to the subject of the intended desire.

**Failure:** The subject's desires do not change.

**Success:** The subject's desires change in a manner of the character's choosing. See the suggested modifiers list that follows for guidelines on how a character may affect the target. The change lasts for one day per success rolled, though natural interaction may be able to prolong the desire beyond the point where the supernatural effect ends.

**Exceptional Success:** The change is instead permanent. The inflicted desires remain until the character chooses to release them, and they may then become natural.



## Suggested Modifiers

Modifier	Situation
+1	The character changes a momentary desire.
—	The character changes a long-term desire.
—	The character changes a desire to something similar (e.g., lust for one man to lust for another).
-1	The character changes a desire concealed from others.
-1	The character changes a desire moderately (e.g., from wanting a cat to wanting a Nintendo).
-2	The character changes a desire the subject conceals from himself.
-2	The character changes a desire significantly (e.g., a desire for the Nobel Prize becomes the desire for a family).
-5	The character eliminates a desire or creates one from scratch.

## WYRD-FACED STRANGER (•••)

The changeling appears as whomever the subject most desires to see at that moment.

**Prerequisites:** Mantle (Spring) •• or Court Goodwill (Spring) ••••

**Cost:** 2 Glamour

**Dice Pool:** Presence + Subterfuge + Mantle (Spring) vs. subject's Composure + Wyrd

**Action:** Instant

**Catch:** The character has recently offered food to the target and the target has accepted, or vice versa.

### Roll Results

**Dramatic Failure:** The subject instead sees the character as the person he would *least* like to see right now. The character is not aware of the failure.

**Failure:** The character appears as herself, and she is aware of the failed attempt.

**Success:** The subject recognizes the character as the person he would most like to see at the moment. The character has no say over who she becomes, she just knows that she is recognized as the desired individual. This lasts for one scene.

When using this power on a group of observers, the changeling chooses one as the subject but subtracts the highest Composure in the group from her roll. Success indicates that all observers see her as the same person.

Acting in ways foreign to the visage donned allows reflexive Wits + Composure rolls from people who know whomever the character is pretending to be. These rolls suffer a dice penalty equal to the successes on the character's activation roll but gain a +1 or +2 dice bonus for actions flagrantly out of character.

Note that the changeling does not always appear as someone the subject knows. The character may appear to be the dark, handsome stranger the target was secretly wishing would appear and whisk her away or the "federal

agent" that the beat cop wants to take a murder off his hands. In such cases, the changeling's actual appearance becomes whatever the subject assumes the desired person would look like.

**Exceptional Success:** The deception lasts as long as the changeling would like to maintain it.

## Suggested Modifiers

Modifier	Situation
+1	The character knows the subject's current desire(s).
—	The character approaches the subject "blind."

## PANDORA'S GIFT (••••)

The changeling creates an object that another person truly desires out of nothing but emotion, dreamstuff and random materials.

**Prerequisites:** Mantle (Spring) ••• or Court Goodwill (Spring) •••••

**Cost:** 2 Glamour

**Dice Pool:** Wits + Craft + Mantle (Spring)

**Action:** Extended (2+ successes, based on the complexity and size of the object; each roll represents 10 minutes of effort)

**Catch:** The subject has recently (within one week) given the character a gift. This gift comes with no strings attached, including any expectation of this gift.

### Roll Results

**Dramatic Failure:** The character creates the desired object, but it is destined to fail its wielder at an appropriately dramatic moment — the gun jams at the last minute, the masterpiece painting discolors in the sun or the key breaks off in the lock.

**Failure:** The character makes no progress.

**Success:** The character makes progress toward creating the desired object. The number of required successes is equal to the object's Size + rough complexity, 1 being no moving parts and 10 being a high-precision pocket watch. Things created through this Contract last for the rest of the scene (or longer, based on modifiers) before returning to their original states. Until that time, they function perfectly as normal.

**Exceptional Success:** The character makes significant progress toward creating the object.

## Suggested Modifiers

Modifier	Situation
+1	Exceptionally appropriate materials
-1	Exceptionally inappropriate materials
-1	Object is exceptional (per point of equipment bonus above normal)
-1	One-hour duration
-2	One-day duration
-3	Two-day duration



## WAKING THE INNER FAERIE (•••••)

The changeling makes a target pursue his greatest desires, regardless of other considerations.

**Prerequisites:** Mantle (Spring) ••••

**Cost:** 3 Glamour + 1 Willpower

**Dice Pool:** Intelligence + Expression + Mantle (Spring) vs. Composure + Wyrd

**Action:** Contested and Extended (subject's Willpower in successes, one roll is made each turn); resistance is reflexive.

**Catch:** The subject of the Contract has voluntarily and without coercion confided his desire(s) to the character.

### Roll Results

**Dramatic Failure:** The Contract backfires, affecting the character for one scene instead of the subject.

**Failure:** The character rolls fewer or equal successes than the subject. The character makes no headway.

**Success:** The character rolls more successes than the subject and makes headway. If the character reaches the required number of successes, the target feels the immediate impulse to try to achieve one of his greatest desires. He abandons other responsibilities and rational thinking to obey that urge. See the list of suggested modifiers below for guidelines on the effect's duration.

**Exceptional Success:** The character rolls many more successes than the subject and makes great headway.

### Suggested Modifiers

Modifier	Situation
+1	The character knows what the target's greatest desires are.
+1	Five-minute duration
—	One scene's duration
—1	One-hour duration
—2	One-day duration
—3	Two-day duration

## ETERNAL SPRING

The Contracts of Eternal Spring provide powers of growth and rejuvenation to the changeling, just as Spring brings growth and rejuvenation to Earth.

### GIFT OF WARM BREATH (•)

The character's power rejuvenates a single living target, filling the target with energy and vigorous life.

**Prerequisites:** None

**Cost:** 1 Glamour

**Dice Pool:** Resolve + Survival + Mantle (Spring)

**Action:** Instant

**Catch:** The subject of the Contract has freely offered the changeling some form of sustenance since the last sunrise.

### Roll Results

**Dramatic Failure:** The subject suffers starvation and fatigue as if he had been without food and sleep for a number of days equal to the changeling's Wyrd, and without water for half that long. (See the **World of Darkness Rulebook**, pp. 175–176 and 179–180, for information on such things.) For things that can endure longer periods of deprivation without penalty, increase the base time until they are adversely affected (cacti, for example).

**Failure:** The character does not aid the subject.

**Success:** The Contract's subject gains energy. He becomes as healthy and alert as though he has just risen from a full night's rest and had a full breakfast. All fatigue penalties disappear, and any bashing damage or damage suffered from food or water deprivation is fully healed.

**Exceptional Success:** The subject gains +1 Stamina for the duration of the scene.

### Suggested Modifiers

Modifier	Situation
—1	Each point of fatigue penalty the subject suffers
—1	Each point of damage from deprivation the subject suffers

## NEW LOVER'S KISS (••)

The character calls a rain down from even a cloudless sky.

**Prerequisites:** Mantle (Spring) • or Court Goodwill (Spring) •••

**Cost:** 1 Glamour

**Dice Pool:** Intelligence + Survival + Mantle (Spring)

**Action:** Extended (5+ successes; each roll represents five minutes of imploring the sky)

**Catch:** A mortal human has commented, within the character's hearing and within the past hour, that it looks like rain.

### Roll Results

**Dramatic Failure:** The extended roll fails. It does not begin to rain, and the character cannot use this Contract again for 24 hours.

**Failure:** The character makes no progress toward her goal.

**Success:** The character progresses toward making it rain. The character chooses the number of successes required ahead of time. Five successes yields a light, pleasant rain. Every additional five successes increases the ferocity of the precipitation until, at 25 successes, the character summons a true deluge that could flood local lakes and rivers and wash away unsecured objects.

**Exceptional Success:** The character makes exceptional progress toward her goal.



## Suggested Modifiers

Modifier	Situation
+1	Extensive cloud cover
-1	Exceedingly clear day

## WARMTH OF THE BLOOD (•••)

The power of Spring is strong enough to heal injuries and soothe pain. This clause allows the changeling to channel the verdant might of Spring into a person's body, mending his wounds. This power works only on living creatures of flesh and blood.

**Prerequisites:** Mantle (Spring) •• or Court Goodwill (Spring) ••••

**Cost:** 1 Glamour + 1 Willpower

**Dice Pool:** Wits + Medicine + Mantle (Spring)

**Action:** Instant

**Catch:** The target has honestly professed a heartfelt and deep love, romantic or familial, for the changeling.

### Roll Results

**Dramatic Failure:** The clause's effects go astray. One point of damage is upgraded from bashing to lethal; if all wounds are lethal, one is upgraded to aggravated.

**Failure:** The clause takes no effect.

**Success:** Each success on the roll allows the changeling to downgrade one of the target's lethal wounds to a bashing wound, or to remove one bashing wound entirely. Thus, a changeling who rolled four successes could turn two lethal wounds into bashing wounds (two successes) and then remove both bashing wounds (two more).

**Exceptional Success:** The changeling may also use successes to convert aggravated wounds into lethal wounds. Each aggravated wound converted to lethal requires the expenditure of an additional point of Glamour.

## YESTERDAY'S BIRTH (••••)

The changeling endows a living object or creature with a season's worth of growth and maturing in an instant.

**Prerequisites:** Mantle (Spring) ••• or Court Goodwill (Spring) •••••

**Cost:** 1 Glamour or 3 Glamour + 1 Willpower dot

**Dice Pool:** Wyrd + Medicine

**Action:** Instant

**Catch:** The character spills two drops of blood on the target object and cups it in her hands.

### Roll Results

**Dramatic Failure:** The target object dies in an obvious manner. Seeds are immediately overcome with rot, and insects fall over with bloat. Birds or mammals of Size 2 or larger do not die, but are wracked with hunger.

**Failure:** The target object does not grow.

**Success:** The target object grows the same amount it would over a full season with optimal care. The object ends its growth as if it were in the height of Spring, so plants are flowering. Insects lay grubs in this time (if they are able), which also grow. Subjects of this Contract require a great deal of sustenance during or after the growth, equivalent to about three full days' worth. Plants in soil of only moderate fertility or less may drain their resources and soon begin to wither.

This clause can be used on human beings, but the changeling must pay three points of Glamour and one Willpower dot. This cost cannot be averted by invoking the clause's catch.

**Exceptional Success:** The target object experiences up to a full year's worth of growth (as much between one season and one year as the changeling desires). The full cycle of the year is visible and may provide fruit or other benefits.

## Suggested Modifiers

Modifier	Situation
+1	Object fits entirely in the palm of the hand (peach pit, mayfly grub).
—	Object is approximately Size 1.
-1	Each point by which the target object/creature is greater in Size than 1.
-1	Each additional object (affecting a group of seeds or a small group of ants).

## MOTHER OF ALL DEATHS (•••••)

The character makes the region around her extraordinarily verdant and rouses it to fight on her behalf.

**Prerequisites:** Mantle (Spring) •••••

**Cost:** 3 Glamour + 1 Willpower

**Dice Pool:** Presence + Empathy + Mantle (Spring)

**Action:** Instant

**Catch:** A man bled to death on this soil within the past year.

### Roll Results

**Dramatic Failure:** The plants the changeling attempted to control turn on her. They make a single grappling attack on her each turn for the rest of the scene. See below for more details.

**Failure:** Nearby plants gain a few years' worth of new growth over the next few minutes, but most of it dries up within the next hour and the plants do not move abnormally.

**Success:** Plants around the changeling grow at an extraordinary rate, quickly enough for vines, roots and the like to grow around people and entangle them. Each turn, the character may designate one grapple attack on any creature or target within 10 feet of a plant in her sight in addition to her normal action. She may sacrifice her normal action to designate two grapple attacks, and if she does that she may also sacrifice her Defense for a third. Plant grapple at-





tacks use a dice pool of the changeling's Wyrd + 1–3 equipment bonus for the plant (vines are excellent, branches less so). This lasts a number of turns equal to the changeling's Wyrd rating. Over the next hour, all but one year's worth of the new growth dies off.

**Exceptional Success:** The plants fight for the character for the rest of the scene, and all new growth remains afterward.

### Suggested Modifiers

Modifier	Situation
+1	Bountiful plant life (rainforest)
—	Moderate plant life (rural area)
–1	Weak plant life (city trees)
–1	Controlled plant life (city park)
–3	Sparse plant life (city street with occasional fenced-in trees)

## FLEETING SUMMER

The Contracts of Fleeting Summer give a changeling the ability to influence the wrath of those around him.

### BALEFUL SENSE (•)

The character senses the greatest source of wrath nearby.

**Prerequisites:** None

**Cost:** 1 Glamour

**Dice Pool:** Wits + Wyrd

**Action:** Instant

**Catch:** The character is angry when he invokes this clause.

### Roll Results

**Dramatic Failure:** The character becomes enraged, and the clause pinpoints only him.

**Failure:** The character cannot locate wrath in his vicinity.

**Success:** The character becomes aware of the greatest concentration of wrath (in any form) within a mile radius. He knows the direction and approximate distance, and approximately how many people are involved.

**Exceptional Success:** The character also learns the cause of the anger and approximately how many people are intimately involved.

### GOBLIN'S MALICANCE (••)

The character redirects the subject's wrath onto a new target, most likely himself.



**Prerequisites:** Mantle (Summer) • or Court Goodwill (Summer) •••

**Cost:** 1 Glamour

**Dice Pool:** Manipulation + Persuasion + Mantle (Summer) vs. Composure + Wyrd

**Action:** Contested

**Catch:** The current victim of the subject's wrath owes the character a favor, or the subject has red hair.

### Roll Results

**Dramatic Failure:** The subject's anger redoubles, ensuring that she will focus on her victim for the rest of the scene. No attempt to change her focus works for that length of time.

**Failure:** The character fails to redirect the subject's wrath.

**Success:** The character redirects the subject's wrath onto a target of the character's choice. The target must be present, and the subject must be aware of the target. As an exception, the character may always make himself the target of the subject's wrath, which explicitly makes the subject aware of the character.

**Exceptional Success:** Subjects of this clause rationalize the change of focus and anger to themselves after the fact. ("He was on her side," "I knew he was talking trash about me," etc.)

### Suggested Modifiers

Modifier	Situation
+3	The subject redirects anger <i>onto</i> the character.
-1	The subject has no reason to be angry at new target.
-2	The subject likes or is loyal to new target.
-3	The subject redirects anger <i>off</i> the character.

## FRIENDLESS TONGUE (•••)

The character incites a person to uncontrollable wrath through innocent-seeming conversation.

**Prerequisites:** Mantle (Summer) •• or Court Goodwill (Summer) ••••

**Cost:** 2 Glamour

**Dice Pool:** Manipulation + Subterfuge + Mantle (Summer) vs. Composure + Wyrd

**Action:** Extended (successes required equal to the subject's Willpower; each roll represents one minute of conversation with the subject); resistance is reflexive.

**Catch:** The clause's subject wears a ring on the left hand.

### Roll Results

**Dramatic Failure:** The attempt fails. The subject realizes what the changeling is trying to do and reacts naturally.

**Failure:** The character garners no successes.

**Success:** The character gains successes. If his total number of successes equals or exceeds the subject's Willpower, the subject becomes intensely incensed at whomever is the focus of his attention. This will often be the change-

ling, but in a group, the character's comments may rouse anger at someone else principal in the discussion, or the subject's attention could be on an old flame at the bar even while she listens to the character talk.

**Exceptional Success:** The character is at +2 dice bonus when using other Fleeting Summer clauses on the subject for the rest of the scene, and +1 die bonus when using Friendless Tongue on the subject for the rest of the month.

### Suggested Modifiers

Modifier	Situation
+1	The subject is easily roused to anger.
+1	The subject has "issues" with her current focus.
-1	The subject is extremely unlikely to become angry at her current focus under normal circumstances.

## SUNDOWN EYES (••••)

The character drains wrath from those near him, calming even the most furious combatants.

**Prerequisites:** Mantle (Summer) ••• or Court Goodwill (Summer) •••••

**Cost:** 3 Glamour

**Dice Pool:** Presence + Socialize + Mantle (Summer) – subjects' highest Composure

**Action:** Instant

**Catch:** The character is suffering wound penalties and has taken at least two points of lethal damage.

### Roll Results

**Dramatic Failure:** The attempt to calm the situation backfires. Each of the character's opponents gain a +1 die bonus to attack the character on their next actions.

**Failure:** The attempt fails.

**Success:** The character drains the wrath from the people nearby. Combat ceases and does not begin again for at least a number of turns equal to the character's Wyrd. Add one die to attempts to make peace (or prevent a return to open combat) per success on the roll. The character may not use this Contract again for the rest of the scene.

**Exceptional Success:** Combat ends. Even if the people involved cannot resolve their differences, they refuse to use violent means of interacting with one another for the rest of the scene. The character may not use this Contract again for the rest of the scene.

### Suggested Modifiers

Modifier	Situation
+1	A significant fraction of combatants fight reluctantly.
—	Two people are targeted.
-1	Four people are targeted.
-2	Eight people are targeted.
-3	Twelve people are targeted.
-4	Twenty people are targeted.



## THE FLAMES OF SUMMER (•••••)

The character drives his anger into the realm of rage, making it impossible to disturb and lending extra strength to his wrath.

**Prerequisites:** Mantle (Summer) ••••

**Cost:** 2 Glamour + 1 Willpower

**Dice Pool:** Stamina + Animal Ken + Mantle (Summer)

**Action:** Instant

**Catch:** The sun is within five minutes of its zenith, and the character has called out a formal challenge to an opponent.

### Roll Results

**Dramatic Failure:** The attempt to inflame the character's anger fails, and the character may not try again for a full week.

**Failure:** The attempt fails.

**Success:** The attempt succeeds. The character becomes implacable in his anger, incapable of being swayed by reason or calmed down for the rest of the scene. He attacks the targets of his wrath without hesitation or mercy and may not take rational or thoughtful actions. He adds a +2 dice bonus to all Physical rolls for the duration. The character also ignores all wound penalties for the duration and need not roll Stamina to remain conscious when his last wound box is marked with bashing damage.

**Exceptional Success:** The bonus to Physical rolls rises to +4.

### Suggested Modifiers

Modifier	Situation
+1	The character is expected to fight.
+1	The character is up against losing odds.
-1	The character's opponent is (perceived as) inferior.

## ETERNAL SUMMER

These Contracts provide changelings with physical manifestations of Summer, including great heat and bright sun.

### SON OF THE HEARTH (•)

The character is comfortable in all temperatures, and may even heat a chamber with his power.

**Prerequisites:** None

**Cost:** 1 Glamour, or 1 Glamour + 1 Willpower (see below)

**Dice Pool:** Wyrd + Survival

**Action:** Instant

**Catch:** The character spits on a fading ember or spark.

### Roll Results

**Dramatic Failure:** Rather than remaining comfortably warm, the character treats his surroundings as very hot or very cold (whichever is more appropriate) and may not

activate this Contract again. See the *World of Darkness Rulebook*, p. 181, for rules on temperature extremes.

**Failure:** The character fails to keep out the cold or conquer the heat.

**Success:** The character heats himself or expels excess heat to avoid growing too hot. He remains at a personally comfortable temperature. If he spends a point of Willpower, he can keep an entire room at the same temperature (and thus avail his companions of the same warmth). The effects last for one hour.

**Exceptional Success:** The effects last for a full day. With the point of Willpower, the area around the character remains comfortably warm no matter what (i.e., heated air will not be lost when doors are opened).

### Suggested Modifiers

Modifier	Situation
-1	Every 20 degrees below zero or above 120 degrees Fahrenheit.
-1	The space to be heated is Size 10.
-2	The space to be heated is Size 20.

## ULF'S HEART (••)

The character shines the light of high Summer on his surroundings.

**Prerequisites:** Mantle (Summer) • or Court Goodwill (Summer) •••

**Cost:** 1 or 2 Glamour

**Dice Pool:** Strength + Occult + Mantle (Summer)

**Action:** Instant

**Catch:** It is within five minutes of midnight.

### Roll Results

**Dramatic Failure:** The character becomes unable to see for five minutes.

**Failure:** No light appears.

**Success:** The character shines with a light as bright as the Summer noonday sun. The light illuminates an area 200 yards around the character and does not hinder his vision. It *does* significantly hinder any attempts at stealth the character may make. This is not true sunlight and cannot harm creatures susceptible to light (such as vampires), but it might frighten them. The light remains for the rest of the scene, but the character may spend two points of Glamour at activation to instead summon the light for a full hour.

**Exceptional Success:** The character may also dim the light at will for the Contract's duration, allowing at least the possibility of stealth.

## NOONDAY GRASP (•••)

The character borrows some of Summer's immense strength to increase his own.

**Prerequisites:** Mantle (Summer) •• or Court Goodwill (Summer) ••••



**Cost:** 2 Glamour

**Dice Pool:** Stamina + Brawl + Mantle (Summer)

**Action:** Instant

**Catch:** The character eats a chunk of naturally formed ice.

### Roll Results

**Dramatic Failure:** The character loses a dot of Strength for the rest of the scene.

**Failure:** The character fails to bolster his Strength.

**Success:** The character successfully increases his Strength by one point, plus one point for every three successes after the first (to a maximum of three points). Note that increased Strength may change other values, such as Speed. The increase lasts for the rest of the scene.

**Exceptional Success:** The character also increases his Stamina by one for the rest of the scene.

### Suggested Modifiers

Modifier	Situation
+1	The sun is in the sky and clearly visible.
-1	It is after dark.

## SOLSTICE REVELATION (••••)

Channeling the light of the sun at its most intense, the changeling reveals all that is hidden around him. Darkness and illusion can hide nothing from his gaze.

**Prerequisites:** Mantle (Summer) ••• or Court Goodwill (Summer) •••••

**Cost:** 3 Glamour

**Dice Pool:** Presence + Occult + Mantle (Summer)

**Action:** Instant

**Catch:** The changeling is using the power within five minutes of noon.

### Roll Results

**Dramatic Failure:** The improperly channeled energy of Summer sears the changeling rather than revealing what's hidden. The changeling takes one point of bashing damage, and receives a -2 dice penalty to any rolls involving vision for the remainder of the scene.

**Failure:** The power of the sun eludes the changeling.

**Success:** The character floods the area with light, up to a radius of 100 feet. Anywhere the light shines, the ability to hide or disguise oneself is reduced to a chance roll, and previously hidden or disguised characters must make a chance roll or lose their obfuscations. Those attempting to hide or disguise themselves with supernatural powers must make a Stealth + Wyrd roll (substituting Blood Potency, Primal Urge or similar Traits, if possessed) at -5 or lose the protection of those powers as well. Even the Mask flickers and weakens; anyone who could not normally see through the Mask may make a standard perception test to see the fae miens of any fae or tokens they look at. The light lasts

for one turn per success, after which any characters may attempt to conceal themselves once more.

**Exceptional Success:** The revelatory light lasts for two turns per success, and the changeling may choose to dismiss it at will.

## THE LORD'S DREAD GAZE (•••••)

Channeling the destructive power of the relentless Summer sun, the changeling sears his enemies with sunlight.

**Prerequisites:** Mantle (Summer) ••••

**Cost:** 3 Glamour (+ 1 Willpower, optional)

**Dice Pool:** Dexterity + Athletics + Mantle (Summer) – subject's Defense

**Action:** Instant

**Catch:** The character's target is wearing or touching elemental gold.

### Roll Results

**Dramatic Failure:** The character's blazing strike misses his target, and the character's lack of control causes him to strike something he had hoped not to harm.

**Failure:** The beam of sunlight misses its target but fades to harmlessness without doing other damage.

**Success:** A sunbeam heavy with potent Glamour lashes out from the changeling to strike his foe. It inflicts lethal points of damage equal to successes on the activation roll. If the changeling spends one point of Willpower, the damage is aggravated. Against creatures susceptible to sunlight, this attack may have additional affects (inflicting aggravated or additional damage, for example). The Ranges for this attack are 10/30/50 and inflict penalties as normal.

**Exceptional Success:** No special benefits other than a great deal of damage.

## FLEETING AUTUMN

These Contracts provide the changelings who wield them power over aspects of fear.

## WITCHES' INTUITION (•)

The character dredges knowledge of one fear from the subject's mind or subconscious.

**Prerequisites:** None

**Cost:** 1 Glamour

**Dice Pool:** Wits + Wyrd – subject's Composure

**Action:** Instant

**Catch:** The Contract's subject does not know the character's name.

### Roll Results

**Dramatic Failure:** The character fails to discern one of the subject's fears. Worse, the next time the character speaks to the subject, the character will accidentally let the subject know one of hers.



**Failure:** The character learns no fears.

**Success:** The character acquires knowledge of one of the subject's fears. See the list of suggested modifiers below for guidelines on what fear the character learns.

**Exceptional Success:** The character learns two fears of the targeted level, if there are two such fears to be had.

### Suggested Modifiers

Modifier	Situation
+1	The character has a pledge with the target.
—	The character discerns a fear currently in the forefront of the target's mind.
-1	The character learns a fear not currently concerning the target.
-1	The character learns a specific <i>kind</i> of fear (i.e., Halloween monsters, school-related, etc.).
-2	The character discovers a fear the target recognizes but generally keeps hidden.
-3	The character finds a fear the target hides even from herself.

## TALE OF THE BABA YACA (••)

Through the course of conversation or oratory, the character makes a concept as supernaturally frightening as she can, instilling individuals or entire crowds with an unnatural fear of that thing.

**Prerequisites:** Mantle (Autumn) • or Court Goodwill (Autumn) •••

**Cost:** 1 Glamour

**Dice Pool:** Manipulation + Intimidation + Mantle (Autumn) – subjects' highest Composure

**Action:** Extended (one success per person to scare; each roll represents five minutes of fright-mongering)

**Catch:** The unnatural fear the character evokes is based upon a myth, urban legend or actual threat with which all subjects of the Contract are familiar.

### Roll Results

**Dramatic Failure:** The character does not influence her subjects as desired. Instead, they find her silly, and she suffers a -1 die penalty to all Social rolls to influence them for the rest of the scene or night (whichever is longer).

**Failure:** The character fails to induce supernatural fear.

**Success:** The subjects develop a temporary fear of the intended topic. Without further stimulus, this only manifests as some jittery conversation, on-edge whispers and a few people getting a thrill from the story. Should they be faced with a believable manifestation of that fear, this Contract evokes a supernaturally strong fear in all affected individuals. They are afflicted with mind-numbing terror, fleeing from the built-up monster for one turn per success. If they cannot flee, they cower (but are not denied Defense).

**Exceptional Success:** The character's seed bears a rich harvest. Add the character's Wyrd rating to the number of turns the subjects must flee or cower.

### Suggested Modifiers

Modifier	Situation
+1	Spooky ambiance (graveyard, skeletal orchard)
-1	Every five people in crowd/at party <i>not</i> subject to the Contract
-1	Comfortable, safe ambiance (lit dining hall, kindly dean's office)

## HEART OF THE ANTLION (•••)

The character uses her Contract with Autumn to steel herself against all manner of fear, natural or supernatural.

**Prerequisites:** Mantle (Autumn) •• or Court Goodwill (Autumn) ••••

**Cost:** 1 Glamour

**Dice Pool:** Resolve + Investigation + Mantle (Autumn)

**Action:** Instant

**Catch:** The character consumes a spider or other vermin that has literally been scared to death.

### Roll Results

**Dramatic Failure:** The character becomes more susceptible to fear. Add two dice to any external attempts to scare her until the next sunrise.

**Failure:** The character gains no special fortitude.

**Success:** The character becomes strong against fear. Mundane attempts to frighten, scare or intimidate her automatically fail. Supernatural attempts to frighten her suffer a penalty equal to the number of successes scored on her roll. This lasts the rest of the scene.

**Exceptional Success:** The protection lasts until the next sunrise.

### Suggested Modifiers

Modifier	Situation
+1	The character invokes the clause in a supportive environment (i.e., surrounded by friends, in a comfortable sanctum or under the reassuring sun).
-1 to -3	The character invokes the clause when she is already nervous (i.e., surrounded by zombies, in a vampire's haven or lost in a misty graveyard at night).

## SCENT OF THE HARVEST (••••)

The character reassures friends and allies, protecting them against fear just as she protects herself.

**Prerequisites:** Mantle (Autumn) ••• or Court Goodwill (Autumn) •••••

**Cost:** 2 Glamour

**Dice Pool:** Presence + Expression + Mantle (Autumn) (– subject's Resolve for any who resist)



**Action:** Extended (one success per subject; each roll represents one minute of support)

**Catch:** Two of the subjects' greatest fears are each other.

### Roll Results

**Dramatic Failure:** The attempt to bolster the character's allies fails. The character cannot try again until the next sunrise.

**Failure:** The character makes no progress.

**Success:** The character makes progress. If she reaches the required number of successes, she completes the effort. Affected allies are completely immune to mundane efforts to scare them, and supernatural efforts suffer a dice penalty equal to the dice penalty the character took invoking the Contract. This lasts the rest of the scene.

**Exceptional Success:** The protection lasts until the next sunrise.

### Suggested Modifiers

Modifier	Situation
+1	The character's allies are in a supportive environment (i.e., surrounded by friends, in a comfortable sanctum or under the reassuring sun).
-1	Each point of dice penalty to rolls that would cause supernatural fear (to a maximum of the character's Wyrd).
-1 to -3	The character's allies are already nervous (i.e., surrounded by zombies, in a vampire's haven or lost in a misty graveyard at night).

## MIEN OF THE BABA YACA (•••••)

The character takes on the aspect of one of her subject's great fears.

**Prerequisites:** Mantle (Autumn) ••••

**Cost:** 3 Glamour + 1 Willpower

**Dice Pool:** Wits + Empathy + Mantle (Autumn)

**Action:** Instant

**Catch:** One of the subject's great fears is actually the character.

### Roll Results

**Dramatic Failure:** The character temporarily sees the subject as one of the character's greatest fears. She suffers one point of bashing damage.

**Failure:** The character fails to become her subject's nightmare.

**Success:** The changeling, to all observers, takes on the aspect of one of the subject's great fears. The character cannot see what this is without a reflective surface. The subject of the Contract suffers points of bashing damage out of fear equal to the successes rolled, and may only flee or cower in fear for a like number of turns. He is not denied his Defense. This visage may frighten others as well, but holds no special power over them. (Except that it might, if used with Tale of the Baba Yaga, above.)

**Exceptional Success:** The subject of this Contract loses a point of Willpower and loses access to his Defense until the end of the next turn.

### Suggested Modifiers

Modifier	Situation
+1	The character has been building up the subject's fear.
+1	The locale has appropriate ambiance (e.g., abandoned school for the fear of a teacher).
-1	Someone has been bolstering the subject against this fear.
-1	The locale is unsupportive of the fear's appearance (e.g., Freddy Krueger at a sunny picnic).





## ETERNAL AUTUMN

Changelings who use the Eternal Autumn Contracts affect harvests, autumnal natures and weather.

### LAST BREATH ISAAC (•)

The character brings a plant to its ripest point of the year, ready for harvest. Changelings often use this clause to gather food when necessary, but some also find it a way to gather more baneful fruits such as mistletoe berries.

**Prerequisites:** None

**Cost:** 1 Glamour

**Dice Pool:** Manipulation + Wyrd

**Action:** Instant

**Catch:** The plant or tree is unclaimed, or the changeling has permission to harvest from it (to any degree).

#### Roll Results

**Dramatic Failure:** The plant withers a little and will bear no harvest for the next year and a day.

**Failure:** The character fails to make the plant bear fruit.

**Success:** Over the next minute, the plant bears a ripe harvest. A pumpkin plant grows a few plump pumpkins, an apple branch grows heavy with juicy apples and so on. This Contract can only affect parts of the plant around which the character can put her hand. She can affect the branch of an apple tree by putting her hand around it (and the entire branch from that point out is affected), but not the whole tree. Likewise, she could only target some branches of a blueberry bush unless she could circle her hand around its very base.

**Exceptional Success:** The entire plant is affected, even when the character could only target a portion.

#### Suggested Modifiers

Modifier	Situation
+1	Within a month (either way) of the plant's natural harvest season
-1	The month opposite the plant's natural harvest season

### WITHERING GLARE (••)

The character can wither any plant to any degree with a simple glance. Her gaze will also sicken animals that cross her glare.

**Prerequisites:** Mantle (Autumn) • or Court Goodwill (Autumn) •••

**Cost:** 1 Glamour

**Dice Pool:** Presence + Science + Mantle (Autumn)

**Action:** Instant

**Catch:** The plant bears the changeling's name (or common moniker) on it somewhere, carved into the bark or written on a tag.

### Roll Results

**Dramatic Failure:** The character fails to harm the target and suffers one point of bashing damage.

**Failure:** The character fails to affect the target.

**Success:** The character makes the plant progress toward Winter or toward death as she desires, but she cannot make the plant grow more Spring-like or healthier. She may make the plant instantly shed its leaves or retract into a bulb as though it were the deepest Winter, or make it shed its needles, leaves or petals and completely dry up into a state of near-death. Plants forced into the Winter season remain alive and prove it with the advent of true Spring, but only the most skilled gardener could bring a plant back from near-death.

If this clause is used against an animal, including a human being or even a supernatural entity, this clause inflicts one point of bashing damage for every success. Armor does not protect against the glare, though Defense still applies.

**Exceptional Success:** The character can completely kill a plant. She may also choose to make the plant act as though it were Winter for a full year and a day, recovering only when Spring comes after that time.

#### Suggested Modifiers

Modifier	Situation
+1	Plant is not overly robust or well cared for.
-1	Plant is remarkably robust and well cared for.

### BROTHER TO THE ACUE (•••)

The life of the world wanes with the advent of Autumn. This clause inflicts the same fate on a changeling's enemy.

**Prerequisites:** Mantle (Autumn) •• or Court Goodwill (Autumn) ••••

**Cost:** 2 Glamour

**Dice Pool:** Dexterity + Medicine + Mantle (Autumn) – subject's Stamina

**Action:** Instant

**Catch:** The character can name two diseases that the subject has suffered (or is suffering) and one that the subject fears.

#### Roll Results

**Dramatic Failure:** Rather than enervating an opponent, the character loses energy herself. She suffers a -1 die penalty to all dice pools as if she had stayed awake for 30 hours straight and suffers one point of bashing damage as if she had been deprived of water for several days. (See the *World of Darkness Rulebook*, pp. 175–176 and pp. 179–180, for more information on water and sleep deprivation.)

**Failure:** The character fails to weary the subject.

**Success:** The subject takes one point of bashing damage per success, as from dehydration. In addition,



he suffers a -1 die fatigue penalty to all dice pools for every two points of the character's Wyrd (rounded up). The subject actually becomes tired, so his fatigue penalties only disappear after sleep. The subject does not actually become severely dehydrated, so his bashing wounds heal naturally.

**Exceptional Success:** The subject actually *does* become dehydrated, so points of bashing damage inflicted through this Contract do not heal until the subject has rehydrated.

## RIDING THE FALLING LEAVES (••••)

The changeling becomes a temporary avatar of Autumn, transforming into a colorful spray of dry Autumn leaves. This ability is typically invoked to move inconspicuously or evade harm.

**Prerequisites:** Mantle (Autumn) ••• or Court Goodwill (Autumn) •••••

**Cost:** 2 Glamour

**Dice Pool:** Dexterity + Survival + Mantle (Autumn)

**Action:** Instant

**Catch:** The character catches a naturally falling leaf at the moment of the clause's activation.

### Roll Results

**Dramatic Failure:** The changeling's innards temporarily transform into leaves, but not the entirety of her body. She takes two points of bashing damage from the shock.

**Failure:** The transformation does not take place.

**Success:** The changeling's body transforms into a spray of dry Autumn leaves. Despite the fragmented physicality of this form, the changeling is still a single entity, and the leaves are highly resistant to being separated or scattered. These leaves are also resistant to damage, though the changeling can still be injured in this form. While in this form, she receives an additional six Defense; this does not apply to attacks that could conceivably damage a great many falling leaves at once, such as fire or being sucked into a large fan. The character may fly in this form at -3 Speed, gaining altitude on unseen thermals. She may also pass through openings too small to admit her ordinary form. However, while riding the leaf-form, the character cannot manipulate physical objects or cause any damage.

**Exceptional Success:** The character's Defense bonus rises to eight, and she may fly at her full Speed.

### Suggested Modifiers

Modifier	Situation
-1	Spring
+1	Winter or Autumn

## TEARS OF AUTUMN (•••••)

The character calls a hailstorm from the sky, which can be light enough to just keep people off the streets or heavy enough to inflict major damage.

**Prerequisites:** Mantle (Autumn) ••••

**Cost:** 3 Glamour

**Dice Pool:** Manipulation + Occult + Mantle (Autumn)

**Action:** Extended (5+ successes; each roll represents 10 minutes of commanding the sky)

**Catch:** The character holds a key encased in ice that finishes thawing at the start of the ritual.

### Roll Results

**Dramatic Failure:** The attempt to command the weather fails. A localized hailstorm of the desired strength forms, just large enough to hover overhead of the changeling and drop hailstones on only her. This lasts for one full hour, and time spent indoors (or otherwise safe) does not count.

**Failure:** The character makes no progress.

**Success:** The character makes some progress. If she accumulates successes equal to or greater than the required number, the hailstorm begins anywhere within her line of sight. Five successes summons a minor hailstorm with stones that might sting but do no harm. For every 10 additional successes required, the character causes the hailstones to do one point of bashing damage to anything caught in them each turn, to a maximum of three points of bashing damage. The hailstorm lasts for a number of minutes equal to the changeling's Wyrd, and covers an area equal to 100 yards radius per point of Wyrd.

**Exceptional Success:** The character makes excellent progress.

### Suggested Modifiers

Modifier	Situation
+1	Already cloudy and cold
-1	Not cloudy at all
-1	Completely unseasonal

## FLEETING WINTER

The Fleeting Winter Contracts allow a changeling to manipulate the signature emotion of the Court: sorrow.

## THE DRAGON KNOWS (•)

The character can tell why a person is sorrowful, guessing her regrets with but a glance.

**Prerequisites:** None

**Cost:** 1 Glamour

**Dice Pool:** Wyrd + Empathy - subject's Composure



**Action:** Instant

**Catch:** The character looks into the subject's eyes for a moment.

### Roll Results

**Dramatic Failure:** The character cannot figure out why the subject is sad, but it afflicts the character as well. His mood lasts the rest of the scene and inflicts a -1 die penalty on his Social dice pools.

**Failure:** The character fails to discover the subject's regrets.

**Success:** The character discovers the root of the subject's sorrow. This Clause reveals only the cause of the sorrow the subject feels *now*, and returns no result at all (even if successfully used) if the subject is not currently experiencing sorrow (or sadness or another similar emotion).

**Exceptional Success:** If the subject is not currently sad but was within the last hour, the character finds out the cause of *that* and why it ended.

### Suggested Modifiers

Modifier	Situation
+1	The emotion is evident.
-1	The subject is hard to see.

## SLIPKNOT DREAMS (••)

The changeling forces a person to forget about her sorrows just long enough to deal with the matters at hand.

**Prerequisites:** Mantle (Winter) • or Court Goodwill (Winter) •••

**Cost:** 1 Glamour

**Dice Pool:** Manipulation + Subterfuge + Mantle (Winter) - subject's Resolve

**Action:** Instant

**Catch:** The subject has accepted something from the character within the past 24 hours.

### Roll Results

**Dramatic Failure:** The subject becomes even more sad, making it even more difficult to deal with her.

**Failure:** The character fails to put off the subject's sorrows.

**Success:** The subject completely forgets why she feels sad, or even that she was sad just a moment ago. She acts as though everything were perfectly all right for a number of minutes equal to the successes rolled.

**Exceptional Success:** The character *may*, if he so desires, cause the subject to remain blissfully ignorant for a full hour.

### Suggested Modifiers

Modifier	Situation
+1	Minor or distant sorrow (goldfish died, weeping over the state of the world)
-2	Deeply personal tragedy (entire branch of the family dead in accident)

## FACES IN THE WATER (•••)

The subject remembers a sad memory from her past and dwells on it, filling herself with sorrow.

**Prerequisites:** Mantle (Winter) •• or Court Goodwill (Winter) ••••

**Cost:** 1 Glamour

**Dice Pool:** Intelligence + Investigation + Mantle (Winter) - subject's Composure

**Action:** Instant

**Catch:** The subject is carrying a photograph (or other image) of an older relative or ancestor on her person.

### Roll Results

**Dramatic Failure:** The attempt fails, and the subject is immune to the character's Fleeting Winter Contracts for one full day.

**Failure:** The subject remains unaffected.

**Success:** The subject recalls one sad or painful memory, and it causes her sorrow. The character has no influence over what memory surfaces. The subject's Social rolls suffer a dice penalty equal to half the number of the character's successes; the same penalty is applied to people attempting to influence the subject. The recollection and sorrow last for one scene.

**Exceptional Success:** The character may also choose to trigger another such event (which may or may not be a different memory) at a set time within the next 24 hours.

### Suggested Modifiers

Modifier	Situation
+1	The subject has a doleful personality.
-1	The subject is naturally upbeat.
-1	Something good <i>just</i> happened to the subject.
-3	The subject has no genuinely sad memories (a truly innocent child, for instance).

## FALLOW FIELDS, EMPTY HARVEST (••••)

The character eliminates a person's ability to experience positive emotions for a significant period of time.

**Prerequisites:** Mantle (Winter) ••• or Court Goodwill (Winter) •••••

**Cost:** 2 Glamour

**Dice Pool:** Manipulation + Intimidation + Mantle (Winter) vs. Composure + Wyrd

**Action:** Contested; resistance is reflexive.

**Catch:** The character has made the subject happy (or happier) within the last 10 minutes.

### Roll Results

**Dramatic Failure:** The subject remains capable of positive emotions and becomes immune to the character's Fleeting Winter Contracts for one full day.



**Failure:** The character does not affect the subject.

**Success:** The subject loses all capability to experience positive emotions such as joy, happiness and variations thereon for one day per success rolled. She becomes unable to regain Willpower by acting on her Virtues or Vices, and suffers a -2 dice penalty to all Social rolls.

**Exceptional Success:** The subject's positive emotions remain deadened until the changeling releases them.

### Suggested Modifiers

Modifier	Situation
+1	The subject is already sad.
-1	The subject is experiencing positive emotions currently.
-2	The subject's positive emotions are notably strong.

## EVERY SORROW A JEWEL (•••••)

The character magnifies the emotions of a person already feeling sorrowful to such extremes that the subject becomes incapable of taking any action.

**Prerequisites:** Mantle (Winter) •••••

**Cost:** 3 Glamour + 1 Willpower

**Dice Pool:** Manipulation + Persuasion + Mantle (Winter) vs. Composure + Wyrd

**Action:** Contested; resistance is reflexive.

**Catch:** The subject has tasted one of the changeling's tears.

### Roll Results

**Dramatic Failure:** The subject remains only moderately sad, but the character is momentarily overcome with great sadness. He loses his Defense until his next action.

**Failure:** The character fails to inflate the subject's emotions.

**Success:** The subject's sorrow grows to unmanageable proportions. She can do nothing beyond curl up and feel terrible for a number of turns equal to the successes rolled. The subject may take no actions and may not move but retains her Defense. This Contract affects only subjects already feeling sorrow.

**Exceptional Success:** The subject's emotion so overwhelms her that she loses her Defense for the Contract's duration.

### Suggested Modifiers

Modifier	Situation
+2	The subject's sorrow is already great.
+1	The subject's sorrow is strong.
-1	The subject's sorrow is quite minor.

## ETERNAL WINTER

Changelings who wield the Eternal Winter Contracts control the cold strength of the season itself.

## JACK'S BREATH (•)

The character cools a room considerably, or an area roughly the size of a room.

**Prerequisites:** None

**Cost:** 1 Glamour

**Dice Pool:** Wyrd + Survival

**Action:** Instant

**Catch:** The character hears someone shiver or tastes someone's sweat.

### Roll Results

**Dramatic Failure:** The room grows warmer instead of colder.

**Failure:** The character fails to cool the room.

**Success:** The room cools by a degree decided by the character before the dice roll. See the list of suggested modifiers below for guidelines on how far a character can reduce the temperature, and in how large a room. The cooling lasts for one scene before the room gradually returns to normal temperature.

**Exceptional Success:** The cooling lasts as long as the character desires before returning to normal.

### Suggested Modifiers

Modifier	Situation
-1	Every 20 degrees Fahrenheit of cooling.
-1	The room is Size 20.
-2	The room is Size 40.

## TOUCH OF WINTER (••)

Liquid freezes with just a caress of the changeling's fingertips.

**Prerequisites:** Mantle (Winter) • or Court Goodwill (Winter) •••

**Cost:** 1 Glamour

**Dice Pool:** Intelligence + Science + Mantle (Winter)

**Action:** Instant

**Catch:** The character first spells out a name or idea he hates with the liquid on a dry surface.

### Roll Results

**Dramatic Failure:** The character's hand grows very cold, and the character suffers a point of bashing damage from early frostbite.

**Failure:** The character fails to freeze the liquid.

**Success:** The liquid freezes over. The liquid has an effective Strength (for purposes of supporting people on a frozen pond, for example) equal to the number of successes rolled. (See the **World of Darkness Rulebook**, p. 47, for Strength and weight information.) This Strength is effective over a few square feet, not the entire surface, so a group can walk across the frozen pond as long as they give each



other distance. A character may distribute his weight (cutting it approximately in half) by lying down on the frozen surface. See the list of suggested modifiers for guidelines on the area this Contract freezes. The liquid's surface remains frozen until it melts naturally.

**Exceptional Success:** The character may instantly return the frozen liquid to its original liquid form, as long as he chooses to do so within the same scene.

### Suggested Modifiers

Modifier	Situation
+1	Liquid is already near its freezing point
—	The area of a bathtub
–1	The area of a driveway
–2	The area of a swimming pool
–3	The area of a parking lot

## RIDING THE DEVIL'S JAWBONE (•••)

The character surrounds himself with an aura so cold that it can disable his enemies.

**Prerequisites:** Mantle (Winter) •• or Court Goodwill (Winter) ••••

**Cost:** 2 Glamour

**Dice Pool:** Dexterity + Stealth + Mantle (Winter)

**Action:** Instant

**Catch:** There is a bell ringing within 20 feet of the character.

### Roll Results

**Dramatic Failure:** The character grows instantaneous-ly cold himself, suffering two points of bashing damage.

**Failure:** The character fails to activate the clause.

**Success:** The character blankets everything within 20 feet under a cloak of intense cold. Anyone other than the character within that field, which moves with him, suffers a –1 die penalty to all actions while in the freezing aura. Multiple changelings invoking this clause do not increase the level of cold, but the penalty may increase with further exposure. For every five turns someone spends inside the aura (cumulative), that penalty increases by one. Penalties immediately disappear when the aura fades or when a person steps outside the aura, but return at full current strength if the person is again caught inside it. The field lasts for a number of minutes equal to successes on the roll, or until the changeling falls unconscious or dies.

**Exceptional Success:** The field lasts the entire scene, or until the changeling falls unconscious or dies.

### Suggested Modifiers

Modifier	Situation
+2	Already quite cold
+1	Already chilly
–1	Warm day
–2	Heat wave

## FALLEN FROM THE TIMBERS (••••)

The character calls a great shaft of cold air and partially frozen particles to materialize above an enemy and fall upon her.

**Prerequisites:** Mantle (Winter) ••• or Court Goodwill (Winter) •••••

**Cost:** 3 Glamour

**Dice Pool:** Dexterity + Athletics + Mantle (Winter) – subject's Defense

**Action:** Instant

**Catch:** The Contract's target wears silver jewelry that has religious meaning for her.

### Roll Results

**Dramatic Failure:** A small wind of sharp ice particles cuts the character and causes one point of lethal damage.

**Failure:** The character fails to materialize his attack.

**Success:** The blast of cold and ice inflicts points of lethal damage equal to the successes on the roll. The target of the attack also suffers a –1 die penalty to all actions for the rest of the scene due to the extreme chill.

**Exceptional Success:** The attack inflicts a great deal of damage. The penalty from cold escalates to –2.

## WITCH'S PARADISE (•••••)

The changeling summons a lasting snowstorm over an extended area.

**Prerequisites:** Mantle (Winter) ••••

**Cost:** 3 Glamour + 1 Willpower

**Dice Pool:** Presence + Occult + Mantle (Winter)

**Action:** Extended (5+ successes; each roll represents five minutes of exhorting the sky)

**Catch:** The moon is in the sky, and the character can hear a wolf howling.

### Roll Results

**Dramatic Failure:** The attempt fails. The weather lightens and gets a little warmer.

**Failure:** The character makes no headway.

**Success:** The character makes some headway. If he accumulates the required number of successes, the snowstorm begins. Five required successes summons light flurries over a one-mile radius for one hour. Each additional five successes drops the temperature by 10 degrees Fahrenheit, increases the wind strength by five miles per hour, doubles the storm's radius or increases the duration by one hour.

**Exceptional Success:** The character makes great headway.



### Suggested Modifiers

Modifier	Situation
+2	Already lightly snowing
+1	Already cloudy
-1	Warm out
-2	Completely unseasonal

## GOBLIN CONTRACTS

Goblin Contracts are some of the shady goods that circulate among the underbelly of fae society. All are easy to learn and cost little Glamour. They are inexpensive because they are also intrinsically flawed. All Goblin Contracts come with a price — something harmful or problematic that happens to the changeling after the Contract is used. No known Contracts or other powers allow the changeling to escape paying this price. Dramatic failures rolled when performing Goblin Contracts usually result in the character paying the price without receiving any benefit. Unlike other Contracts, Goblin Contracts are not chained and can be bought in any order. A changeling can purchase a three-dot Goblin Contract without knowing any one- or two-dot Goblin Contracts. They also cost fewer experience points to purchase (see p. 77). However, a beginning character may purchase only one-dot Goblin Contracts during character creation.

### TRADING LUCK FOR FATE (●)

The character knows the result of some random or otherwise impossible-to-determine event. In return, she experiences some sort of bad luck within the next several hours. The character cannot use this Contract again until this bad luck occurs.

**Cost:** 1 Glamour

**Dice Pool:** Wits + Wyrd

**Action:** Instant

**Catch:** Using this Contract to win at gambling.

#### Roll Results

**Dramatic Failure:** The changeling pays the Contract's price but gains no benefit.

**Failure:** The character experiences neither good nor bad luck.

**Success:** The caster knows the outcome of something random or similarly unknowable in her immediate vicinity, such as which of four streets the people she is pursuing fled down or which roll of scratch-tickets to buy to win between \$10 and \$25. The Contract cannot answer open questions (such as "Where can I find my target?"), only questions that select one of several obvious possibilities. This Contract cannot cause anything otherwise impossible to occur and cannot predict

anything with odds of less than one in 100. During the next day, the changeling will experience a single incidence of bad luck — being cut off by a clumsy pedestrian while chasing someone, having an expensive suit of clothing ruined by being splashed by a passing car or having a cell phone run out of power at an inopportune time. This bad luck is never life threatening, merely distressing and inconvenient. At worst, an incident of bad luck will do two or three points of bashing damage to the character.

**Exceptional Success:** The character makes an unusually accurate guess, winning \$50 at the lottery, guessing the next two turns that someone fleeing will make.

### Suggested Modifiers

Modifier	Situation
+1	Taking a few minutes to carefully examine the situation
-1	Making an instant guess

## SHOOTER'S BARCAIN (●)

The changeling can bless a ranged weapon such as a bow, crossbow or gun so that two of the next three shots fired will be exceptionally accurate. However, one of these three (chosen by the Storyteller and unknown to the player or character) will automatically be a chance roll.

**Cost:** 1 Glamour

**Dice Pool:** Dexterity + Wyrd

**Action:** Instant

**Catch:** The character is fighting a duel or some other combat that has been agreed upon in advance by both sides.

#### Roll Results

**Dramatic Failure:** The changeling pays the Contract's price but gains no benefit.

**Failure:** The blessing fails, and the weapon is unaffected.

**Success:** The character blesses a specific weapon so that two of the next three shots it makes hit with unusual accuracy. Each success reduces one die of ranged combat penalties normally due to the target's distance (range penalties), position (such as being prone), size (for very small targets) or environmental factors such as darkness, snow, cover penalties or anything else that doesn't directly work directly upon the changeling. However, one of the next three shots is cursed and will instead automatically be a chance roll. Neither the blessings nor the curse affects shots that are not made with the intent of hitting the target or where the gun fires blanks.

**Exceptional Success:** Beyond greatly reducing the penalties to ranged attacks, no further bonus is gained.



## Suggested Modifiers

### Modifier Situation

- |    |  |
|----|--|
| +1 | The character is using a weapon she has owned for at least a month that serves as her primary ranged weapon. |
| -1 | The character is using a weapon she has never used before.   |

## DIVINER'S MADNESS (••)

The changeling gains an accurate image of the past or the future of some person or place. Afterwards, she temporarily goes somewhat mad. All madness lasts for one day. At the end of this time, the changeling also forgets the contents of the divination.

**Cost:** 1 Glamour

**Dice Pool:** Wits + Wyrd

**Action:** Instant

**Catch:** Divining the past or the future of someone the changeling is in love with.

### Roll Results

**Dramatic Failure:** The changeling gains one of the severe derangements listed below for one day.

**Failure:** The changeling experiences no visions or madness.

**Success:** The changeling can have a vision of the past or the future. She first declares a target, a person, place or object that she has visited, met or touched at least once. She can make herself the target. If she views the past, she can examine the target's past with flawless clarity, seeing anything that has occurred. Each success allows the changeling to view up to one turn of time in that place in real time, beginning with the moment declared when the Contract was performed. Alternately, the character can ask a simple question about the target's future and gain a general answer. Examples of proper questions include: "What time will Joseph Klein arrive home tonight?" or "Will the North Park Strangler kill someone tonight?" (given a brief prior encounter with the Strangler). Improper questions get incoherent answers. Each success grants the changeling an answer to one question about the target's future. Additional successes allow follow-up questions, allowing the changeling to get more specific details, such as asking if Joseph Klein will stop on his way home tonight or the exact time or location of the Strangler's next murder.

Performing this divination also causes temporary madness. If the changeling rolls three or fewer successes, she gains one of the following severe derangements: Megalomania, Multiple Personality, Paranoia or Schizophrenia. With four or more successes, she gains one of the following mild derangements: Narcissism, Irrationality, Suspicion or Vocalization. Regardless of successes rolled, this madness lasts for one full day.

**Exceptional Success:** Beyond the advantages gained by rolling multiple successes, no special bonus is gained.

## Suggested Modifiers

### Modifier Situation

- |    |  |
|----|--|
| +1 | The subject of the divination is present.  |
| -1 | The changeling knows the target moderately well (such as a co-worker), or has visited him regularly. |
| -2 | The changeling has encountered the person, place or object several times.                            |
| -4 | The changeling has only encountered the target once.   |

## FAIR ENTRANCE (••)

This Contract allows the changeling to open any door as easily as the owner, instantly disarming all alarm systems and locks. However, by using this Contract, the character ensures she will be left similarly vulnerable. The next time someone with hostile or malevolent intent tries a lock on a dwelling or vehicle regularly used by the character, the lock is open and any alarm systems fails to function. However, any cameras that passively record all who enter or leave a region will record the character.

**Cost:** 1 Glamour

**Dice Pool:** Wyrd + Larceny

**Action:** Instant

**Catch:** When used to open the door to the dwelling of a personal enemy — someone who the character knows, who knows the character and who has admitted his enmity to the character.

### Roll Results

**Dramatic Failure:** The changeling pays the Contract's price but gains no benefit.

**Failure:** The Contract fails to work, and the character need pay no price.

**Success:** The Contract opens the desired door. If examined, the door the character opened shows signs of having been opened, and cameras or recording equipment will reveal the intrusion. Later, one of the changeling's doors or other locks suffers the same effect. Using this Contract multiple times before the price is paid attracts people with malicious intent to the character's dwelling and vehicle and makes attempts to break into or steal them far more likely.

**Exceptional Success:** The desired door shows no trace of having been opened by the character, and any cameras or recording equipment associated with the door do not record the character's presence.

## Suggested Modifiers

### Modifier Situation

- |          |   |
|----------|---|
| -1 to -3 | Especially complex or secure locks  |
| +1       | Carrying an article of clothing or a photograph of someone who regularly unlocks the door |



## FOOL'S GOLD (••)

A common fae deceit, this Contract can make one object appear to be another by covering it with the Mask. This Contract's most common use is to trick foolish, greedy mortals into accepting worthless dross in payment for valuable goods or services; in this day and age, however, that can be dangerous, as the Contract leaves its dupes aware of who tricked them. The Gentry like to be remembered, after all.

**Cost:** 1 Glamour

**Dice Pool:** Manipulation + Wyrd

**Action:** Instant

**Catch:** The changeling uses this Contract to deceive someone who has been dishonest to or broken his word to the changeling in the past 24 hours.

### Roll Results

**Dramatic Failure:** The changeling fails to conceal the object behind the Mask, and cannot attempt to use this Contract again for 24 hours.

**Failure:** The changeling fails to conceal the object behind the Mask.

**Success:** The changeling makes an ordinary, mundane object appear to be another object of similar size and shape. This is, specifically, granting the object an aspect of the Mask (see p. 172), and all the rules governing the Mask apply. A weapon cannot be made to look completely non-threatening, for example, and armor can be disguised as some less suspicious form of protective clothing (such as sports padding) but not as ordinary clothing. This Contract cannot affect anything too large for the changeling to carry comfortably.

This effect is a purely psychological one on the part of mortals interacting with the object, just as the Mask covering a changeling's mien. A dry leaf disguised as a \$100 bill will look and feel exactly like a \$100 bill to any mortal who interacts with it, but it will not stand up to counterfeit detection measures. Likewise, a playing card disguised as a platinum credit card will not read if swiped through a reader and does not access an actual account. Since this illusion is an effect of the Mask, ensorcelled mortals, other changelings and any other beings able to see through the Mask are automatically immune to this power.

The transformative effects of this Contract last until the end of the scene. If the no longer Masked object is in the possession of a mortal or supernatural being affected by the Mask (for example, if the changeling used phantom money to pay for something), that individual develops a certainty that the changeling was somehow connected to the Masked objects.

**Exceptional Success:** As an ordinary success, except that the Mask lasts until the next sunrise and witnesses do not gain a Wits + Composure roll to recognize the changeling's involvement.

## Suggested Modifiers

Modifier	Situation
-3	Disguising an object of no inherent value as something of great worth (a pebble on a string for a diamond necklace)
-2	Disguising an object of no inherent worth as something of moderate worth (dry leaves for \$20 bills)
-1	Disguising multiple similar objects (a handful of bottle caps into a handful of Spanish doubloons)
-1	Disguising an object of moderate worth as something of great worth (semiprecious necklace for diamond necklace)
—	Disguising an object of minor value as one of moderate value (\$5 bill for \$20 bill)

## BURDEN OF LIFE (•••)

As long as the changeling does so swiftly, he can heal someone from an injury or catastrophic event such as a heart attack. However, the healing causes the changeling to take on the burden of that person's life. For the next full day, all damage that would harm that person applies to the changeling instead. The changeling cannot heal herself with this Contract.

**Cost:** 2 Glamour

**Dice Pool:** Empathy + Wyrd

**Action:** Instant

**Catch:** The target was injured during the act of saving the character from harm.

**Roll Results**

**Dramatic Failure:** The changeling pays the Contract's price but gains no benefit.

**Failure:** The changeling neither heals the target nor takes on the burden.

**Success:** For every success rolled, the target heals two points of damage. This Contract heals aggravated damage first, and if all of that is healed, the Contract heals lethal and then bashing damage. If the subject had taken at least four levels of lethal damage, and is healed of at least four levels of lethal or aggravated, the life burden is activated. For the next full day, all damage that the target would suffer instead affects the changeling. No armor, Contracts or other protections can prevent this damage from affecting the changeling. During this time, the target is immune to all damage save that delivered by cold iron. Self-destructive targets can swiftly kill or seriously injure the changeling. A changeling can use this Contract as often as desired, but for a day after using it, he cannot have this Contract used upon him — all such attempts automatically fail. A single target cannot benefit from this Contract more than once a day.



To use this Contract, the changeling must touch the target within a number of turns of the injury or event equal to the changeling's Wyrd.

**Exceptional Success:** Regardless of severity, the target's injuries are completely healed.

### Suggested Modifiers

Modifier	Situation
+2	The target literally saved the changeling's life, sustaining the injury.
+1	The changeling injured the target.
-1	The changeling is only slightly acquainted with the target.
-3	The changeling has never encountered the target before.

### DELAYED HARM (•••)

The character can avoid any single lethal or aggravated attack she can see coming. However, the next lethal or aggravated attack upon the character is worse than it normally would be. This Contract may be used after the attack is actually rolled.

**Cost:** 2 Glamour

**Dice Pool:** Dexterity + Wyrd

**Action:** Reflexive

**Catch:** The character is attacked while unarmed or otherwise not immediately able to defend herself.

**Roll Results**

**Dramatic Failure:** The attack affects the changeling normally, but all successes on this attack roll are also added to the next attack doing lethal or aggravated damage that strikes the character.

**Failure:** The Contract fails to work, and the character need pay no price.

**Success:** Each success subtracts one point of damage. If sufficient successes are rolled, the changeling is unharmed. Each subtracted point of damage is then added to the next lethal or aggravated attack that injures the character. If the attack "blocked" was aggravated and the next attack suffered is lethal, the character takes two additional points of lethal damage. This Contract functions only on attacks doing lethal or aggravated damage, and cannot be used to block damage incurred from using this Contract.

**Exceptional Success:** The attack fails to strike the character but is rolled anyway to determine the number of successes to be added to the next attack.

### Suggested Modifiers

Modifier	Situation
+2	The attack being blocked would incapacitate or kill the character.
+1	The character is already injured.
-1	The character is wearing armor.

### GOOD AND BAD LUCK (••••)

The character can make a single lucky guess, at the price of a bout of bad luck. The guess can determine which apartment in a building holds a sniper, or uncover a lottery number or computer password. However, the chance of determining the correct guess must be one in 10,000 or better — sufficient to guess four digits in a password or win approximately \$500 at lottery or gambling. The bad luck is similarly impressive, striking only when it would do the worst harm.

**Cost:** 2 Glamour

**Dice Pool:** Wits + Wyrd

**Action:** Instant

**Catch:** The character is using the Contract to best a single well-known rival or enemy.

### Roll Results

**Dramatic Failure:** The changeling pays the Contract's price but gains no benefit.

**Failure:** The changeling finds neither good nor bad luck.

**Success:** The character makes a single lucky guess with odds no greater than one in 10,000. However, the next roll he fails while under significant stress, including the physical stress of combat, the emotional stress of important social expectations or simple time pressure, automatically becomes a dramatic failure. Because of the power inherent in this Contract, only an important failed roll becomes a dramatic failure. However, this bad luck almost never waits more than a month to strike.

**Exceptional Success:** The guesser can make a one in 100,000 guess, potentially winning as much as \$5,000.

### Suggested Modifiers

Modifier	Situation
+1	The character has at least two or three minutes to consider her guess.
-1	The character has only a few moments to make her guess.

### CALL THE HUNT (••••)

This dread Contract is its own price. The changeling calls a Fae hunting party. The character can only use this Contract within clear sight of an entrance into the Hedge, and the Wild Hunt emerges from that point in the Hedge. This Contract sends what seems to be a call for aid by a powerful and important Fae; when the hunting party discovers otherwise, they will certainly look into who called them.

**Cost:** 1 Glamour + 1 Willpower

**Dice Pool:** Presence + Wyrd

**Action:** Instant

**Catch:** The character is actually in the Hedge.





## Roll Results

**Dramatic Failure:** The hunting party hears the call but is aware that it was made by the changeling. They may come anyway, specifically to hunt the changeling who called them.

**Failure:** The Contract fails, and the hunting party is not called.

**Success:** The character calls the Wild Hunt, and it arrives within 10 minutes.

**Exceptional Success:** The hunting party arrives the turn after the character performs this Contract.

## Suggested Modifiers

Modifier	Situation
+1	The changeling yells loudly for the hunt to come.
-2	The changeling performs this Contract while deliberately hidden.

## LOST AND FOUND (•••••)

This Contract allows the character to escape from almost any situation, but his current location becomes known to another enemy.

**Cost:** 2 Glamour + 1 Willpower

**Dice Pool:** Presence + Wyrð

**Action:** Instant

**Catch:** The changeling is escaping a well-known enemy who has been after her personally for more than a year.  
Roll Results

**Dramatic Failure:** The changeling pays the Contract's price without benefit.

**Failure:** The Contract fails, and the character does not escape.

**Success:** Through some coincidence, the character can escape pursuit or captivity. A distraction may draw off pursuers. The character may find her bonds are not as tight as she thought, that someone left the cell door open or keys within easy reach and her guards are asleep or busy. As long as some possible coincidence allows her to escape capture or pursuit, she automatically escapes. However, as soon as the character has escaped, another of the character's enemies, or at minimum someone looking for her for some malevolent purpose, such as a bounty hunter or an agent of the Fae, coincidentally discovers the character's current location.



**Exceptional Success:** In addition to the escape, the character's captors or pursuers cannot find any trace of how she escaped or where she went. These traces are still visible to the new enemy that finds her location.

### Suggested Modifiers

Modifier	Situation
----------	-----------

+3	The changeling is escaping pursuit instead of capture.
----	--

+1 to +2	The changeling is poorly guarded or in a flimsy prison.
-1 to -2	The changeling is well guarded or in a well-built cell.
-4	The changeling is imprisoned in a way almost impossible to escape from.

## Supernatural Conflict

When supernatural entities such as changelings use their powers on one another, the strength of their very nature may help them resist the other's abilities. Contracts with contested rolls allow the defender to add his Wyrd to the dice pool to resist the Contract. Essentially, the power of the changeling's inner supernatural nature gives him some added resistance against magical or supernatural powers. Thus, the roll to resist a contested Contract is the appropriate Resistance Attribute + Wyrd.

This holds true even when supernatural entities other than changelings clash. If a vampire were to attempt to bend a changeling's will with its unholy powers of mental domination, the changeling would roll Resolve + Wyrd to resist. The same is true in reverse; if the changeling were to retaliate with the Friendless Tongue Contract (which requires a Composure + Wyrd roll to resist), the vampire would substitute its Blood Potency trait for Wyrd and roll Composure + Blood Potency to resist.

Canny changelings should therefore be wary of those other supernatural creatures that stalk the World of Darkness. Though the Lost may be protected by some degree by their Wyrd, they aren't the only ones who can draw on preternatural reserves of inner strength.











hat Consuela girl is creepy. She don't blink. I swear she don't. She just watches you while you talk, never says a word, and then when she does, it's either 'Yes' or 'No' or she makes some weird little sound like she got a fly in her mouth.

"Marley told me Consuela was good at getting rid of pests. You know I got roaches, but I can't afford no exterminator. So when I saw Consuela again, she was hanging around outside the building, looking at the alley across the street like she was waiting for something. And we talked — well, mostly I talked — and we agreed.

"I said, 'You get rid of the pests in my apartment. How much you want?'

"She said, 'Not much.' And she pointed to my charm bracelet. 'One of those, once in a while.'

'Once in a while?' I said

'You know they'll be back.' And she's right,

you know? Can't keep pests away for long. And I've got hundreds of charms. I don't even wear 'em all. I didn't ask her why she didn't want no money.

"No, I don't know where she stays. I thought she stayed down with Marley, but I saw him the other day, and he didn't want to talk about her. Said something about her and that alley, like he caught her in there making something? I don't remember what he said, I was in a hurry. Sounded like he said she was making a web.

"Anyway, that's her knocking, so you need to leave, Anthony. She's gotta kill these damn roaches, and she can't be doing that with your big ass on the couch. Don't be talking like that! You know she can hear you!

"Damn, Anthony, you're such a pest sometimes."



# CHAPTER 3

## *Special Rules and Systems*

*My staff has murdered giants  
And my pack a long knife carries  
To slice mince pies from children's thighs  
For which to feed the fairies.*  
— TOM O'BEDLAM, TRADITIONAL SONG

### MIEN AND THE MASK

A changeling's true face is something hidden from most of the mortal world. Although the changeling's physical body has been changed, ordinary humans and even most supernatural beings are unable to see the Lost for what he has become. They see instead the Mask, an illusion made of Glamour that hangs around each changeling and provides a human guise. The illusion is quite complete, able to deceive even film and digital media with only the occasional faint blur or aftereffect.

The Mask is not a choice. It protects and disguises the Lost even when they would have it otherwise, even beyond death. The Mask seems to be another expression of the ancient pacts struck by the Fae to protect them and theirs from the eyes of common men and women. Though the Lost are no longer “the Gentry’s” in many ways, apparently changelings are still close enough for the purposes of this bargain. So they appear to be who they were instead of what they have become... for the most part. There’s always just a hint of the changeling to the Mask, be it skin that reminds someone just a bit of strong oak wood or eyes that sometimes seem to reflect light just like a cat’s, if even for an instant. The Mask may appear a few inches taller or shorter than the changeling’s true mien, or add or subtract 20 pounds or so. However, the Mask remains close to the mien’s actual size; an Ogre with the Giant Merit is clearly overlarge, even to mortal eyes.

Clothing and equipment are not generally protected by the Mask, unless they are of fae origin. A silver-skinned Darkling who wears a tattered, dirty wedding dress appears to be a pale Goth girl wearing a tattered, dirty wedding dress, and an Elemental wearing a rapier seems to be an

ordinary human wearing a rapier. The most common exceptions are fae tokens, which always seem to be more mundane versions of the objects in question — a battleaxe looks more like a fire axe, or a magnificent cloak appears to be a cotton shawl. The Lost have learned the art of fashioning fine clothing from the stuff of the Hedge as well, and a costume of fine Hedgespun is a mark of status. (For more on “Hedgespun,” see p. 203.)

Anyone who is protected by the Mask can also see right through it. A changeling can see another’s fae mien, and she can see his in return. The Fae can also see through the Mask, regrettably, and some of them have learned ways to conceal their own true forms from a changeling’s eyes. Even when a changeling looks in the mirror, he sees himself as Faerie has remade him. Any changeling may spend a Glamour point to view a person or thing’s Mask instead of its true mien; this glimpse of illusion lasts for only about half a minute.

### AFFECTING THE MASK

The Mask can be temporarily strengthened against the eyes of other fae. By spending a Glamour point as a reflexive action, a changeling can fortify the Mask so that other fae cannot see his true mien without the use of some supernatural power. Even this disguise is imperfect, however. When a changeling strengthens the Mask, other fae who see his shadow see the shadow cast by his true form.

A changeling may also temporarily disrupt the Mask in a flare of Glamour, although at a dangerous cost. By expending the entirety of his current store of Glamour, whether he has one Glamour or 100, the changeling may burn away the



Mask as a standard action. (This ability is an exception to the usual Wyrd-imposed limits on Glamour spent per turn.) Observers may see a strange flare of light or creeping darkness leak from the person's skin before tearing it away and revealing this not-so-human thing standing before them. For the remainder of the scene, the changeling no longer possesses the Mask, and will appear to anyone just as he is. To raise the Mask once more, the changeling must gain at least two Glamour points, and spend one of them as if strengthening the Mask. Disrupting the Mask is a deliberate and taxing action; the Mask doesn't fall from a character who drops to 0 Glamour by some other means, and a character with no Glamour to spend in the effort cannot drive the Mask from him. As this ability leaves the changeling temporarily helpless, and may trigger Clarity loss, the Lost are very hesitant to use the ability outside a position of total trust.

## MIEN

The physical changes made to the Lost are impressive-looking, but not radical. Though a Beast may have claws and fangs, they aren't powerful enough to inflict lethal damage. A Fireheart's flaming hair doesn't burn objects held over his head or set off smoke detectors. However, the minor alterations made to a changeling's body aren't entirely cosmetic. Each changeling gains a free Specialty either to Athletics, Brawl or Stealth rolls (chosen at character creation) to represent these small physical changes. These physical aspects can affect the mortal world, of course, even if humans don't see the true cause. The elongated nails of a Hunterheart may do additional damage when he rakes with his talons, but his human victim thinks he's attacked by a lunatic with sharp nails rather than a beast-man with actual claws. A Snowskin's flesh feels cold as ice, but her lover assumes she must simply have poor circulation. Even as the Stonebones' child runs her fingers across her father's horns, she thinks of herself as merely caressing his brow — a blindness that can hurt her father deeply.

Membership in a Court or an entitlement can further change a character's mien, adding mystical trappings that reflect the mystical bonds of their allegiance. These trappings are creations of Wyrd alone, and do not have a physical manifestation... for the most part.

As the changeling's Wyrd rises, though, the elements of his mien begin to leak through the Mask. A powerful Winter Court changeling who carries an aura of cold around him sends chills down the spines of nearby humans and may lower the temperature of his immediate area by a few degrees. While this still doesn't increase the changeling's seeming or kith qualities into supernatural prowess, it does make it a bit more difficult to walk among humans without drawing notice.

## DAMAGE AND HEALING

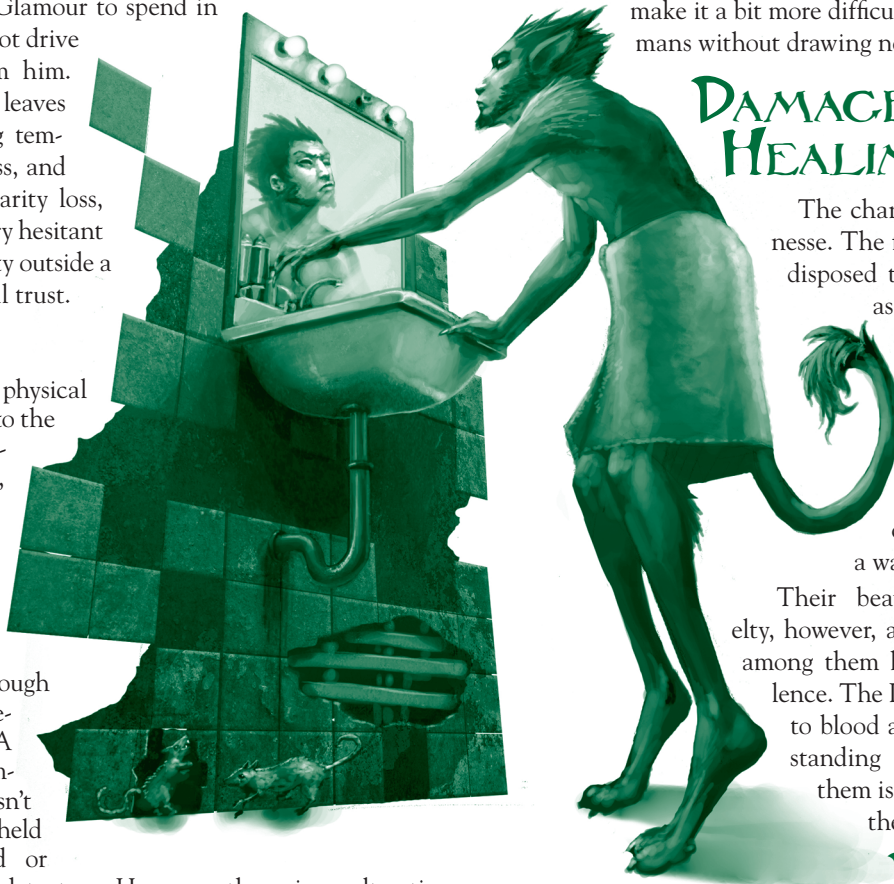
The changeling's oeuvre is finesse. The fae are naturally predisposed to trickery and guile as a means of bypassing problems. In some cases, this is because their bodies are fragile by compare, like a half-remembered dream clouding the mind of a waking sleeper.

Their beauty can hide cruelty, however, and the most brutish among them have no fear of violence. The Lost are not strangers to blood and pain, and understanding how damage affects them is an important part of the game.

## DAMAGE TYPES

Changelings suffer from bashing, lethal and aggravated damage in the same manner as normal mortals. For example, punching a changeling's jaw would cause bashing damage, shooting him in the stomach would cause lethal damage and certain supernatural sources (such as a vampire's fierce Claws of the Wild) would cause aggravated damage.

Changelings have no inherent bane or anathema. Thus, nothing inherently causes them to suffer aggravated damage from exposure, as sunlight and fire affect vampires. Changelings do have an innate aversion to cold iron (see below), but that's a unique case.





## DAMAGE SOURCES

In a similar sense, the same types of things that cause damage to mortals cause damage to changelings. Changelings suffer from deprivation, disease (though see “Longevity and Decrepitude,” below), drugs, electrocution, physical violence, falling, fatigue, fire, poisons and extreme temperature as do most other people, as described on pp. 175–181 of the **World of Darkness Rulebook**.

## RECOVERY

Recovery from injury takes the same time for changelings that it does for normal mortals. Because changelings’ bodies aren’t too terribly different from mortals, damaged tissue repairs itself and broken bones knit at about the same rate for changelings as they do for those untouched by the “other” nature of Faerie. However, changelings often make use of certain curatives harvested from the Hedge, called goblin fruits, to heal their wounds. For more information on goblin fruits, see pp. 222–225.

Changelings recover one point of bashing damage per 15 minutes, one point of lethal damage per two-day period and one point of aggravated damage per week. For more information on healing, see p. 175 of the **World of Darkness Rulebook**.

## SCARS AND WOUNDS

At the player’s discretion, a character may form a “signature” scar around the mostly healed site of an especially important wound. While this won’t be the case all the time, the character might like to wear as a badge of honor the scar beneath his eye from when he fought the treacherous duke, or the rift in her breast where the goblin crow sought to pluck out her heart.

Scars of this nature tend to reflect the character’s seeming. A Stonebones’ scar might be a hard, rocky keloid while a Bright One’s wound might issue a light that’s mildly visible from even beneath her blouse.

There’s no cost to do this. It’s just a way of allowing players to customize their characters’ appearance to remind them of significant events in their lives.

## COLD IRON

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

In effect, an item made from relatively pure iron (not steel) ignores defenses contrived by the fae and their magics. A protection Contract will not offer any safety from an iron weapon, for example. A changeling wearing fae armor

will find it’s no protection from a spike torn from a wrought iron fence. Iron pure enough to be called “cold iron” is used very rarely in the modern world, and most Lost who look for a weapon to use against their fellows must often hunt through antique stores to find items with the distinctive grain or forge it themselves.

Iron weapons forged by hand have even more power. Mass-produced, machine-cut knives are not “cold iron,” nor is metal that has been conjured, transmuted or even shaped by magic. The most damaging iron has been hammered into its shape with nothing but muscle, a hammer and patience. Hand-forged iron confers an additional benefit, but only against the Gentry — True Fae suffer aggravated damage from hand-forged iron weapons. Even contact with hand-forged iron causes discomfort to the Others. Against changelings, hand-forged iron works the same as pure iron.

Luckily for changelings, pure iron, especially hand-forged, is somewhat rare in most modern environments. Objects built from metal for durability are typically made of steel or other alloys. Iron is less common, less practical and even regarded as a bit “primitive” in certain contexts — consider the somewhat coarse look of a hand-wrought iron fence when compared to a mass-produced chain-link fence. Especially among weaponry (where iron is most likely to come into play), iron is the exception rather than the rule. Iron implements can be had relatively easily, but they’ll probably have to be special ordered or created by custom work.

## LONGEVITY AND DECREPITUDE

Time passes strangely in Faerie. A hapless traveler who stumbled through the Hedge into a midsummer’s party and stayed a few hours might find that weeks or even years had passed upon his return. A changeling stolen on her second birthday might return through the Thorns 19 years later to find her fetch only seven years of age.

So, too, does time occasionally pass oddly for those changelings who have made it back to our world. Particularly as a changeling’s Wyrd increases, the forces of fate and time have less sway over her.

Wyrd itself fluctuates for each changeling as well, though, making its effects difficult to pinpoint at a glance by the casual observer. The old man with the rheumy eyes and fluttering white beard might be 70 years old, or he might be over 100.

In addition, as a changeling’s Wyrd increases, the influence of fate abates somewhat over him. Disease, illness and infirmity all affect the character less than they would otherwise.

The following table depicts the increased longevity in years that a character might experience as his Wyrd increases. The table also includes the dice pool bonus the character receives to ward off the effects of sickness or other



physical decrepitude. Note that these bonuses apply to illness and the effects of aging or physical deterioration only. The bonuses do not apply to resisting poisons, shrugging off damage or withstanding spells or other magical effects directed at the character. They might, however, affect the aftermath of such effects. For example, if a mage inflicted a Temporal Pocket or Faerie Glade effect on the character, the character wouldn't receive any bonus dice to resist the effects of those rites, but any concomitant effect that might visit the character afterward as a result of his advanced age would receive the bonus dice.

Wyrd	Longevity	Infirmity Bonus
1	+10 years	+1
2	+20 years	+1
3	+30 years	+1
4	+40 years	+2
5	+50 years	+2
6	+60 years	+2
7	+75 years	+3
8	+90 years	+3
9	+105 years	+3
10	+130 years or more	+4

If a venerable or diseased character's Wyrd ever decreases, that may spell his doom, as his changeling's body is no longer able to stave off the ravages of fate and time with the weakening of his ability to shape them.

## PLEDGES

The word-bond carries tremendous weight among the fairies, and even the renegade changelings understand the importance of one's pledge. An oath is never given lightly, a promise never casually made, for who knows when the Wyrd may entangle those words, tying them to the speaker's destiny?

Among the many secrets of the Others changelings bore with them when they fled is the understanding of how to entangle words in the Wyrd. This is more than simply a means of making sure both parties uphold their ends of an agreement, however — the art of pledge-craft is an ancient one. Those who uphold their word with honor and forthrightness shall reap rewards of the world; those who fail to do so are punished appropriately.

Unlike the highly formalized Contracts of the fae, pledges are simple agreements made between two or more parties. The precise terms, tasks and boons for adhering to the agreement and penalties for failing to do so are outlined when the pact is made, and the changeling invests a tiny bit of his Wyrd into the agreement. The terms of the pledge can be veiled in casual language, thus binding an unsuspecting participant if the changeling is sufficiently crafty. The wording of the sample pledges provided later (p. 158) represent both a more open and formal pledge, and one veiled in more casual language.

Whether these pledges are between the members of a motley, the oath of vassal to liege, the pledge that ensorcells a mortal or grants a changeling access to the dreams of another, pledges define the relationship not simply among the Lost, but between an individual changeling and the rest of the world. Skilled and artistic pledge-craft is well respected among the fae, and other changelings looking for a bit of advice in the creation of oaths may approach those who demonstrate acumen in the art.

## CRAFTING PLEDGES

The Wyrd is the very essence of comparison and reciprocity — the Wyrd is not truly a thing in and of itself, but is rather the relationship between all things. Relationships, community, interaction, comparison — these are all things of the Wyrd.

It is perhaps why the Fae seem so alien to humans. They are creatures of the Wyrd and see themselves only in comparison with other things. The Fae are creatures of terrible passions and extremes, because they must be *more than*.

The ancient Others do not contemplate their essential nature the way humans do; the Fae never wonder what their place in the universe is. They cannot, after all, help but be intimately aware of it — the Wyrd shows them where they stand in relation to all other things. The Mistress of Fallen Leaves is more beautiful than her mother, less kind than her daughter, more like the Autumn than the Winter and more generous than her neighbors.

These interactions — these ways of perceiving the self only in relation to other things in the world — frame the basis for the pledges of the fae. The pledges help solidify the interactions between disparate parts of the world, making individuals work together in unity. Selectively infusing the ties that connect all things, all people, all places and all times together, the fae are capable of creating a singular whole: the oathbound.

Changelings carried this technique with them from Arcadia. They don't recall all its uses in the lands of the Fae, but tangled memories suggest that pledges rule all manner of interactions there. Some suggest that the denizens of Faerie are not capable of acknowledging one another exists, unless they are bound up in some kind of oath together. This implies the Fae are not capable of acknowledging one another's existences — or perhaps simply the existences of lesser entities and things in Arcadia — unless the Fae and the thing in question are bound up in a mutual oath.

## COMBINING PLEDGE ASPECTS

The aspects, or building blocks, of pledges are rated at three levels of power: lesser, medial and greater. Generally speaking, the simplest of pledges has a task, boon, sanction and duration of equal power. In practice, though, this is generally a bit more complicated than that, because any given pledge may have multiple aspects.



Generally speaking, two lesser aspects combine to form a medial aspect. Likewise, a lesser and a medial aspect, or two medial aspects combine to form a greater aspect.

## TYPES OF PLEDGES

Pledges are divided into the following three categories: vows, oaths and corporals. The type of pledge determines how the pledge is invested. Normally, the typical pledge (which is a vow) is invested into the Wyrd of the changelings involved. A changeling may have a maximum number of such vows invested equal to his Wyrd rating +3. This is not the full limit of the changeling's pledges, however; other kinds of pledges may be invested into other aspects of the changeling, from his true name to his connections to mortals and the fae.

### Vows

A vow is the most basic sort of pledge-craft. The changeling simply swears to accomplish some goal or fulfill some task, outlining what is expected of the other, their rewards for adhering to their pledges and the curses they can expect for failing to do so. A vow is invested into the changeling's Wyrd.

### Oaths

An oath involves not simply the declaration of an intention to perform some duty, but the pledge is sworn by one's true name, on the name of one's former True Fae captor (if known) or in the name of a higher power the changeling believes in. Failure to adhere to this oath results in an additional penalty, levied by the Wyrd, based on the nature of the oath. Oaths are actually invested in the names the oath is sworn on; see below for specifics. No name (whether personal name, Keeper's name or the name of a higher power) can bear more than one oath for any given changeling. Non-changelings do not receive any additional penalties when forswearing an oath; the pledge is bound to the name sworn on by the changeling parties only.

- *True Name, Obscured:* This oath assumes that the changeling still has a fetch that also answers to his name. Swearing an oath on his true name, the changeling invests the power of that pledge into his very name, rather than his Wyrd. Though the changeling's true name is shared by another, the changeling still have the right to swear oaths by it. Unfortunately, if he breaks this oath, he proves himself unworthy of that name in the eyes of the Wyrd, which

## Pledge-Crafting

The step-by-step process for creating pledges follows:

**Step One:** Determine the tasks involved for each party of the pledge. Tasks are rated with a negative number that reflects how onerous the task is to complete: lesser tasks (–1) are relatively simple to fulfill, while greater tasks (–3) are quite epic in scope.

**Step Two:** Determine the boons involved for each party of the pledge. Boons are rated with a positive number that reflects the benefit of the reward for holding true to one's word: lesser boons (+1) are minor rewards, while those who hold greater boons (+3) may find their very lives changed dramatically by their possession.

**Step Three:** Determine the sanctions involved for each party of the pledge. Sanctions are rated with a negative number reflecting the power of the curse that befalls the oathbreaker: lesser sanctions (–1) are annoying hindrances, while the terrible punishments of greater sanctions (–3) are the stuff of legend.

**Step Four:** Determine the duration involved for each party of the pledge. The duration is rated with a positive number reflecting the length of time the Wyrd binds the pledge to the fate of those involved: lesser

durations (+1) exist for short time, while pledges of greater duration (+3) are bound up for at least a year and possibly longer (+3).

**Step Five:** The sum of each party's tasks, boons and sanctions must sum to zero when added to the duration of the pledge. This may require some adjusting of other aspects to make the expectations of each party equitable.

**Step Six:** Determine the invocation cost for the pledge. All pledges cost one point of Willpower to invoke, plus any additional modifiers for specific aspects.

**Step Seven:** Determine the type of pledge involved for the pledge as a whole; all those taking part in the pledge must be eligible to make that kind of pledge (i.e., non-changelings may not make mortal corporals), instilling the power of the pledge's Wyrd into either their own Wyrd (in the case of a vow), into a name (in the case of oaths) or into an object symbolic of their connections with others (in the case of a corporal).

**Step Eight:** The terms of the pledge are described to all parties, and all agree, paying the necessary invocation cost. The Wyrd settles the pledge into the fate of all parties, and the pledge is sealed.



strikes him with weakness the next time he encounters his fetch. He loses any and all resistance to the fetch's Echoes, and his Defense drops to 0 for the length of the encounter. He also receives a dice pool penalty equal to his Wyrd for the length of the encounter. These limitations last for one scene, and are activated the next time he encounters his fetch in person. The fetch automatically senses the weakness in the wayward, and knows that his chances to strike are at their best in that moment.

- *True Name, Unsullied:* The changeling with no fetch must honor his true name above all, for it is tightly bound up now in his Wyrd and honor. Such an oath is invested into his true name, rather than his Wyrd. However, the failure to adhere to an oath sworn on a rightfully recovered true name jangles the threads of fate that tie to that name. In a sudden discordant moment, his Wyrd shatters all Wyrd-invested pledges he currently maintains, and he is penalized as though he'd voluntarily broken all of those pledges. Those who share in those pledges with him are instantly aware that he has violated an oath on his true name, and are likely to be wary dealing with him in the future — it is a grievous thing to falsify one's own name.

- *The Name of the Keeper:* Rather than investing a pledge into his Wyrd or his own name, a changeling may invest the name of his Keeper with an oath — or rather, he may invest the connection between himself and his former Keeper with the oath. Swearing an oath in the name of one's former True Fae captor is a dangerous thing. In Arcadia, changelings who swear this oath understand that if they fail to live up to their end, their master will force them to do so, at the ends of a Thorn lash, if necessary. Those changelings who gain their freedom run an even greater risk swearing by the names of their former Keepers, however; violating this oath sends an immediate chord of resonance through the Wyrd, passing through the Hedge and into the Fairest of Lands, immediately alerting the changeling's former Keeper to the whereabouts of his erstwhile servitor.

The former Keeper gains a die bonus equal to the oathbreaker's Wyrd rating to all rolls that have to do with finding and recovering the changeling. This bonus does not become active immediately; the True Fae may invoke the benefit when he chooses, within the next year and a day, enjoying the bonus for one full scene. Only pledges sworn by changelings may be Name of the Keeper Oaths.

- *The Name of a Higher Power:* Regardless of what the changeling calls the Divine, he swears an oath by it and his belief in it, investing his honor with his belief. Though this may be the name of a deity or other culturally appropriate spiritual name (such as that of a spirit, ancestor or tradition), the changeling may also simply name a concept or virtue that he upholds and considers important: Honor, Faith, Justice. Such an oath is literally sworn in the name of the changeling's faith and belief, investing the pledge into that aspect of his soul, rather than his Wyrd or name.

Should this oath be broken, the changeling is immediately filled with a tremendous sense of despair, losing all current Willpower points. In addition, the next time he must make a roll to avoid losing Clarity, he receives a one-die penalty to this roll — the Fae believe in nothing and faith is a mark of mortals. The spurning of mortal faith is a trademark of the Others, and can endanger Clarity.

## Corporal

A pledge sworn with a corporal involves at least one of the parties swearing on a physical symbol of some association. It might be the token of rulership carried by his freehold lord, a token that represents his affiliation with his motley. Ultimately, this can be sworn for any association the changeling bears. These corporals come in one of five varieties: mortal emblems, seeming emblems, courtly emblems, title emblems and nemesis emblems. As with oaths, the primary use of corporals is in the investment of a pledge into something other than the changeling's Wyrd. Non-changelings do not receive any additional penalties when forswearing a corporal; the pledge is bound to the emblem sworn on by the changeling parties only. At any given time, a changeling may have only one of each kind of corporal active and invested.

- *Mortal Emblem:* The symbols of mortal associations are precious things to changelings. These are, in many ways, tangible representations of the changeling's longing to be human again. Others may consider them silly or frivolous, but they are certainly not. Mortal corporals can be nearly anything: a holy text (representing membership in a church or religious community), the lease for his apartment, a membership card for a nightclub, video rental place, country club or gym or some other similar distinctly mortal establishment. It must be something that he attends or frequents entirely out of mortal interest — the nightclub owned by a local member of the freehold does not qualify. Rather than investing the pledge into his Wyrd or name, the changeling may invest it into his connections with the mortal world. The most powerful emblems are those representing family ties, but few Lost are brave enough to swear on something as precious as a wedding ring... given the risks.

Should he break this corporal pledge, his Wyrd lashes out and works to separate him from the establishment or community. Within the next few days, events fall into place that cause him to be ejected or excluded from the organization. The video rental place closes his account, recording him as owing several hundred dollars, and the system won't allow him to open another even if he pays it. His landlord finds him in violation of an obscure part of his lease, and ejects him. The preacher from his Bible study group approaches him and suggests that he might be better served with another congregation.

For anyone else, this kind of separation is of little import. But the changeling — who invested the power of his Wyrd in his membership there — can only watch as another connection to his lost humanity crumbles away, leaving him a stranger among mortals. This necessitates a roll



to resist losing Clarity; this is a roll made with four dice, regardless of the changeling's Clarity. This roll receives a -2 dice penalty if the corporal was broken as part of the changeling's life among the fae, rather than his mortal life: sacrificing mortal concerns in favor of fae ones is a sure path to loss of Clarity. If this pledge was broken fulfilling a Virtue, the changeling's player gains a +2 bonus to this roll; if the pledge was broken fulfilling a Vice, the roll receives a -2 dice penalty.

Generally, the changeling may only have one mortal corporal active at any given time. However, if the changeling possesses a Merit such as Allies, Contacts, Resources or Status that reflects the mortal institution she is pledging by, she may elect to invest that Merit with the power of this corporal. She may select to do this only once per Merit (or once per dot in Contacts, as appropriate). Thus, the changeling has the potential to swear a mortal corporal once for each appropriate Merit, plus the "free" such slot associated with an aspect of her mortal life not associated with a Merit. Should the changeling break a pledge bound into a Merit, she not only suffers the possibility of losing Clarity, as above, but also loses the Merit entirely (or the dot in Contacts, as appropriate).

- *Seeming Emblem*: The changeling who swears on a seeming corporal swears on something symbolic to himself and his existence as a changeling, swearing an oath on his own nature. Woe to the changeling who breaks such an oath: it is tantamount to forswearing his very fae nature. Such an oathbreaker loses a point of Wyrd immediately. Generally, both parties of a seeming pledge swear on their own emblems, if they are both fae. Changelings with Wyrd 1 cannot swear this particular pledge, as they cannot invest enough of themselves into the corporal.

- *Courtly Emblem*: The changeling who swears on a courtly emblem swears on something symbolic of his association with one of the changeling Courts, investing the power of the pledge in either his Mantle Merit when swearing by his own Court or his Court Goodwill Merit, when swearing by a Court to which he is aligned. (Lack of the appropriate Mantle or Merit precludes this pledge.) Violating this pledge causes the changeling to immediately lose all his dots in Court Goodwill, or reduces his Mantle rating in half. For the next moon, members of that Court who encounter the oathbreaker immediately sense he has broken faith with that Court, and treat him accordingly.

- *Title Emblem*: A title emblem is invested into a changeling's entitlement, imbuing his connection with others of his entitlements with the power of the pledge. Violating this pledge causes the changeling to immediately lose the benefits of this entitlement, and sends a ripple of Wyrd through those of his entitlement he meets, marking him as an oathbreaker and betrayer of his entitlement. The mechanical benefits of his entitlement return when he gains a point of Wyrd, but the esteem of his fellow changelings is broken; traditionally,

the entitlement peerage has the right to give the oathbreaker a task to perform — one that upholds the ideals of the entitlement and returns him to their good graces. Such tasks are given out rarely, and never lightly. To offer an oathbreaker amnesty is to suggest that one has less respect for the creed of the entitlement as well.

- *Nemesis Pledge*: Swearing on the emblem of another changeling, however, binds that changeling as a punisher to the pledge; this role is referred to as the "nemesis" of the pledge, and the would-be nemesis must agree to this role. When the nemesis emblem is sworn, the changeling who has agreed to fulfill this function uses a Contract or other ability. The oathbreaker suffers the effects of that power, without resistance, per the pishogue sanction of a power equal to the task, below. In addition, the nemesis becomes immediately aware which party has broken the oath.

## TASKS

The tasks of a pledge express the expectations of one or both parties to the pledge. In short, the task details what the sworn must or must not do.

**Alliance**: Establishing an alliance is a common use of pledges. Such pledges outline the level of support the oathbound expect from one another, with rewards and punishment appropriate to the aid provided. In many ways, alliance tasks are combined ban and endeavor tasks, both requiring and forbidding certain actions. Alliance tasks are two-way affairs; that is, all the oathmakers swear to adhere to that level of alliance with regard to one another. Pledges in which one side takes an oath to not harm the other involve ban tasks, or endeavor tasks, in which one party pledges to defend another.

— *Lesser*: A minor alliance is also referred to as a "peace pact." It is not actually an agreement to aid one another; it is simply a pledge to not hinder one another. The oathbound are not required to go to one another's assistance, or to prevent others from harming the other, or even tell them when they know of plans by a third party to do so. A minor alliance is a simple agreement to not hinder one another, nothing more. Thus, minor alliance tasks are considered to contribute a numerical value of (+0) when determining the balance of the pledge — they almost never have a boon associated with them. (+0).

— *Medial*: A moderate alliance is likely the most typical kind of alliance. The oathbound are expected to help one another when necessary, whether that aid takes the form of sanctuary, food, money or similar offers of assistance. Oathmakers of a moderate alliance should be willing to be hurt to aid their ally, or to hurt others, but death (either inflicting or being killed oneself) is too much to expect of this oath. (-2).

— *Greater*: The deepest of alliances, the greater alliance is a pledge to aid one another unto even torture and death. No force should make the oathbound of a greater alliance



violate their oaths, including death (though in reality, many epic betrayals of the greater alliance have come about as a result of death threats, often to loved ones). The oathbound are expected to treat one another as closer than kin, giving of their resources and assistance freely — although those who abuse this often become social pariahs. (–3).

**Dreaming:** The dreaming task permits the changeling who swears it to enter into the dreams of the other oathtaker. Each pledge must indicate the direction in which this guardianship travels: a changeling might incorporate the dreaming task into the oath that ensorcells a mortal, allowing him to guard his dreams, while a motley pledge might include the dreaming task, allowing them to safeguard one another's sleep. Likewise, a knightly oath to a lord may incorporate the dreaming task into a fealty task — in such a case, the vassal can enter the dreams of the lord. *Medial* (–2).

**Endeavors:** Endeavor tasks are active requirements of the pledge. A pledge to perform some specific action involves the use of the endeavor task in pledge-crafting. There are three tiers of endeavors.

— *Lesser:* A lesser endeavor is rarely difficult to accomplish. It consists of either frequently doing something that requires hardly any time or effort at all or the performance of a single task that makes slight demands on the one so bound. Some lesser endeavors involve keeping a patch of flowers in one's yard clear of dandelion blooms or carrying a package from one part of town to another and delivering it to someone there. (–1).

— *Medial:* Medial endeavors take some effort to accomplish. They consist of some kind of constant activity that re-

quires a small sacrifice of time or resources to accomplish or the performance of a difficult task (or one which may result in harm). Some medial endeavors include keeping an item safely hidden, doing some manner of tedious chore on a daily basis or carrying something either through dangerous terrain or to another city or geographic region. (–2).

— *Greater:* A greater endeavor can be quite epic in its requirements to accomplish. Such endeavors consist of an activity that can only be accomplished through significant attention and effort, or a single task of tremendous difficulty (or one that may result in death). Some greater endeavors include time-consuming and dangerous chores such as regular guard duty or traveling to other continents to deliver something. (–3).

#### **Ensorcellment:**

The ensorcellment task may only be performed for a mortal. The changeling infuses the mortal with Glamour, lacing his soul with the weaves of Wyrd that allow him to see the world of the fae. Seemings become apparent to him, and the things of Glamour and Wyrd that changelings live with every day leap into full immediate apperency. Ensorcellment is both a task (for the changeling) and

a boon (for the mortal); other tasks and boons may be paired with ensorcellment as part of pledge-crafting, but granting ensorcellment without it acting as both task and boon is impossible.

When a pledge with this task takes effect, the changeling must expend one point of Glamour, in addition to any other costs associated with sealing the pledge. This expenditure actually invests the Glamour into the mortal. It remains there for as long as the pledge that ensorcells the





mortal lasts. The changeling who ensorcelled the mortal may, at any time, reclaim the point of Glamour by touch. Doing so dispels the ensorcellment, however, and constitutes the violation of the pledge that ensorcells him. See p. 279 for more rules on the ensorcelled. *Medial* (–2).

**Fealty:** The fealty pledge is a powerful and unique pledge task. Only an oath involving an acknowledged lord of a freehold may incorporate the fealty task. In this, the lord binds the one taking the oath to obey the laws of the freehold and to work according to his talents and abilities to defend the freehold in all ways. Any pledge that incorporates fealty always includes the vassalage boon and the banishment sanction. In addition, the fealty task is a task for both liege and vassal.

When the lord of a freehold first participates in a fealty-tasked pledge, he must invest a dot of Willpower (though he may pay eight experience points to regain the dot). After that point, any further pledges that incorporate the fealty task are considered “invested” into this same initial expenditure, allowing the lord of the freehold to take part in many more oaths than he normally might as part of his duties. Should the lord voluntarily step down from his position, however, he recovers the dot of Willpower (or regains the eight experience points) thus invested. This is not the case if he is overthrown, however, or otherwise forced from power. This must be done as part of a ceremony where at least half of his vassals are present.

Though most fealty pledges simply incorporate fealty, vassalage and banishment, some lords incorporate other pledge aspects into the oaths they demand of their vassals. Occasionally, these are universal addenda, such as the paranoid tyrant who adds the vulnerability sanction to those who betray their oaths of fealty or the civic-minded freehold that incorporates an endeavor task to spend one day of the week working to improve the lot of the homeless. More often, though, these are technically other oaths folded into the investment of the fealty pledge — for instance, a liege may maintain a standard fealty pledge, but use a different one for those who swear to act as part of his bodyguard, incorporating additional tasks and commensurate boons and sanctions. *Greater* (–3).

**Forbiddance:** The forbiddance task outlines what the oathbound are forbidden from doing, lest they become oathbreaker. Sometimes referred to as a “ban task,” the forbiddance is used in situations to prevent actions or situations from being brought about by one or both of the parties involved in the pledge.

— *Lesser*: A lesser forbiddance prevents the oathbound from performing some action that is simply avoided. Situations in which the opportunity to perform the action come up only rarely, and there is no difficulty in not taking that action. Agreeing to avoid entering a certain building, not consuming a certain specific food or drink or avoiding using a specific name or phrase are all examples of lesser forbiddances. (–1).

— *Medial*: The actions censured by a medial forbiddance are somewhat more difficult to avoid, whether because they are more common or because the oathbound is likely to desire to perform that action. Situations in which the opportunity to perform the action come up more often, and it may serve as some inconvenience to avoid that action. Never entering a particular neighborhood or using the subway, not eating a specific category of food (such as beef, wheat or citrus) or not speaking to a specific type of person (such as policemen) or about a specific topic (such as sports) are all examples of medial forbiddances. (–2).

— *Greater*: Greater forbiddances are truly dire, and invariably change the way an oathsworn lives her life. Situations in which the opportunity to perform the action come up frequently, and it is quite difficult to avoid taking that action. Being banished from a city or geographical region, never again touching fruit or meat and oaths of silence and chastity are all greater forbiddances. (–3).

## BOONS

The boon of a pledge describes the expected reward for fulfillment of the task of a pledge. These may range from a measure of Glamour to enchantment of mortal senses to small magical benefits granted not by the changelings in question per se, but by the Wyrd itself.

**Adroitness:** The skill of one’s hands may be increased by the Wyrd as a reward for holding to the terms of a pledge. In many cases, these boons are intended to grant the oathbound the ability to more fully adhere to his pledge: a sworn bodyguard’s skill at arms or alertness is enhanced, while a hacker on a quest to acquire information for a changeling may find his aptitude with technology boosted. The oathsworn gains a +1 bonus to all rolls involving a single Skill (defined by the pledge) while he benefits from this boon. *Lesser* (+1).

**Blessing:** When the parties of a pledge hold to their word, the Wyrd rewards them appropriately, granting beauty, riches, skill at arms or one of many other benefits. The one thus rewarded gains one or more dots in a Merit, which persist as long as the pledge remains intact. Whether investing a mortal to act as his bodyguard, or playing faerie godmother to an orphan whose hard life has softened his heart, the changeling may grant tremendous boons to those who uphold their word. The man who serves the fae well may find himself with a bounty of money that he need never work for, and the plain woman might be made beautiful. Changelings receive blessings of diminished power when compared to mortals, however. This boon may only increase Merits that deal with the mortal world — Merits that reflect involvement in the supernatural world (such as Court Goodwill) may not be increased by means of this boon.

— *Lesser*: A lesser blessing grants a one- or two-dot Merit to humans who do not possess the Merit at all, or increases an existing Merit by one dot. This will only grant



a new Merit of one dot in power to a changeling or other supernatural entity, but may still increase an existing Merit by one dot. (+1).

— *Medial*: A medial blessing grants a three- or four-dot Merit to those who do not possess the Merit at all, or increase an existing Merit by two dots. Changelings and other supernatural beings may only gain a new Merit of two dots in power, but may still increase an existing Merit by two dots. (+2).

— *Greater*: A greater blessing grants a five-dot Merit to those who do not possess the Merit at all, or increase an existing Merit by three dots. Changelings and other supernaturals may only gain a new Merit of three dots in power, but may increase an existing Merit by three dots. (+3).

**Ensorcellment:** See the entry under “Tasks,” on p. 179. (+2).

**Favor:** Performing a task in exchange for a later favor of equivalent importance is a time-honored tradition. Doing so can be risky, of course. Effectively, the one who is bound to perform a favor is bound by Wyrd to perform some task of equivalent power at a later date. Favors are rated as lesser, medial and greater in power. The one who owes the favor is bound by Wyrd to grant it, so long as it is within the bounds of what is owed, when it is asked at that later date, or suffer a Curse sanction of the appropriate power, levied by the Wyrd itself. *Lesser* (+1), *Medial* (+2) or *Greater* (+3).

**Glamour:** Not every changeling has access to the reserves of Glamour that drip into the world of mortals from Arcadia. Most changelings have to make do with pacts of Glamour. Between changelings, this is something of a rare boon, for it involves the literal and immediate transfer of Glamour from one changeling to the other when the boon is invoked. Some lieges grant a one-time Glamour boon when they take fealty from a vassal, while others demand a tithe of it from their subjects on a regular basis.

Glamour gained in this way is dependent on the pledge’s specifics. However, no more Glamour than the lowest Wyrd rating of the changelings involved may be transferred at any one time. Alternately, this transfer may happen at intervals, one point of Glamour at a time. This transfer may not happen more often than once a week, and this boon may only transfer a number of points of Glamour equal to the highest Wyrd rating of the changelings involved over the duration of the pledge.

**Example:** Cold-Eye Meggie, the Winter Dowager of a traditional cycling seasonal Court, requires the Glamour boon of fealty from her vassals. She has a Wyrd of 6. She rules the court for the three months of Winter. On the dark moon and full moon of each such month, her vassals contribute one point of Glamour to her, bolstering her power to protect them.

When mortals are involved, however, things are different. The mortal need not know how to manipulate Glamour, or even know it exists. A pledge between mortal and

changeling that includes the Glamour boon grants Glamour to the changeling, power tinged with the flavor of the pledge itself. In this fashion, a changeling may gain up to a single point of Glamour per day, depending on the pledge involved. As long as the pledge remains unbroken by the oathbound, the Glamour continues to flow.

Note that even if a pledge’s fulfillment has a physical component — as with the shoemaker leaving a saucer of milk for the changeling in return for having all his shoes cobbled overnight — that component is not truly the source of Glamour. The act of upholding the oath actually provides the energy, not the item. Therefore, another changeling could not get Glamour by stealing the saucer of milk left out for a friend, or could not offer the milk to another to give him Glamour, because neither the saucer nor the milk is really magical — they are simply physical tokens representing the oath’s fulfillment. *Medial* (+2).

**Vassalage:** Those who are granted vassalage as their reward are considered members of a freehold, and gain access to the unique blessing associated with that freehold while they are within its borders. See below for more information about freehold blessings. The vassalage boon can only be granted to pledges that incorporate the fealty task. *Greater* (+3).

### *Freehold Blessings*

The word “freehold” can be used to describe anything from a ragtag cluster of tenuously allied Courtless to an elaborate feudal community headed by a Court of self-made nobility. However, a freehold that is properly reinforced by the Wyrd (usually through the work of the Great Courts) can grant a measure of power to all those who have sworn loyalty to the anointed ruler. This benefit usually takes the place of a small die modifier, a blessing to one particular activity.

In order to manifest these benefits, the ruler of a freehold must be “appropriate” in a fashion that matches the Wyrd forces of fate and time. In areas where the seasonal Courts hold sway, this means the ruler must reflect the season of the area; a Summer Court changeling must govern during the Summer, passing the mantle to an Autumn courtier when Autumn comes, and so on. These blessings of vassalage are the primary motivator for the rotating seasonal Courts that have become so prominent. If a freehold’s ruler loses his “divine right” (such as a Spring Queen refusing to yield the throne when Summer comes), the freehold benefits are lost. In addition, a ruler who breaks pledges of vassalage in this fashion is said to bring ill luck on his domain; a broken pledge is worse than never having sworn a pledge at all.



This may be simple changeling superstition, but Wyrd makes many superstitions real.

The specific benefits vary greatly from one freehold to the next, but the three following are the most common.

- *Subtlety.* This blessing grants vassals a +1 bonus to all rolls that involve concealing their fae nature from others. Loss of this blessing often results in a rise in outside interference, with many potential enemies feeling drawn to the area.

- *Fortitude.* Vassals with this blessing receive a +1 bonus to all rolls made to resist Clarity degeneration; the pledge of vassalage offers support and strength. Loss of the benefit makes degeneration rolls even more difficult to endure.

- *Fertility.* This blessing grants vassals a +1 bonus to rolls made to harvest Glamour, as the well-springs of emotions flow freely. Loss of the blessing seems to bring a time of drought on the land, as Glamour withdraws in the wake of broken pledges.

## SANCTION

The sanction of a pledge describes the punishment that lies in store for those who forswear their pledges. In the case of some oaths and corporals, there is no additional sanction, due to the seriousness of breaking those pledges. Between changelings, the sanction of a pledge must be pre-established.

However, when a pledge exists between mortal and fae, the fae sealing the pledge may simply decide to include the possibility of a sanction. Should the mortal violate the pledge, the changeling may pronounce a sanction of the appropriate power at that moment, laying a curse on the oathbreaker. Should the changeling break the pledge, however, Wyrd lashes out, leveling a sanction of the appropriate power. Generally, Fate works strangely in such instances — when the changeling is most suffering the effects of this curse, the Wyrd arranges for the betrayed mortal to catch a glimpse of the changeling's misery, filling the mortal with the understanding that this has come about as a result of the changeling's treachery.

The duration of a sanction, unless described otherwise below, is the duration of the pledge the sanction was safeguarding. Thus, breaking a pledge that had a duration of the "moon" invokes the sanction for a full 28 days, even if the pledge was broken on the 27th day of its course. If this sanction is against a mortal, at the end of the sanction's duration, the changeling has the option of spending a point of Willpower and continuing to empower the punishment against the mortal. Doing so invests the sanction into a

point of the changeling's Wyrd, though, as though it were a pledge of itself.

**Banishment:** Those who face the sanction of banishment must flee the domain of the lord they have betrayed, for his servants stand to gain by harming or killing the traitor. Any changeling who bears a fealty to the lord who has pronounced banishment may gain a point of Glamour for acting to harm the traitor in a scene, as long as that harm occurs within the freehold's borders. A changeling who manages to kill the oathbreaker while he is within the freehold gains an amount of Glamour equal to the oathbreaker's Wyrd.

This sanction does not happen automatically — the lord of the freehold must pronounce the sanction of banishment before a gathering of at least one-quarter of his vassals. Though other vassals do not have any way of knowing this has happened, save by word of mouth, the oathbreaker sanctioned by it immediately feels the pronouncement of banishment settle on his shoulders. In truth, banishment is the most arbitrary of the sanctions, because it can be pronounced at any time by the lord who holds the vassal's fealty — banishment is not levied by Wyrd. However, a lord who pronounces banishment idly soon finds those willing to swear fealty to him diminishing in number. *Greater* (–3)

**Curse:** The curse sanction instills incompetence and terrible luck on the oathbreaker. A thousand little difficulties plague his everyday life. This sanction is laid the moment the pledge is broken. Curses of varying power stack; two lesser curses are equivalent to a medial curse, and three lesser curses (or two medial curses) are the equivalent of a greater curse. In such an instance, the newly potent curse lasts for the longest duration of the various stacked curses.

Various blessings and powers that grant luck can work to offset these curses. The 9 again rule's ability reduces the power of the active curse by one step, while the 8 again rule's ability reduces the power of the active curse by two steps. In such instances, the character's roll does not gain the benefit of the 9 again or 8 again effect, which is expended reducing the power of the curse in that instance.

- *Lesser:* A lesser curse sanction negates the 10 again rule for the oathbreaker. He may not re-roll 10s to garner additional successes for the duration of the sanction. (–1).

- *Medial:* A medial curse sanction reduces the possibility of success; only a result of 9 or 10 on the die is treated as a success. A result of an 8 or less is a failure on the die. (–2).

- *Greater:* A greater curse sanction is a terrible fate; only a result of 10 on the die is treated as a success. A result of a 9 or less is a failure on the die. In addition, should a given die roll result in no successes, it is treated as a dramatic failure, though the oathbreaker may spend a point of Willpower to negate this, making it a simple failure instead. (–3).

**Death:** The oathbreaker invokes his death by violating the oath. As soon as the oath is broken, the betrayed party immediately loses a permanent dot of Willpower



(which may be purchased back by spending eight experience points), and the traitor feels the weight of his doom settle onto his shoulders. Within a number of days equal to the Wyrd rating of the one he betrayed (one week if mortal), the Wyrd will arrange events to cause a fatal — and often ironically appropriate — accident to claim the life of the traitor. If he manages to convince the one he betrayed to forgive him before his doom claims him, the one he betrayed immediately recovers the lost Willpower dot (or the eight experience points), and the doom is lifted. But the forgiveness must be genuine, and uncoerced. *Greater* (–3).

**Flaw:** The sanction of the Flaw is a curse that is left to the Wyrd to inflict. Those establishing the oath may either swear to accept the judgment of fate, or to call a curse down on themselves should they fail to be true. Effectively, pledges that have the flaw sanction either establish a Flaw (see the **World of Darkness Rulebook**, p. 217) at the sealing of the pledge, or they simply call upon the Wyrd to punish them as appropriate. Phrases such as “may Fate strike me blind should I betray this oath” and “let the tongue of he who proves untrue likewise betray him” are used to choose the nature of the Flaw. The one that violates this oath receives that Flaw within a week of his betrayal.

If the choice is left to the Wyrd, the Storyteller may choose the nature of the Flaw, focusing on a Flaw thematically appropriate to the pledge broken: an oath to remain silent may actually cause the oathbreaker to gain the Mute Flaw, while a pledge that is broken because the oathbreaker was seduced may result in a Deformity Flaw, to prevent anyone from wanting to seduce him again. The oathbreaker gains this Flaw permanently. *Medial* (–2).

**Pishogue:** Some changelings prefer to take revenge for broken pledges immediately, and with their own power. Such oath takers prefer the pishogue sanction, allowing them to weave the powers of their Contracts into the pledge. Such powers sit over the heads of those in the pledge like the sword of Damocles, waiting for a violation of trust to strike. The Contract is activated as the pledge is sealed, requiring a minimum expenditure of one point of Glamour.

Should the pledge be broken, the sanction takes effect, and the Contract lashes out and strikes the traitor, who does not gain any resistance roll or passive defense — choosing to violate the pact is the same as giving permission for the pishogue to strike, in the eyes of the Wyrd. In addition, the one who wove the pishogue immediately knows that the pact is broken.

- *Lesser:* A lesser pishogue is a one- to two-dot Contract. These are minor inconveniences and punishments, levied for the least of offenses. (–1).

- *Medial:* A medial pishogue involves the activation of a three- or four-dot Contract. Alternately, weaving two activations of a lesser pishogue into one sanction is considered a medial pishogue; the two activations must be paid for separately, at a minimum of one point of Glamour apiece. (–2).

- *Greater:* A greater pishogue levies terrible powers on the head of an oathbreaker, typically that of a five-dot Contract. Alternately, weaving multiple activations of lesser pishogues into one whole may result in a greater pishogue: three lesser pishogues, a lesser and a medial pishogue or two medial pishogues are the equivalent of a greater pishogue. (–3).

**Poisoning of Boon:** The poisoning of the boon works by not simply stripping the oathbreaker of the benefits he enjoyed from the pledge, but by reversing them. The exact nature of this sanction depends on the boon being poisoned:

- *Adroitness:* The Skill granted by the pledge not only goes away but inflicts an additional –1 die penalty to all rolls with that Skill for the duration of the sanction. *Lesser* (–1).

- *Blessing:* The blessing sours. Not only do the bonus points go away with the violation of the pledge, but the rating of the Merit originally blessed drops by a similar amount for the duration of the sanction. The oathbreaker receives terrible misfortune for a while. If this drops the rating of the Merit to below what is necessary to use the Merit (such as dropping Striking Looks to one dot or lower), a minor penalty comes along with it; those rolls that the Merit once assisted are now treated as though they were under the effects of the lesser curse sanction. Thus, an eroded Danger Sense gains that penalty to rolls to avoid ambushes, an eroded Fighting Style suffers anytime Brawl or Weaponry (as appropriate) are employed and an eroded Striking Looks receives the penalty to all rolls that Striking Looks normally benefits. The precise nature of this curse is based on the Storyteller's preferences, as long as the result is appropriately thematic to the oath broken, with just the right touch of irony. The business man who idly enters into a deal with a changeling only to find the money come rolling in is a fool who then ignores his obligation to his “good neighbor”; not only does the money stop simply appearing, but his fat bank accounts suddenly run dry and the money in his wallet and home safe turn into autumn leaves, as dried and crackly as his fortunes. The poisoning of a blessing is of a power equal to the blessing it once granted. *Lesser* (–1), *Medial* (–2) or *Greater* (–3), based on original blessing.

- *Ensorcellment:* The poisoning of an ensorcellment is terrible, indeed. The mortal continues to perceive the things of the fae world, as normal. However, they take on a terrible aspect, feeding upon his own fears and insecurities. Changelings of even the most innocent miens become terrible, sinister monsters to him, and the truly fearful of the fae are sanity-shattering horrors. In addition, he suffers from terrible nightmares, his dreams poisoned by his oathbreaking. For each week that a mortal suffers a poisoned ensorcellment, he must make a Resolve + Composure roll, at a penalty of –1 die per week of poisoned ensorcellment. Failing this roll inflicts an appropriate derangement on the mortal.

In addition, when he encounters the things and entities of Glamour, he must make a Resolve + Composure



roll, at the same penalty, or react in great terror. Some may collapse into gibbering catatonia, while others flee blindly, heedless of dangers before them. *Medial* (–2).

- **Favor:** The poisoning of a favor simply reverses the roles of debtor and owed, enforced by the Wyrd. Failing to perform a stated task in return for an unstated debt twists about; the oathbreaker then owes the one betrayed an unstated task, collectible at any time. *Lesser* (–1), *Medial* (–2) or *Greater* (–3), based on original favor.

- **Glamour:** When a boon of Glamour is poisoned, there is always the loss. In the case of a deal between the fae, the normal exchange is reversed — the would-be recipient instead loses a similar amount of Glamour, which is rendered to the one betrayed. If this is the result of a deal between mortal and fae, the fae simply loses a point of Glamour when he would have normally gained it. *Medial* (–2).

Poisoning of the boon may not be applied to the vassalage boon. However, there are tales of a freehold's blessing being poisoned if the ruler goes awry (see p. 181).

**Vulnerability:** The sanction of vulnerability is terrible, stripping the defenses of the one punished. Traditionally, an oathbreaker who receives the vulnerability sanction is also assumed to have incurred the righteous wrath of the one he betrayed. Thus, even between members of a freehold normally forbidden to enact violence upon one another, the one betrayed is permitted to seek his vengeance — if the oathbreaker desired continued protection from him, it is generally agreed that he would have kept his oath. There are two kinds of vulnerability sanctions: the vulnerability to Glamour and the vulnerability to violence.

- **Glamour:** When the sanction of vulnerability to Glamour is laid, the one punished loses his normal resistances to the Contracts and other powers of the one he betrayed. The oathbreaker may not make opposed rolls against such powers, and none of his Resistance Attributes passively apply to any dice rolls made to activate such powers upon him. Likewise, his Defense is considered a 0 for the purposes of being targeted by Contracts and similar Wyrd-based Abilities, but not against normal attacks. This does not apply to all power uses — this penalty only comes into play when the betrayed party uses such Abilities against the oathbreaker. *Medial* (–2).

- **Violence:** The sanction of vulnerability to violence leaves the oathbreaker open to terrible violence. Against physical attacks made by the one the oathbreaker betrayed, the oathbreaker has a Defense of 0 for the duration of the sanction. In addition, the righteous attacks of the betrayed negate any Contracts or other Wyrd-based powers that grant some kind of bonus to Defense or armor against his attacks. Only physical, worn armor grants any kind of bonus. *Medial* (–2).

## DURATION

The duration of a pledge details the length of time the pledge remains in effect. Most of these are cyclical adjudications of time, rather than something measured in hours.

**Day:** The pledge that lasts a day is a simple thing, often casually sworn at a whim. The terms of a pledge sworn for a day last for 24 hours. *Lesser* (+1).

**Week:** The pledge that lasts a week is among the most common of pledges — such oaths last for precisely seven days, to the hour. *Lesser* (+1).

**Moon:** A pledge sworn for a moon lasts 28 days, the turning of a single lunar month. Such pledges are the most common of the vows that changelings consider serious — the dedication of an oath for a full turning of the moon is usually understood to mean that those involved in the pledge take the oath quite seriously. *Medial* (+2).

**Season:** Traditionally, swearing a pledge for a season is performed at a solstice or equinox event of some kind. When a pledge is made for a season outside of one of these astronomical events, the pledge is understood to stand in effect for precisely 89 days, or one-quarter of a normal year. In freeholds where a different ruler holds power over each of the seasons, oaths of fealty are generally made for a season. *Medial* (+2).

**Year and a Day:** Swearing the year-and-a-day pledge binds the word of those participating for 366 days exactly. The wording is an ancient necessity of the Wyrd — it is said that those who swear an oath for only a single year risk the oath coming unfrayed in those years where the timekeeping of men did not agree with the passage of time in the world around them: intercalary, or “leap” years. Swearing for a year and a day alleviates this difficulty. *Greater* (+3).

**Decade:** The decade oath lasts for 10 years and 10 days precisely. It is rare to find oaths sworn for this duration — they are usually pledges of tremendous importance and power. Most changelings prefer to simply swear pledges on a yearly basis or so; agreeing to swear an oath for more than a year reflects great dedication. *Greater* (+3).

**Lifelong:** A lifelong oath lasts until the death of one of the oathbound. Lifelong oaths usually achieve some measure of nearly legendary repute in changeling society; those whose dedication runs deep enough to dedicate themselves to a pledge for the rest of their lives are seen as simultaneously somewhat foolish and noteworthy. Swearing a lifelong oath requires the expenditure of a permanent dot of Willpower from one of the oathtakers in addition to any other invocation expenditures. *Greater* (+3).

**Generational:** It is almost unheard-of for a pledge to be sworn on a generational basis. When this is done, the pledge stays in effect for the lifetime of the oathbound. But even with death, this pledge is not released, for the onus of the responsibility passes on with the next generation — the children of the oathtakers are themselves bound up to fulfill these oaths as well. This may not necessarily be the physical children of the oathtakers; in changeling society, this is most often an heir acknowledged before the rulers of a freehold. Though this is a greater duration, one of the oathtakers must spend a permanent dot of Willpower (in addition to any other invocation expenditures) in order to use this



duration, and both must be in agreement. The oath lasts for a number of generations equal to the Wyrd of the oathtaker that spent the Willpower. *Greater* (+3).

**Eternity:** It is said that the Others possess the ability to bind up pledges for all eternity, forcing those so bound to adhere to their words even after their bodies have given up life, or into subsequent incarnations. This power is well and truly beyond any known changeling, and even the most puissant of great Fae lords are capable of invoking it only rarely. *Unknown*.

## SEALING THE PLEDGE

Once the pledge is spoken and the parties involved agree, one party — generally the one who proposed and formulated the oath — spends any Willpower necessary to bind the oath. For a moment, the hearts of those involved flutter, as though on the edge of panic. The oathbound feel, for just a moment, tied into a grander web of connections than most individuals understand exists and then the feeling fades.

Those watching with the means to perceive auras see red bands settle into the aura of those who share in the bond. When oathbound are within line of sight of one another, tiny red threads of Fate connect the bands to one another.

## ADDING ANOTHER TO A PLEDGE

It is possible to add an additional participant to a pledge once it has already been sealed. This is a simple matter of gathering all the participants who are party to the pledge, and “swearing in” the new party. All the participants must spend a point of Willpower at that juncture to add the newcomer to the pledge, while the newcomer spends the normal invocation cost for the pledge.

The exception to this rule is the fealty task for a pledge, which allows only one participant in the pledge — the lord of the freehold — to add others to the same oath. This is a unique property of the fealty task, however.

## BUILDING A PLEDGE

	Lesser	Medial	Greater
<b>Tasks</b>	Alliance (–1)	Alliance (–2)	Alliance (–3)
—	Dreaming (–2)		
	Endeavor (–1)	Endeavor (–2)	Endeavor (–3)
—	Ensorcellment (–2)		
	Forbiddance (–1)	Forbiddance (–2)	Forbiddance (–3)
	—	—	Fealty* (–3)
<b>Boon</b>	Adroitness (+1)	Blessing (+2)	Blessing (+3)
	Blessing (+1)	Ensorcellment* (+2)	Favor (+3)
	Favor (+1)	Favor (+2)	Vassalage (+3)
		Glamour (+2)	
<b>Sanction</b>	Curse (–1)	Curse (–2)	Banishment (–3)
	Pishogue (–1)	Flaw (–2)	Curse (–3)
	Poisoning of Boon (–1)	Pishogue (–2)	Death* (–3)
		Poisoning of Boon (–2)	Pishogue (–3)
			Poisoning of Boon (–3)
			Vulnerability (–3)
<b>Duration</b>	Day (+1)	Moon (+2)	Year and a Day (+3)
	Week (+1)	Season (+2)	Decade (+3)
			Generational* (+3)
			Lifelong* (+3)

*Note:* Pledge components marked with an asterisk (\*) always add to the base cost of invoking the pledge.

## SAMPLE PLEDGES

The following are some of the pledges most commonly found in use by changelings, and examples of the wording they may use.

## THE REAPER'S PLEDGE

— *Let our prosperity be joined. The sweat of my brow shall be your riches; the depth of your gratitude shall be my power. For one week, this is our vow. May thy wealth dry up*



if you are untrue; may fortune rise against me if I am. This we swear.

— A favor for a favor. I'll get things done for you this week, you just give me a little something to indicate we're still friends. If you can't do that much, then you'll be all the poorer.

**Type:** Vow

**Tasks:** Endeavor, Medial (–2, changeling performs one task that contributes to the prosperity of the mortal); Endeavor, Lesser – 1, mortal must set out or otherwise give the changeling a token of appreciation)

**Boons:** Glamour (+2, changeling gains one point of Glamour per day of performing the task); Blessing, Lesser (+1, mortal gains +1 Resources)

**Sanction:** Curse, Lesser (–1); Poisoning of Boon, Lesser (–1, the changeling performs the task and the mortal fails to set out the token, his Resources are reduced by 1)

**Duration:** Week (+1)

**Invocation:** 1 Willpower

Whether a brownie cleaning a house in exchange for a dish of milk, a fieldling who promises to guard the flock

from wolves in exchange for a bit of bread and honey each night, or a harmless-seeming old neighborhood fixture offering to keep the street clean in exchange for a beer, the synergy between mortals and the fae provides sweet Glamour. In return for performing some task on behalf of the mortal, the changeling asks for some token gift easily within the ability of the mortal to pay.

It isn't the token that is important, but the Glamour that comes of the deal. Capturing the imagination and sense of wonder involved in these deals with mortals reaps a sweet Glamour that tastes of Spring and innocence. For each day that the changeling performs the agreed-upon task during the duration of the pledge, he gains a point of Glamour when he takes up the mortal's token.

## OATH OF THE ROSE AND THORN

— By my true name, I grant you sight for one moon. See the things of dream and wonder with eyes opened like the blossom of the rose. By your true name, you grant me the right to ask a boon, within the cycle of that moon. Swear that you shall grant it to me, so long as it does not bring you harm. Swear that you will keep this knowledge beneath the rose. And let he who is forsworn in this wake to find the thorns of this oath in him. Madness and ill luck follow you if you are false; I shall grant thee a boon, and be followed by misfortune should I prove false. Do you agree?





— *Are you sure you want to see what's on the other side? Be sure. Say yes, and I'll show you the way to the people who've hidden themselves from you all along. You'll get one moon, one month. But be sure. Swear it on your name that you won't tell anyone else, or you'll wish you'd never met me.*

**Type:** Oath, True Name

**Tasks:** Forbiddance, Medial (–2, mortal must not reveal the changeling's true nature to anyone, or reveal anything of the fae world); Ensorcellment (–2, changeling)

**Boons:** Ensorcellment (+2, of the mortal); Favor, Medial (+2, generally used immediately, with the changeling asking medial alliance of the mortal)

**Sanction:** Poisoning of Boon, Medial (–2, both)

**Duration:** Moon (+2)

**Invocation:** 1 Willpower (both) + 1 Glamour (changeling)

The lovely, willowy woman gives her paramour a rose. She offers to tell him a secret, but he must keep that secret. He swears, and she swears, and they both prick their thumbs on the rose, and let a single drop of blood fall on the already red petals. When he looks up, his lady-love is a creature of dappled sunlight through willow branches, her dreadlocks transformed into long, whip-like branches swaying in the breeze, and her eyes are the deep green of forest moss.

Perhaps one of the oldest known pledges among changelings worldwide, the Oath of Rose and Thorn is used when introducing a mortal to the world of the fae. This oath is a short-term ensorcellment, meant to grant the Sight to mortals without demanding too much of them in return, save silence and the willingness to do a favor for the changeling who granted him such wondrous visions. The rose is used as a reminder — and a symbolic enforcer — that what he sees and learns are to be kept *sub rosa*.

## PLEDGE OF HORN AND BONE

— *By this token of my wayward self, I'll stand at the Gates of Dream. To my right, the Tower of Horn. To my left, the Tower of Bone. I shall grant you safe dreams, fine dreams, wonderful dreams. You shall grant me a sip of those dreams, to tide me well for the night. What say you?*

— *Go ahead and sleep. I promise you'll rest easy. Even when you're dreaming, I'll watch over you. Your pleasant dreams are all the reward I need.*

**Type:** Corporal, Personal Emblem

**Tasks:** Dreaming (–2, changeling), Forbiddance, Medial (–2, changeling may not speak of what he sees in the mortal's dreams to another)

**Boons:** Glamour (+2, changeling)

**Sanction:** None (+0)

**Duration:** Moon or Season (+2)

**Invocation:** 1 Willpower

One of the simplest of pledges, the Pledge of Horn and Bone is simply an oath to protect the dreams of a mortal. There is little expectation of the oneiropomp himself craft-

ed into the pledge save silence about the mortal's dreams, however — there is no endeavor task assumed above. Every evening that the changeling enters the dreams of the mortal and works to make them calm, pleasant and safe from fae incursion, the oneiropomp emerges from the dreamscape and gains a point of Glamour.

## THE ANCIENT PACT

— *Take this token, as a sign of our pact. Let our dreams mingle — I in your sleeping dreams, you in my waking. Friends, then, and beyond friends. Let this token be our pledge in this Ancient Pact. Will you be bound?*

— *You and me, against the world. Thicker than blood. No matter what, and damn the one who breaks the friendship.*

**Type:** Corporal, Court Token

**Tasks:** Endeavor, Medial (–2, the mortal swears to aid the changeling in any way the mortal needs, provided doing so doesn't endanger him), Forbiddance, Medial (–2, the mortal swears to never speak of changelings to those who are not changelings or other ensorcelled); Dreaming (–2), Ensorcellment (–2)

**Boons:** Blessing, Medial (+2, mortal is granted either a three- or four-dot Merit, or a +2 to a Merit he already has), Ensorcellment (+2, mortal); Blessing, Medial (+2, the changeling shares in the mortal's blessing), Glamour (+2, changeling gains one point of Glamour per day)

**Sanction:** Curse, Greater (+3, both)

**Duration:** Lifelong (+3)

**Invocation:** 1 Willpower (both) + 1 Willpower dot (mortal or changeling)

The Ancient Pact is the general term for any pledge that binds the fates of a mortal and changeling tightly together. This commitment is considered a very powerful, emotionally charged one, akin to a marriage or becoming blood-brothers. Those of the changeling's Court are called upon to honor that pledge, as well, acknowledging the importance of the mortal to their fellow. Because of this, the Lost almost never offer the Ancient Pact to a mortal without consulting with their elders in their Court, and those elders almost never acquiesce unless that mortal has performed some deed or rendered aid for the Court.

When the Ancient Pact is enacted, the changeling gives the mortal a token symbolic of his Court: traditionally, these tokens are a rabbit's foot or piece of silver jewelry depicting an antlered stag for the Court of Spring, a boar's tusk or piece of gold jewelry depicting the sun for the Court of Summer, a raven's feather or a piece of copper jewelry depicting a leaf for the Court of Autumn and a wolf's fang or a piece of pewter jewelry depicting the moon for the Court of Winter.

There is a variation of the Ancient Pact known as the Household Rite wherein a mortal is welcomed into the service of a motley as a whole, rather than a single changeling. Such pledges are almost never sworn on a Court token cor-



poral, however, and are traditionally considered the concern of the motley, rather than a Court proper.

In many ways, such an oath demands much more from the mortal than it does from the changeling. In return for safe dreams and the continued ability to remain among the changeling's world, the mortal must aid the changeling. However, the changeling's blessings — which often come in the form of increased riches or influence of some kind — usually make this easier. Meanwhile, the changeling is simply required to ensure the mortal remains ensorcelled.

Breaking this oath comes with dire consequences. In many ways, it is easier for the mortal to betray this pledge — a slip of the tongue, or unwillingness (or inability) to render aid to the changeling, and a curse settles on his shoulders as the world of Glamour fades from his sight. The changeling, on the other hand, will only break this oath if he refuses to soothe the dreams of the mortal, or by actively choosing to snatch away the ensorcellment. Changelings warn those who would bind a mortal to the Ancient Pact that they should consider carefully — they will literally be stuck with this mortal for the remainder of one of their lives.

### GOOD NEIGHBORS PACT

— *Peace, then, peace between us. On our true names, we unclench our fists and clasp empty, peaceful hands, until the turning of the season. Let he who betrays this oath suffer the powers of the betrayed — enter into this pact truthfully, or not at all. So be it.*

— *No more bad blood between us. Let's call a cease-fire, on the basis of our own good names. A whole year and a day*

*without hostilities, and let the guy who breaks this promise get what's coming to him at the other's hands.*

**Type:** Oath, True Name

**Tasks:** Alliance, Lesser (+0, both)

**Boons:** None (+0)

**Sanction:** Vulnerability, Glamour (+3, both)

**Duration:** Year and a day (+3)

**Invocation:** 1 Willpower

Sometimes referred to as a “gentlemen’s agreement,” this oath is simply a vow to leave one another in peace for the turning of the year. Though changelings are capricious and prone to vendettas, sometimes circumstances require that feuding neighbors set aside their differences. After all, if the True Fae succeed in destroying the freehold in which the feuding changelings live because of their inability to work together, their little disagreement will ultimately amount to nothing but foolishness.

In such instances — or sometimes at the insistence of a ruler who is sick of trying to mediate between quarreling vassals — those involved in the feud may bind themselves to a good neighbors pact, agreeing to leave one another be. The traditional penalty for breaking this oath is vulnerability to the Contracts of the rival and the unspoken permission for the betrayed to take advantage of that vulnerability.

### THE MOTLEY PLEDGE

— *Hand to hand we stand, and side by side. Though my brother and I may quarrel, none may quarrel with my brother and not quarrel with me. This is my oath: friendship, assistance*





and the blessings that come of both, until the year has spun anew. May our prosperity desert us, and our talents fail us, should we break this vow of brotherhood.

— We had our families taken from us, but now we're family, bound by more than blood. I swear to stand by each of you as you swear to stand by me, for a year and a day, and accepting all curses that may fall on me if I lie.

**Type:** Vow (though sometimes changelings swear nemesis emblem corporals, using one another's personal emblems)

**Tasks:** Alliance, Greater (–3, all)

**Boons:** Adroitness (+1, all), Blessing, Medial (+2, all)

**Sanction:** Poisoning of Boons, Greater (–3, poisoning both Adroitness and Blessing boons)

**Duration:** Year and a day (+3, though many long-established motleys bear Lifelong durations)

**Invocation:** 1 Willpower (all)

Though not all motleys use this motley pledge (or even us a pledge at all), this is perhaps the most commonly sworn pledge to bind motleys together. Some elements in changeling society don't even consider a group of changelings a true motley until they've sworn a motley pledge.

The boons of this pact usually manifest in traits that the motley hold as important together: if they are a group of high society movers-and-shakers, their pledge may grant them a bonus to Socialize and two dots in Resources. Likewise, a gathering of martial changelings dedicated to defending their freehold from Fae incursions may gain a bonus dot to Weaponry and two additional dots in the motley's token Fighting Style.

Of course, those who break this pledge not only lose the blessings of the motley, but suffer a loss of their own personal ability for a time — in stepping away from the motley and its preferred focus, the oathbreaker sacrifices some of her own ability and skill. To turn her back on her motley is to turn her back on the things the motley embraces.

## COMMENDATION

— I swear, by this token of my liege, that I shall be faithful to him, to cause him no harm unjustly and to give of my skills to the best of my ability for the good of the freehold. I shall render up to him the proper homage of Glamour in its proper time, and may I be banished forever from the warmth of his hearth should I be forsworn.

— I swear on this token that I'll be loyal to this freehold and its master while I benefit from its protection. I agree to render my fair share of Glamour and stand up in defense when needed.

**Type:** Corporal, Nemesis Emblem

**Tasks:** Fealty (–3, both)

**Boons:** Vassalage (+3, vassal); Glamour (+2, vassal must render a tithe of Glamour equal to the liege's Wyrd at some point during the year)

**Sanction:** Banishment (–3, vassal); Poisoning of Boon, Medial (–2, liege must offer up an amount of Glamour equal to what he would have drawn)

**Duration:** Year and a day (+3)

**Invocation:** 1 Willpower (both) + 1 Willpower dot (liege; paid only when he first takes part in an Oath of Fealty as liege)

The pledge between liege and vassal is the cornerstone of changeling society, forming the bonds between the lord of a freehold and those who acknowledge his sovereignty. Unlike feudal commendations, the changeling vassal isn't expected to offer his fighting ability to the lord's defense of the holding. Rather, the changeling who offers an oath of fealty to a freehold lord offers up his best skills and talents for the benefit of the holding.

Thus, a fighter may indeed bring his combat skills to the defense of the domain, but an artist may offer his talents to the lord and his retinue, a musician or actor might provide festival entertainment and a fine cook might be willing to cater certain events. It is assumed that those who have taken this oath will work not simply on behalf of the liege, but to aid one another — the skilled weaponsmith may provide his finest work to those who defend the freehold, while the changeling skilled with computers makes sure that networks set up on behalf of the court are secure and working properly.

## THE KNIGHT'S OATH

— On bended knee, I swear to protect my liege and freehold, to serve the good of both, though it may cost me my life. I shall serve faithfully and with honor, for the span of ten years. I give my oath, by this symbol of my standing in the Court of [Name], to hold this oath, lest death claim me. May my fellows shun me if I prove false.

— I swear my services as a soldier of the freehold, on this badge of my honor. I swear to be faithful, brave and strong, by sword or by bullet, in wilderness or street, in fire and in ice.

**Type:** Corporal, Courtly Emblem

**Tasks:** Endeavor, Greater (–3, Knight swears to protect the liege and freehold, even at cost of life), Fealty (–3, knight); Fealty (–3, liege)

**Boons:** Glamour (+2, Knight receives Glamour from liege), Adroitness (+1, Knight receives benefit in a combat ability), Vassalage (+3, Knight); Blessing, Lesser (+1, liege)

**Sanction:** Death (–3); Curse, Lesser (–1, liege)

**Duration:** Decade (+3) or, in some cases, Lifelong (+3)

**Invocation:** 1 Willpower (+1 Willpower dot if the oath is sworn at Lifelong duration)

Quite a bit more complex than the simple commendation pledge is the knight's oath. Where the commendation is equivalent to simply joining the populace of a freehold, this oath (which has many names, depending on the culture of the freehold) is an oath to lay down life and limb for the good of the liege and freehold, to join the liege's



household and become part of his retinue. This is an oath neither given nor taken lightly.

The liege's requirements are relatively minor, in comparison — though he holds the fealty of the Knight, as the liege does with any other in his freehold, the Knight owes him far more than he owes the Knight, by the terms of the pledge. In return for this sacrifice, however, the Knight reaps tremendous rewards, gaining Glamour from his lord at least once a month, as well as a skill at arms or any other talent for which the liege is accepting him as Knight — there are Knights who serve as computer hackers, skilled drivers and spokesmen on behalf of their lords.

## THE HEART'S OATH

— *These are my words to you. In Winter, let me warm you. In Spring, let me sate your passion. In Summer, let me defend you. In Autumn, let me soothe your fears. Let me be your beloved, and you mine, loving you and no other, til the end of my days. I will be true to you, and you to me, never betraying — by word or deed — our love. Let our hands and hearts be bound, in this, our pledge of love.*

— *There is not now, and there never will be, anyone for me but you. I swear my undying devotion to you not because it is expected of me, but because I can think of no truer way to express the power of my love. My heart is yours to cherish or to break. Take it, and take me with it, for all the rest of my life.*

**Type:** Vow

**Tasks:** Alliance, Medial (–2, both), Forbiddance (–2, both, to never betray their love by word or deed)

**Boons:** Blessing, Greater (+3, both), Adroitness (+1, both)

**Sanction:** Poisoning of Boon (–3, both)

**Duration:** Lifelong (+3)

**Invocation:** 1 Willpower + 1 Willpower dot

Though lovers often exchange vows to be true to one another, the Heart's Oath is rarely seen. Tantamount to a marriage, the changelings in question do not seek out another to bind them in love, but choose to do so of their own volition and Wyrd. The Wyrd blesses such strong unions with prosperity and increased ability to face their difficulties (with the adroitness boon often granting bonuses to Empathy or Expression), but a terrible curse and unraveling of fortunes awaits those who break these vows.

## Vernal Motleys

Interestingly, the Heart's Oath has been used to seal a compact of love between more than two changelings at the same time. Sometimes referred to as "vernal motleys," some groups of changelings do not gather to pursue common agendas, hone mutual skills or for any of the other reasons many motleys form. Instead, vernal motleys form when changelings find themselves in love with one another. Such polyamorous families are

often short-lived — the natural problems that plague mortals who attempt to live such a lifestyle are only aggravated by the tempestuous nature of changelings. But those that remain together, despite difficulties, are often some of the strongest, most resilient motleys in a freehold. Such families of fae find solace and healing from their time in Arcadia.

## DREAM-SHAPING

*Dreams surely are difficult, confusing and not everything in them is brought to pass for mankind. For fleeting dreams have two gates: one is fashioned of horn and one of ivory. Those which pass through the one of sawn ivory are deceptive, bringing tidings which come to nought, but those which issue from one of polished horn bring true results when a mortal sees them.*

— Homer, *The Odyssey*

The world of dreams is quite real to creatures of the Wyrd. There is some strange connection between the Arcadian stuff of the Hedge and the dreams of mortals. Principles of manipulation carry over, teaching the changeling to manipulate the other: learning to survive in the twisted Hedge teaches changelings to manipulate the stuff of dreams, and understanding the labyrinthine logics of the dreamscape often aids changelings in making it through the Hedge alive.

Changelings wield tremendous influence over their own dreams, capable of molding and shaping them with great aplomb. Every changeling, by virtue of the tiny knot of Arcadian essence he holds within him where his soul used to be, is a lucid dreamer of incredible proficiency. Changelings are capable of turning their own dreams into the fulfillment of every whim and desire they may wish to experience. This practice is referred to as *oneiromancy* by changelings. Though the word originally refers to the act of divination through dreams, changelings use it to refer to dream-shaping and similar techniques.

Where changelings differ from normal lucid dreamers is in the changelings' ability to enter the dreams of others. A changeling may apply his knowledge of oneiromancy to foreign dreams as well; such is the power of the Wyrd. A changeling or other creature that enters the dreams of another is called an *oneiopomp*. Skilled *oneiopomps* are capable of discovering the approach of the fae through the signs the *oneiopomps* find in the dreams of mortals. *Oneiopomps* are also capable of helping those whose dreams these changelings guard to find more meaning and fulfillment in their dreams.

## THE WORLD OF DREAMS

Dreams share a connection with the Hedge and Faerie, on some level. Experienced *oneiromancers* understand that the stuff that makes up the Hedge and that which forms dreams



are similar, sharing a connection through the Wyrd. In both environments, the Wyrd is strongly manifested, embodying past and future, destiny and fate into one strange, interconnected whole. In many ways, dreams act as the microcosm to the Hedge's macrocosm. The dreams of thinking creatures can be manipulated because they share, in some way, in the nature of the Hedge and Arcadia itself. Ancient pacts that allow the Fae to cross through the Hedge also permit those who share in their fae nature to touch the dreams of mortals.

The only thing that sets the rules of a dreamscape is the mind of the dreamer himself. Anything is possible within its boundaries, and only another mind — guided by its ties to the Wyrd — is capable of altering that dreamscape. Wyrd-touched minds are always capable of oneiromancy, the art of manipulating their own dreams (sometimes called lucid dreaming by modern enthusiasts). More than that, they are capable of altering the dreamscapes of others, if they are invited into those dreams through the use of a pledge that includes the dreaming task aspect.

### *Dreams and Willpower*

After a night of slumber, all characters in the World of Darkness regain a point of Willpower. At the Storyteller's option, those characters who are denied a rest period of full REM sleep — the pattern of sleep that coincides with the dreaming state — may not regain that point of Willpower. Characters who are heavily drugged or magically prevented from dreaming sleep may thus continue to carry the stress of their daily lives with them, relying on other means of recovering their sense of self.

## DREAM INTENSITY

Not all dreams are the same. Some are powerful, intense experiences that snatch up the dreamer and hapless oneiropomps and take them for a ride, forcing them to experience the fullness of the dream's intended course until it is completed. Other dreams are wisps of imagery and vague symbolism, poorly remembered when away, and often only half-noticed while asleep. Such dreams are easy manipulated by skilled oneiromancers.

The power level of a given dream is referred to as its Intensity. At the onset of dreaming, the Intensity is determined by rolling the dreaming character's Wits + Resolve. The number of successes gained in that roll determines the Intensity of the dream.

## DREAMING AND CHARACTERS

Because dreaming will invariably become relevant in a game of **Changeling: The Lost**, a Storyteller should take a

few moments to consider the sorts of dreams his Storyteller characters have. Just as a person's likes, dislikes, ambitions and fears are relevant when creating an interesting character for characters to interact with, changelings can tell a lot about someone by interacting with their dreams. Thus, the Storyteller is advised to jot down a few quick ideas about the nature of a character's dreams.

Likewise, players should think about the kinds of dreams their characters experience — many motleys have dream-pacts as part of their pledge, and so changelings frequently become very familiar with the dreams of their motley-mates. The kinds of dreams a character has say something about that character, and the truths held in the dreaming world tend to become known within a motley. Fears, hopes and even sexual fantasies are frequently common knowledge within a motley, though most changelings are careful to keep such information in the group alone.

**Recurring Dreams:** What kind of recurring dreams might a character have? The kinds of recurring dreams that a character has can say something about that character's personality or psyche. For some reason, some concept — portrayed symbolically in dreams, of course — has its hooks in the sleeping mind, which dwells on that concept. Sometimes, this is simply a reflection of the character's own interests, neuroses or stressful life situations, but sometimes, there are other factors at work.

Though the Intensity of a recurring dream is determined as normal each time it is dreamed, the Wits + Resolve roll to determine that Intensity benefits from the 9 again rule.

**Memory Dreams:** Many people experience a variety of memory dreams, subconscious recollections of things that happened during their waking hours. Which memories the subconscious squirrels away to dredge up during REM sleep can likewise tell something about the dreamer. Often such dreams aren't faithful recollections, but are colored by the associations the dreamer has with the dream, what emotions they experience in remembering the dream and other similar personality "tints." Sometimes the dreamer himself isn't aware of why he continually remembers a certain event from his childhood, or why a specific hallway from his high school years recurs even in dreams that aren't about old alma mater. Many oneiromancers can discover the reasons behind the recurring dreams through careful exploration of the dream itself.

Similar to recurring dreams, the Wits + Resolve roll to determine the Intensity of a memory dream benefits from the 9 again rule. Should the dream be a recurring memory dream, it benefits from the 8 again rule.

**Wish Fulfillment:** The human subconscious is, in many ways, the source of such human experiences as hopes and desires, whether sublimated or open. Therefore, it is no surprise that many dreams feature some kind of wish fulfillment, allowing the dreamer to experience her fond-



est wishes. Making love with someone she is infatuated with, the opportunity to get back at someone who has hurt her, the chance to reunite with a loved one who died while they were quarreling — most people experience some sort of wish fulfillment dream occasionally. The meanings behind those dreams are often obvious, but sometimes the wish fulfillment is expressed in symbolic terms: dreams of flight may represent freedom from a constricting or binding situation, while dreams of being pregnant may represent a creative urge unfulfilled.

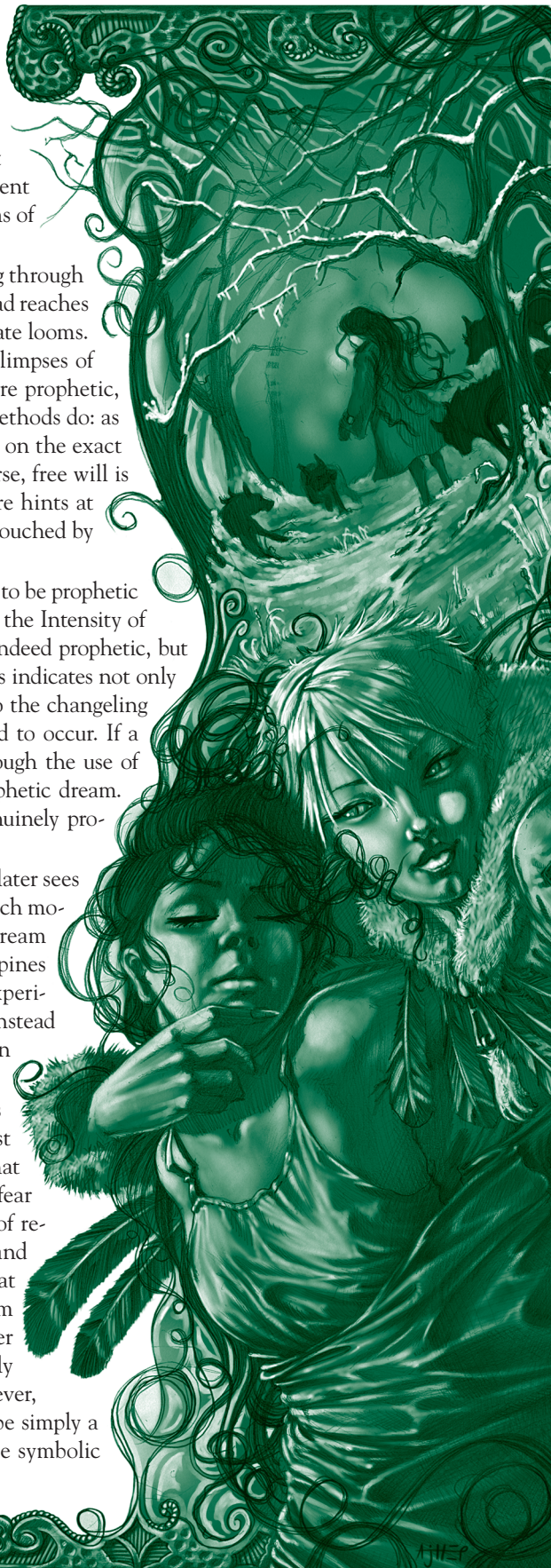
**Prophetic Dreams:** The Wyrd touches all things, running through the fabric of dreams as surely as it runs through the furthest mad reaches of Arcadia. In the Wyrd, the past and the future merge, and fate looms. Therefore, it is no surprise that dreams sometimes contain glimpses of the future. Some oneiromancers believe that many dreams are prophetic, reflecting the future in the same way that many divination methods do: as something that absolutely will occur if events continue based on the exact moment in time when the divinatory process is used. Of course, free will is the biggest source of those changes in events, and so they are hints at best. Still, prophetic dreams are quite common among those touched by the Wyrd, and many changelings experience them.

While in a dream, a changeling who suspects his environs to be prophetic may make a Wits + Occult + Wyrd roll with a bonus equal to the Intensity of the roll. Success indicates whether or not the dream itself is indeed prophetic, but provides no other information about it. An exceptional success indicates not only whether the dream is prophetic but also gives an indication to the changeling of how a prophetic dream might be both avoided and assured to occur. If a changeling makes any changes whatsoever to the dream through the use of oneiromancy, the dream ceases to actually function as a prophetic dream. Many oneiromancers consider it terribly unlucky to alter genuinely prophetic dreams.

A dreamer who experiences a prophetic dream and then later sees that prediction come true may regain a point of Willpower. Such moments infuse the dreamer's sense of self and assurance in his dream experiences, even as they generally send a shiver down the spines of those who don't believe in such things. Changelings who experience both a prophetic dream and later see it come true may instead regain a point of Glamour, bolstered as they are by the sudden contact with the power of the Wyrd.

**Nightmares:** What wish fulfillment dreams are to hopes and desires, nightmares are to insecurities and fears. Most dreamers experience the occasional nightmare — a dream that contains imagery, experiences or memories that provoke a fear response. Such dreams are quite terrifying and, in the case of recurring nightmares, can actually contribute to poor health and psychological stress. Nightmares are intensely personal. What creates great fear in one person may simply be an odd dream for another. Therefore, the kinds of nightmares a character experiences tells much about what he fears, hates or generally has negative associations with. Similar to many dreams, however, nightmares can be tremendously symbolic: what appears to be simply a strange dream about clowns and playgrounds may actually be symbolic associations with being abused as a child to the dreamer.

When determining the Intensity of a dream, a nightmare of Intensity equal to or





greater than the dreamer's Willpower results in a terrifying ordeal so severe the dreamer likely wakes sobbing or screaming. The dreamer does not regain any Willpower points from slumber after a night of rest that includes such night terrors.

In addition, the deranged often have more horrific nightmares. Reduce the number of successes required to prevent Willpower recovery by one per derangement the victim possesses. Thus, a dreamer with two derangements and a Willpower 5 need only experience an Intensity 3 nightmare to prevent the recovery of Willpower. Such dreams will always feature traits associated with the derangement in question, however: a phobic's nightmares are often haunted by the thing he is afraid of, and the schizophrenic may come face-to-face with the supposed source of his hallucinations quite frequently in his dreams.

### *New Mental Flaw: Nightmares*

Some peoples' psyches are naturally predisposed toward nightmares. In such dreamers, the more intense the dream is, the more likely she is to experience nightmares — the intensity of the dream unnerves the dreamer, and what began as a simple dream of some other kind takes a dramatic shift into the nightmarish. In game terms, any dream with an Intensity higher than the dreamer's Resolve becomes a nightmare. These nightmares retain the beginning dream's Intensity, however, meaning that such dreams are quite likely to leave the dreamer ill rested the next morning.

## ONEIROMANCY

The arts of dream manipulation are practiced by many changelings. Though all have the ability to shape dreams, not all bother to hone the skill. True oneiromancers seek to understand the nuances of the human condition, as expressed through dreams. The Skill associated with oneiromancy is Empathy — because changelings were once mortal, their manipulation of dreams is, of necessity, half psychology. They do not have the potency of Wyrd to wholesale reshape dreams the way the True Fae do, but if changelings understand what dreams mean and how they work, they can get the same result from a mortal dreamscape.

### ENTERING DREAMS

A changeling can always enter his own dreams, without any difficulty. Moreover, he can always enter the dreams of his fetch by simply spending a point of Willpower as the changeling enters slumber. Many Lost torment their fetches, seeking to terrify them and disturb their rest in the days just before attacking them. Of course, the difficulty is that this can backfire:

a fetch whose dreams are invaded too often may discover the techniques for invading the dreams of the changeling in return, and some fetches may have dangerous, murderous dreams.

Each time a changeling invades the dreams of his fetch, the Storyteller should roll the changeling's Presence + Wyrd. This is an extended roll, made once for each time the changeling invades the dreams of his fetch. The target number for this roll is equal to the fetch's Willpower; once it is equaled or exceeded, the fetch realizes the oneiric connection between himself and the changeling, and may learn to spend a point of Willpower himself to haunt the dreams of his changeling tormentor. A fetch that has learned this technique very quickly becomes a capable oneiromancer, as capable as any changeling while in the fetch's own dreams, or those of the wayward the fetch replaced.

Changelings may enter the dreams of others through the use of a pledge, using the dreaming task. Motleys commonly enter one another's dreams to keep a concerned eye on their brethren's dream-lives, and changelings often work dreaming tasks into the pledges they use to ensorcell mortals. Changelings often seek to bind up other mortals in dreaming-based pledges, too — doing so allows changelings to keep track of certain elements of the population, useful for presaging the arrival of the Faerie Hosts into the changelings' neck of the Hedge.

Entering the dreams of one bound to a dreaming task through the use of a pledge is an exercise of Wyrd, rather than innate power; thus, a changeling must spend a point of Glamour to enter the dreams of those the changelings are pledged to protect, rather than the point of Willpower the changelings use to haunt their fetches.

To enter the dreams of another, a changeling must enter a deep, meditative sleep. Because this requires a connection to the dreamstuff of the Hedge, where the Wyrd runs thick, the changeling must either be in a Hollow or the Hedge itself — though, unsurprisingly, lying down and taking a nap while on a jaunt through the Hedge is considered more than a little foolhardy.

Then, the changeling's player makes a normal meditation roll (see "Meditation," p. 51 in the **World of Darkness Rulebook**), except that the target number depends on the destination dream, per the chart below. The changeling may add his Wyrd to the roll.

Target Number	Destination Dream
8 successes	Personal Dreams
12 successes	Fetch's Dreams
16 successes	Dream-tasked Dreams

Though a changeling does pass through his own dreamscape as he follows the lines of Wyrd to the dreams of others, he need not use this technique to simply enter his own dreams and control them as he sleeps. The oneiromancer is a complete master of his own dreams and needs neither special meditative sleep techniques nor the presence of the Hedge in order to manipulate his own dreamscape.



It is worth noting that a changeling who engages in dream-travel does not actually leave his body in any way. He is in a deep reverie, following the paths of the Wyrd to the dreams of others, with his own dreams as a gateway. If a loud noise occurs nearby or something disturbs his body, a reflexive Resolve + Composure roll is required to stay within his dream-state. If the roll fails, he immediately awakens, yanked from this reverie.

Likewise, an oneiromancer can choose to exit a dream at any time with a successful Resolve + Composure roll and an instant action. However, the one whose dreamscape serves as the setting for a dream-visitation is not so fortunate. Non-lucid dreamers have no control over whether or not they can end the dream. A lucid dreamer or oneiromancer can make a Resolve + Composure roll to awaken, as above, but this roll can be reflexively opposed by a present oneiromancer's Wits + Empathy + Wyrd roll; indeed, multiple oneiromancers may reflexively use Teamwork to assist one another in keeping the sleeper asleep until they are finished with their goals there.

## DREAM RIDING

Dream riding is perhaps the simplest and least intensive form of oneiromancy. A dream-riding changeling enters the dream of another and makes simple changes to events and the environment around him. He can introduce fairly dramatic changes, altering the appearance of the dream's setting, how its dream-inhabitants act and all manner of other changes. The integral dream itself remains relatively the same, however.

Working changes to the dream is accomplished through the use of a Wits + Empathy + Wyrd roll, with a penalty equal to the Intensity of the dream being altered. The changeling views the dream happening around the dreamer from a disembodied vantage just above the dreamer's head; it is a change to make himself appear within the context of the dream, and another change to make himself appear to be someone or something else within it.

The oneiopomp must be careful to not use too heavy of a hand, however, lest he disrupt the dream. Should the oneiromancer ever roll a number of successes on a dream riding roll that is greater than the Intensity of the dream, his changes were too much for the dream to remain whole, and it unravels. The oneiromancer may spend a point of Willpower to prevent this happening. The oneiromancer also has the option of voluntarily giving himself penalties to this roll, but once he has determined his dice pool, all the successes from that roll count. It can be something of a delicate juggling act to keep a weak dream intact.

Most of the time, changelings simply dream ride in order to observe what is going on, not doing much to change the content of the dreamscape. Naturally occurring dreams have value in and of themselves, and a wise oneiopomp understands this. From within the dream, a changeling may use dream riding to perform a number of simple actions.

**Analyze the Dream:** By making minute, weak changes to see how the dreamscape reacts to them, the oneiromancer can determine if the dream in question is a full nightmare, recurring dream, memory dream or wish fulfillment. This requires an instant Wits + Empathy roll, at a penalty equal to the Intensity of the dream. The oneiromancer makes tiny changes and looks for the signs that indicates the kind of dream — memory dreams immediately reinforce aspects of the dream that are remembered rather than imagined, nightmares slightly twist introduced aspects into darker manifestations, recurring dreams are harder to introduce random events into because their pattern is already set, while wish fulfillment or normal dreams are relatively simple to change.

In addition, with a Wits + Occult + Wyrd roll, with a bonus equal to the Intensity of the dream, the oneiopomp can determine if the dream is prophetic or not. If the oneiromancer performs any changes whatsoever to a prophetic dream, however, even the changes used to determine the type of dream, its prophetic ability is nullified — it ceases to be a true message from the Wyrd, and simply becomes another dream once the oneiopomp has tampered with it. Thus, the first thing that wise oneiopomps do is analyze a dream to see if it is prophetic before making any changes to it. Even a change as simple as appearing within the context of the dream can ruin its prescient quality.

**Convince the Dreamer:** With a Wits + Empathy + Wyrd roll that requires a whole night of work, the oneiromancer may alter dreams subtly, injecting subliminal suggestions into the dreamscape for later use. For each success on the dream riding roll, the changeling may “store” an extra die in the psyche of the dreamer. When interacting socially with the dreamer at a later date, the changeling may tap into these subliminal clues, pitching his voice to a certain tone, using a certain phrase or wearing a certain scent, using as many of these dice as he pleases on any Manipulation-based roll in dealing with the dreamer.

These clues remain embedded in the dreamer's psyche for one week, fading at the end of that period. Only a single “batch” of subliminal clues may rest in the psyche of any given dreamer at one time — establishing a new set of suggestions overwrites the previously stored ones.

**Learn about the Dreamer:** By watching several nights' worth of dreams, an oneiopomp may learn quite a bit about a dreamer. This requires an extended Wits + Empathy + Wyrd roll, with one roll permitted per night. During these nights, the oneiopomp may not alter the content of the dreamscape whatsoever. Every five successes on this roll reveals one of the following details about the dreamer: her Virtue, her Vice, one of her derangements, her Willpower, one of her Merits (Mental or Social only) or one of her Flaws (Mental or Social only). It can also reveal the use of mind- or emotion-altering supernatural powers on the dreamer within the past month, as well.



**Psychotherapy:** An oneiopomp with the knowledge to do so may actually use the dreams of a subject as a means of treating psychological or mental problems. This is a standard Wits + Empathy + Wyrd roll, with a penalty equal to the Intensity of the dream in which the work is performed. Each night of work by the oneiopomp is the equivalent of a week of normal psychotherapy.

**Scour the Intensity:** Though this is rarely used, the oneiromancer may actually scour the Intensity of the dream, reducing the power of its hold over the dreamer's psyche. Most oneiromancers use this to lessen the power of nightmares, allowing the dreamer to experience the nightmare (and thus perhaps get the kind of catharsis that some people gain from their bad dreams) without finding themselves exhausted the next day. This requires a Wits + Empathy + Wyrd roll, at a penalty equal to the Intensity of the dream; each success reduces the Intensity of the dream by 1. If the Intensity of a dream is scoured below 1, the dream ends abruptly, and the dreamer awakens. This may only be performed once per dream.

This can also be used to scour away the Intensity of dream-poison, reducing the hold of the True Fae over mortals they control through the contagion-dreams. This is a Wits + Empathy + Wyrd roll, at no penalty. This roll is opposed by a roll of the dream-poison's Intensity. If the oneiromancer wins this contested roll, each of his successes over that of the dream-poison reduces the Intensity of the dream-poison by 1. If the contagion-dream wins, however, the oneiromancer takes one point of Willpower damage per net success (see "Oneiromachy," below for details of Willpower damage).

**Search for Dream-Poison:** Searching for the subtle signs of dream-poison is a time-consuming and often difficult task. It is an extended Wits + Empathy + Wyrd roll, at a penalty equal to the Intensity of the dominant dream that evening. Each roll takes a single night of work, and requires a number of total successes equal to the Intensity of the contagion-dream. Most oneiopomps regularly search the dreams of those they watch for the taint of the True Fae.

### *New Mental Merit: Lucid Dreaming (••)*

**Prerequisites:** Non-changeling, Resolve ••• or higher

**Effect:** Your character has the ability to control his own dreams, subtly shaping them according to his wishes. For all intents and purposes, your character is considered to have the ability to dream ride (as above), but only in his own dreams. He is also capable of engaging in oneiromachy, or dream-combat, with oneiopomps who enter his dreams.

Lucid dreamers cannot use any of the special actions associated with dream riding (such as Scour the Integrity, Analyze the Dream and the like); their changes are limited to simple environmental changes. However, the changes a lucid dreamer makes to his dreams have no chance of disrupting the dream, either, granting lucid dreamers unprecedented control over their own dreams even if they can't perform quite the same feats that true oneiromancers can.

## DREAMSCAPING

Dreamscaping is far more involved than simply riding a dream. A dream-rider simply experiences the dream as it already exists, making small changes here and there. A dreamscaping oneiromancer, however, is literally creating the dream in its entirety, using his raw Glamour and the power of his Wyrd to shape a dreamscape from the latent stuff of the dreamer's dreamscape. There is a limitation to this ability, however — because it relies on the confluence of the dreamer's own dreamscape and the creative endeavors of the oneiromancer, an oneiopomp cannot actually dreamscape his own sleeping hours. Thus, many motleys assist one another with the creation of dreamscapes meant to bolster and nurture one another.

In order to do this, the dreamer must not be actively in the middle of a dream. Thus, an oneiromancer who enters a dreamer's dreamscape before she enters REM sleep may take the opportunity to shape his will into the fallow, unattended dreamscape, setting the stage for his own psychodramas. However, the mind of a dreamer fights such unnatural intrusions. A dreamer's psyche has its own unknowable agenda, and fights any changes to the symbolic, subconscious presentation the psyche has in store for a sleeper.

To dreamscape a fallow psyche, the oneiromancer spends a point of Glamour and makes a Wits + Empathy + Wyrd roll, opposed by the sleeper's Wits + Resolve roll. This contest immediately triggers REM sleep — if the changeling's roll wins, he shapes the dreamscape into a scenario of his own choosing at an Intensity equal to his net successes. If the dreamer's psyche wins, it begins a dream of an Intensity equal to the net successes on the Wits + Resolve roll.

A somewhat easier way of dreamscaping is to scour a dream already in progress, using dream riding. Once the Intensity of the dream has been reduced to 0, the oneiromancer may immediately craft his own dream, resulting in a swift and strange transition from one dream to the next for the sleeper. Though this is easier to accomplish, it is more demanding in terms of Glamour: the changeling must pay two points of Glamour to weave a dreamscape in the wake of a scoured natural dream, instead of the normal one point.



There are several benefits to creating dreams of whole cloth. The dreaming mind serves a purpose, relieving stress to the psyche, triggering a variety of physiological functions that normally lie dormant, providing incredible access to the subconscious and generally providing something of a “power down” cycle for the machine that is the human body. Dreamscapes may be crafted to do any one of the following. In addition, it is said that some entitlements teach unique forms of dreamscaping that no one else knows or is empowered to use. Any single dreamer can only benefit from a Glamour-crafted dreamscape once per night — thus, an oneiromancer could craft a healing sleep dreamscape and then a stress relief one, but the dreamer would only gain the mechanical benefits of the first dream.

**Healing Sleep:** By creating a dream that interacts with physiological processes, the oneiromancer may speed the dreamer’s healing. With a healing sleep of any Intensity, the time the dreamer spends asleep counts as a full day of rest. Thus, if the sleeper experiences a true day of rest and then a night of healing sleep, he is considered to have gained two days of rest toward the purpose of healing wounds. If the Intensity roll is an exceptional success, the healing sleep counts as two days of rest alone.

**Stress Relief:** Tapping into the subconscious affirmations of self that some dreams embody, the oneiromancer who knows a dreamer’s Vice and Virtue can shape her dreams to assist her recovery from stress — in game terms, he can shape dreams that allow her to recover Willpower. A stress relief dream allows the dreamer to recover a point of Willpower as though she’d fulfilled a Vice, in addition to that normally gained from dreaming. If the Intensity roll is an exceptional success, the stress relief dream allows the dreamer to recover all her Willpower, as though she’d fulfilled a Virtue.

**Sleep Teaching:** Much of teaching involves more than simply the flow of information — most students learn in different ways. These techniques are what allow the students to truly process the information on a subconscious level. An oneiromancer may take advantage of the easy access to the subconscious of a dreamer to augment the learning process, crafting a dream that serves to teach the dreamer. Jokingly referred to as “montage dreams” by some changelings, a single sleep teaching dream acts as a full day of learning on a given topic. If the Intensity roll is an exceptional success, the sleep teaching dream actually grants the dreamer an experience point that can only be spent to increase the given Skill, Merit or Contract being taught. A dreamer may not gain additional such experience points for that Skill or Merit again, until the first experience point has been spent increasing the trait in question.

**Nightmares:** Though most oneiromancers rarely use dreamscaping to create nightmares, many changelings enjoy tormenting their fetches with horrible visions of their inevitable deaths. Dreamscaped nightmares are treated as normal nightmares, in terms of the effects of their Intensity on a dreamer.

## DREAMWEAVING

The last kind of oneiromancy is dreamweaving, the craft of creating dreams outside of a sleeper’s mind and storing them in an appropriate object for later use. An oneiromancer who wishes to use dreamweaving must find an appropriate object to serve as a vessel for the dream. The object’s nature must be appropriate to the kind of dream he desires to create, and will most likely feature in the dream itself somehow. A soft, cuddly teddy bear might be an excellent vessel for a healing sleep dream, while a clown doll with a sinister grin and missing one eye serves perfectly for a nightmare. Oneiromancers often use objects that can be in contact with the sleepers while they are asleep: stuffed toys, blankets, underclothes and jewelry are all popular objects, as are small things that might be tucked up under pillows.

Once the vessel is chosen, it is invested with a point of Glamour. Then, within an hour of investing the vessel with the Glamour, the oneiromancer must begin creating the dream the vessel holds. This is similar to dreamscaping, except that the oneiromancer is not resisted by an active psyche — the oneiromancer is literally sculpting a dream into an empty void. The process for doing so is far more intense, however, requiring a great deal of time; after all, there is no innate dreamscape to draw upon for the form of the dream in the vessel, so it must be far more carefully created. This is a process then can take days.

This is an extended Intelligence + Empathy + Wyrd roll to create this dream, with each roll taking one day. The successes on this roll accumulate to form the Intensity of the dream contained in the vessel. In order to unleash the dream, the sleeper need only lie down to sleep with the object in contact with her. This causes the dream to unweave in her psyche naturally, as though the dream were naturally hers. Thus, the dreamer does not fight the onset of the dream. If the dreamer is unaware of the vessel as the source of strange dreams, however, the Intensity of the dream is opposed by a Resolve + Composure roll as the dreamer enters sleep.

One of the true benefits of dreamweaving is that any dreamer may experience the dream — not simply one to whom its creator is bound by Wyrd. Thus, a vessel that holds a woven dream may be used by any changeling, fetch or human bound in a dreaming-tasked pledge. This allows oneiromancer-craftsmen of tremendous skill to weave dreams into vessels and sell the fruits of their labor — many Goblin Markets boast several sellers of dreamweave vessels. It is worth noting that an oneiromancer can dreamweave for himself; being outside of his actual dreamscape allows him to create an idealized dream for himself to experience.

A vessel may contain any of the kinds of dreams that may be created with dreamscaping. In addition, however, the practice of creating the lattice of woven Glamour within the vessel permits the creation of one of the most powerful kinds of dreams: the Wyrd-dream.





**Wyrd-Dream:** A Wyrd-dream is a dream that serves as a means of transferring the use of a Contract to the dreamer. Only dreamwoven vessels are capable of containing such powerful dreams — the complexity is significantly beyond the ability of most oneiromancers to effectively weave while within a dreamscape. It is said, however, that some True Fae are capable of weaving Wyrd-dreams in the dreams of those they've poisoned.

Creating a Wyrd-dream begins with the investment of the vessel with a point of Glamour, and then the activation of the Contract to be captured and placed within it. The normal Contract roll is made as normal; if the Contract's activation was too weak for the oneiromancer's liking, he must allow the Glamour within the vessel to fade, as it is already tainted by the first use of the Contract. Of course, activating the Contract a second time receives the normal one-die penalty for trying the same action in consecutive turns, and the vessel must be prepared again with another point of Glamour. Only Contracts that can be used on targets other than the Contract's user may be invested into a Wyrd-dream: thus, Contracts that permit shapechanging and other effects used only by the wielder cannot be granted to others.

The target number for the dreamweaving is at least equal to the number of successes rolled on the activation

of the Contract. Most oneiromancers create much higher Intensity dreams, to account for any reductions in Intensity that may occur as a result of an unknowing sleeper's Resolve + Composure roll reducing its power. When the Contract activates in the dreams of the sleeper, it is as though the oneiromancer used the Contract, with a number of successes equal to the original successes rolled for the Contract, or the Intensity of the dream, whichever is lowest. If the sleeper gets a resistance roll of some kind, those successes are subtracted from the Contract's success as normal.

These dreams always reflect the nature of the Contract in question. A Contract that grants some kind of blessing or luck might be represented by an idyllic dream in which fortune smiles on the dreamer, while a curse or Contract with negative effects likely manifests as a nightmare (though without the above mechanical notes to nightmares — the use of a negative Contract on an unwitting dreamer is bad enough).

**Personalized Dreams:** If the oneiromancer knows a specific dreamer well — having used the “Learn about the Dreamer” dream riding action on multiple occasions, or has known the dreamer for years — the final Intensity of the dream is increased by the oneiromancer's dots in Empathy or Wyrd, whichever is greater. This bonus applies only to



the dreamer it is intended for, however; if the bonus is used on a dreamer other than the one it was intended for, *reduce* the final Intensity of the dream by a similar amount. Many changelings create such “emergency” vessels for those the changelings protect, placing healing or protective Contracts into them, or providing vessels with soothing dreams.

**Analyzing Vessels:** With an extended Wits + Composure + Wyrd roll, a changeling can ascertain that an object is a dreamwoven vessel. The target number equals the Intensity of the dream within it, and each roll requires 10 minutes of study.

## ONEIROMACHY

According to some older changelings, the arts of oneiromachy — or “dream battle” — are an ancient tradition among the Fae. Simply altering dreams and cleansing the psyche of a dreamer of the presence of the Fae is not enough when the True Fae itself is within the dreams, and changelings often bring battles to the slumber of their hated fetches (and vice versa).

The oneiromancer’s ability to transform the reality of the dream is the basis for the ability to engage in oneiromachy. Normally, violence that happens within the context of a dream exists solely to serve some other, often symbolic, purpose. Therefore, violence that does not serve the psyche of the dreamer is somewhat traumatic — the sleeper whose dreamscape serves as a battlefield automatically loses a point of Willpower due to the psychic trauma of the event, whether it is simply a single blow or a vast and terrible battle waged between a motley and one of the Others.

War may be waged in one of two ways within the context of a dream: personally and environmentally.

### Personal Attacks

Personal attacks involve the creation of a dream-form (per dream riding) and attacking as though in reality. The weapon the dreamer envisions himself wielding doesn’t matter — his own connection with the Wyrd is all that matters. Thus, dream attacks are made using the character’s best Power Trait (Intelligence, Strength or Presence) + his combat skill of choice: Athletics for thrown attacks, Brawl for unarmed combat, Firearms for guns and bows and Weaponry for handheld weapons. This attack receives an “equipment bonus” equal to the attacking character’s Wyrd.

In dreams, a skilled oneiromancer truly shines, reflected by the use of his highest Traits in both the attacks above, and in his defenses (see “Dream Defenses,” below). A physically skilled character is likely to rely on what some refer to as “body memory,” a reliance on subconscious memory of how the body reacts in a given situation. A mentally skilled character is capable of applying tremendous imagination and quick-thinking to situations in a dreamscape, while a socially skilled character exudes sheer force of will and personality, sufficient to turn aside lesser assaults and deliver grievous attacks of his own.

## Environmental Attacks

Other oneiromancers prefer to use the environment of the dreamscape itself against their opponents. These attacks, similar to those of personal attacks, receive an equipment bonus equal to the oneiropomp’s Wyrd, but they do not necessarily rely on typical combat skills. The fluid nature of the dreamscape waits to be summoned and put to use by the skilled oneiromancer, who may use any of the following skills as weapons.

Using normal dream riding techniques, the oneiromancer can effectively make Wits + Empathy + Wyrd attacks. These changes are quick and flash, relying on a stunning imagination on the part of the oneiropomp. The sudden appearance of wild animals, storms, terrible and ancient sorceries and curses that descend on a foe — all of these forms of attack are the auspice of environmental attacks.

Though the environment is used as a weapon, and the oneiromancer may describe huge, epic devastation as part of his attack, such attacks do almost nothing to anyone save the target himself. Regardless of the “special effects” involved, these are still techniques of oneiromachy, attacking the dream-self of one foe at a time.

### Dream Defenses

There are two other changes to the combat statistics in the dreamscape; those present have a Defense and Armor different from those in their normal world.

**Defense:** Defense is derived entirely from the highest of the character’s Finesse Traits (Wits, Dexterity or Manipulation).

**Armor:** A character receives an amount of armor equal to its highest Resistance Trait (Resolve, Stamina or Composure).

### Dream Damage

Damage inflicted in dream-combat is not real. Instead of taking points of Health as damage, oneiromachic damage is inflicted as Willpower points of damage. When an attack scores an exceptional success, however, the target does take a single point of bashing damage, often waking bruised, or bleeding from mouth or ears afterwards.

The final blow to a foe in oneiromachic combat can do more than drain the psyche — the final blow can actively wound the psyche for a short time. If an opponent is dropped to 0 Willpower exactly, he simply awakens, gasping for breath. If, however, the damage dropped the defeated foe’s Willpower by one to four points below 0, the target awakens with a mild derangement for a single day, or has an already-extant derangement upgraded to a severe derangement for one day. If the damage was sufficient to reduce him to an effective –5 points of Willpower, the duration of the derangement (or the derangement upgrade) is extended to a full week.



## Stunting

Creativity and quick thinking are the key to winning oneiromachy. The combatant who takes advantage of his own Wyrd connections, who uses knowledge of the dreamscape he is in to his benefit and who applies wicked creativity that overwhelms his foes will emerge victorious. To reflect this, oneiromachy attacks can gain between one and three bonus dice for interesting and fascinating descriptions.

These bonus dice can apply to offensive or defensive actions. Simply add the bonus directly to the Defense of the target in the case of defensive stunts. It should be noted, however, that a given stunt is really only worth dice once — swinging from a vine in a jungle nightmare is great the first time it happens, especially if it ends in a kick to the villain's jaw, but after that becomes old hat. Each stunt must be interesting and innovative.

*Interesting Description (+1 die):* An attack that uses an interesting description is worth a single extra die. An oneiromancer is capable of changing the “laws” of the dreamscape he is in by simply willing it so. The ability to run along a wall, leap tremendous heights and strike with such force that the resounding blow cracks the masonry and shatters glass within a 10-foot radius are all appropriate descriptors. None of these descriptions will grant a mechanical benefit other than this bonus die without performing an actual dream riding roll to truly manipulate the dreamscape. These stunts are the actions of epic heroes, feats impossible to normal people — but in the world of dreams, the most lavish dreamers are the epic heroes.

*Using Thematic Qualities (+2 dice):* Going a step beyond an interesting description, using thematic qualities involves tapping into the symbolic themes already present in the fight. These could be the themes of the dream the battle is taking place in, the themes that surround either of the combatants or the themes that are meaningful to the dreamer himself.

Thus, the Fairest of the Winter Court might describe the strikes of his fists leaving behind hoarfrost-bite where they strike, or embellish his charge across the courtyard at his foe as ending in a slide across a patch of frost, the beauty that emanates from within him gleaming off the ice to blind his foe. A battle going on in the mind of fan of musicals might incorporate a falling chandelier, Phantom-style, or one of its foes might arm himself with the impressive headsman's blade from the Mikado. The combatant who takes advantage of his foes' fiery elemental nature by plunging him into a lake of icy water might likewise benefit from two additional dice.

*Maestro's Performance (+3 dice):* Finally, a three-dice stunt is the rarest of them all, because it isn't sufficient that the stunt be described well. Instead, a three-dice stunt is any two-dice stunt that forces the gaming group to concede that the stunt is not only appropriate and impressive but actively adds to the fun of the group. Therefore, it is en-

tirely subjective — what may constitute a three-dice stunt to one group might only warrant a pair of dice as a bonus in another. The Storyteller is, however, encouraged to be generous — dream combat is supposed to be interesting, fun and somewhat over the top.

## THE LORDS OF DREAM

The masters of Glamour and Arcadia are, by extension, masters of mortal dreams. The weaker weft of human dreams is like a toy to the Gentry, who take great delight in their play. Unlike changelings, the Others need not bind themselves into a pledge to enter the dreams of mortals. Instead, the Fae may gain access to the dreams of mortals in one of two ways: through the use of dream phials or by their physical presence.

Instead of Empathy, True Fae may use Persuasion or Intimidation to manipulate the dreams of mortals — the True Fae do not need to rely on understanding dreams, the way once-human changelings do. Their force of personality is sufficient to hammer dreams to take the shapes they desire, and the dreams they weave are breathtaking constructs of terrible beauty (Persuasion) or awesome horror (Intimidation).

### Dream-Poison

To enter the dreams of mortals or other creatures, the Fae must poison their dreams, warping and twisting them until they are a welcome and inviting environment for the Other's influence. In order to do so, the Fae must either leave a dream phial (see “Dreamweaving,” below) for the mortal's slumber or she must touch the sleeping mortal.

The dream-poison — also referred to as a contagion-dream by savants of the Autumn Court — is a dream crafted through the use of either dreamscaping performed while touching the mortal, or through the arts of dreamweaving. When the mortal experiences the dream-poison, his player rolls Resolve + Composure; each success in this roll reduces the Intensity of the dream-poison. If the final Intensity of the contagion-dream is lower than the True Fae's Wyrd rating, the poisoning is incomplete.

In such cases, the Fae must attempt to poison his dreams again. If the poisoning attempt is made within seven days of the original attempt, the final Intensity of multiple dream-poisons are cumulative. The dream-poison fades after a week, though, so if more than seven days pass since the first poisoning, the Other must begin in the process anew.

Once the Intensity of the contagion-dream is sufficient to accommodate the powerful Wyrd of the True Fae (whether accomplished after one exposure to dream-poison, or multiple), the mortal's dream world is remade into an environment fitting for the Fae invader. The Other may, at any time and from any distance within the Hedge or the real world, enter the dreams of the mortal. The Fae instinctively knows when the mortal sleeps in such instances, and there is no limit to the number of mortals whose dreams the Fae may poison.



However, a given mortal's dreamscape can accommodate only one Fae at any given time. Attempts to poison the dreams of a mortal whose dreams are already poisoned automatically fail. At that point, the only option the Fae has is to approach the mortal and gain his permission to enter his dreams, bound by the Wyrd in a pact. From that point, the Fae may enter the dreams of the mortal and scour away the influence of the Other in the same way a changeling may erode the influence of poison-dreams (see "Dream Riding," below).

### Dream Warping

Though changelings can work wonders with dreams, only the True Fae can engage in the techniques referred to as dream warping. While within the dreams of a mortal whose dreams the True Fae have poisoned (entering the dreams of mortals through the use of pledges is insufficient), the Gentry can perform any of the following feats of oneiromancy.

*Contagion-Carrier:* The True Fae may rework the dreamscape of the mortal's psyche, turning it into a breeding ground for contagion-dreams. This requires a normal dreamscaping roll (see "Dreamscaping," below), with an Intensity equal to or greater than the mortal's Willpower. Success indicates that the mortal's dreamscape becomes a twisted, hellish place that literally churns out a new contagion-dream once every week.

These contagion dreams have an Intensity equal to the mortal's Wits + Resolve, so the Fae tend to prefer creative, stubborn people as contagion-carriers. The True Fae may visit the dreamscape to harvest these contagion dreams, placing them within dream phials to use in poisoning other mortal dreamscapes. Alternately, should a dream-poison remain unharvested for 24 hours, the mortal feels compelled to seek others to infect. A contagion-carrier can infect others by simply sleeping beside them, generally with skin-to-skin contact.

This condition, understandably, has a detrimental effect on the mortal's psyche. For each month the mortal serves as a contagion-carrier, he must roll Resolve + Composure or gain a derangement. This roll receives a one-die penalty per previous month when he succeeded at the roll. Once he receives a new derangement, these penalties reset back to 0. Thus, contagion-carriers eventually end up horribly insane, suffering from a wide variety of phobias, anxieties and schizophrenia, all focused around the thematic elements of the Keeper that tainted them. Thus, a man whose psyche is used by the Spidermarrow Witch finds that the voices he begins hearing are hers, and he gains a phobia of the spiders that constantly weave her gown of grey silk.

Though the dreamscaping performed on the mortal can be removed by an oneiropomp's dreamscaping, after one year of serving as a contagion-carrier, a mortal's dreamscape is irrevocably poisoned; she will forever create dreams that may poison others. The only way of dealing with such

cases is to kill the unfortunate, lest they inadvertently provide the Fae a way into dreams.

*Ensorcell:* In a dreamscaped vision of Intensity at least equal to the mortal's Resolve + Composure, the True Fae can instill a point of Glamour into the mortal, ensorcelling him. Fae ensorcellment works just as the ensorcellment of changelings, save that Fae ensorcellment doesn't require a pledge to instigate.

In addition, a truly favored ensorcelled mortal can be granted a single use of one of the Fae's Contracts. The Keeper must dreamweave the Contract's use into a dream, with normal dreamweaving techniques. However, rather than the dream unfolding in the mortal's slumber and affecting him, the True Fae may invest a point of Glamour into the mortal, allowing him to "hold" that bundled dream-Glamour, spending that point at a later date and unraveling the power. When this is done, the power takes effect on the target of the mortal's choosing, as though the True Fae were using the power in that instance, allowing the Gentry to seed the mortal world with agents capable of using tremendous and terrible power, but only once.

Using such stored power takes a toll on the mortal's psyche, however. The unraveling of the maddening Glamour can shred the sanity of the mortal, exposing him as it does the Wyrd of the True Fae in that moment. The mortal must make a degeneration check as though he'd just committed a sin against a Morality rating of 7 — the Wyrd prerequisite of the Contract just used. Thus, using a Contract with a Wyrd prerequisite of 4 is a Morality 3 sin.

*Harvest Dreams:* The Fae can harvest Glamour from a mortal's dreams as changelings do, although the Fae are far less gentle. A Fae tends to roll Presence or Manipulation + Wits + Wyrd to harvest Glamour from a dream, receiving one Glamour point per success. The dreams are exceptionally intense, and often leave the dreamer shaken. A mortal whose dreams have been ravaged by a True Fae loses a point of Willpower upon awakening (and of course, gains no Willpower from restful sleep). If the Other achieved an exceptional success on the harvesting roll, the victim must make a Resolve + Composure roll or gain a derangement. Those unlucky enough to attract the attention of a Fae who likes the "taste" of their dreams are all but doomed to end up as broken lunatics.

*Read the Wyrd:* The True Fae may use the connection between mortal dreams and the Wyrd to induce a prophetic dream in the mortal. This requires a dream riding roll from the Other, who flays away the base symbolism and personal meanings in the dream to reveal the raw lines of the Wyrd that lurk beneath all dreams. Though this grants the True Fae a glimpse of the future, it has truly detrimental effects on a mortal. The mortal must make a Resolve + Composure roll against the True Fae's dream riding roll. If the mortal makes more successes than the True Fae scored, the mortal simply experiences a nightmare of an Intensity equal to the True Fae's successes.



If the True Fae ends up with one to four more successes than the mortal's, the mortal experiences a terrible nightmare and then awakens with a mild derangement that lasts for a month. If the True Fae has enough successes over the mortal's resistance roll to constitute an exceptional success, the mortal awakens with a severe derangement that lasts for a month, a permanent mild derangement or has one of his own mild derangements upgraded to a severe derangement permanently.

*Sleepwalk:* While within the dreams of a mortal, the True Fae can subtly alter the patterns of the mortal's sleep, turning him into a sleepwalker. With a dream riding roll (see "Dream Riding," below), the True Fae introduces slight changes into the mortal's perception of the dream. For each successful roll of dream riding by the True Fae, the mortal obeys a single simple command. Such commands include such things as: "Get out of bed." "Walk down the hall." "Open the door." "Step into traffic." "Pull the trigger."

### *Supernatural Dreams*

The dreams of supernatural creatures are, in some way, protected by the occult nature of those creatures. Mental defenses grant benefits against any and all techniques of dream-shaping, and any resistance rolls always add the supernatural potency of that creature (Blood Potency for vampires, Primal Urge for werewolves and Gnosis for mages).

In addition, the True Fae cannot use dream-poisoning against supernatural creatures. The only way to enter the dreams of a supernatural creature is by crafting a pledge that grants entry — the darkened recesses of supernatural psyches are too clever and powerful for the trickery of the Gentry.

## OTHER DANGERS

The True Fae are not the only dangers to a dreamer that might come from the Hedge. Changeling tales are filled with strange creatures in the Hedge or Faerie that are capable of hunting in the dreams of mortals for their sustenance, feeding on the fear the creatures create and leaving mortals mad or mindless.

Other creatures are said to be capable of luring a sleeper's dreaming self into actually leaving his physical body, entering into the Hedge as a wispy, ghost-like thing, half-real and slowly withering away, lost and unable to return without the help of an oneiromancer. It is believed that some creatures trap and slowly eat these half-real dream-selves, while others simply leave those dream-bodies to wander while they enter into the hollow place where the dreaming self used to be, taking over the mortal's body for their own ends.

## TOKENS

Some things that linger in the Hedge or Faerie gain a measure of dark magic. Even the simplest of items — a thorn broken off a gnarled vine, a brass knob unscrewed from a Fae Keeper's many cabinets, a shoelace stolen from a Hedge-tangled corpse — may feature a mote of mad sorcery within it.

Changelings may take these things and use that magic for their own gains. These items, known generally as tokens (though some glibly refer to them as "souvenirs"), provide the Fae with a curious trick or weird enchantment. The most powerful of these tokens are deliberately crafted by the Others themselves, literally tokens of old promises that bring the Fae to fulfill old obligations with powerful magic, no matter who now holds the object.

But it's not all gold spun from straw. The magic inside a token is some of the same magic that pumps inside the hearts of the True Fae, and while powerful, it is in part corrupt. Every token comes with a drawback, a small curse or additional cost that use of the token invokes. A feather in a changeling's hair may put a spring in her step, but it may muddy her thinking. A pair of gold-rimmed eyeglasses do help her see great distances, but when she wears them she is totally deaf. For every benefit there is a price to pay, a toll taken by the whimsy of Faerie magic.

## A TOKEN'S MIEN

Tokens, when brought into this world from the Hedge or from Faerie, do not appear as they necessarily would have in those places. In this world, the token appears mundane, almost purposefully uninteresting — metal has no shine to it, wood seems dinged or splintered, paper or parchment frays at the edges.

Much as changelings have a supernatural seeming, though, so do tokens. When active, a token reveals (only to changelings) a measure of its magic. The token may appear as it did in the Hedge or in Arcadia, or it may reveal new glimpses of odd magic. It's rarely an extreme shift (though some particularly power tokens offer staggering shifts in perception); a ratty baseball hat taken from a body in the Hedge doesn't become a gleaming crown when active. It still looks like a baseball hat, but now it looks new, pristine, its colors bright, perhaps with a strange logo representing no familiar team. The baseball hat may offer non-visual changes, too — the changeling can smell fresh popcorn, or hear the sharp *crack* of a bat against a fastball. Of course, there's often a dark element to the token's mien, too — the brim of the baseball hat may cast a very dark shadow over the changeling's face, or it may wet her hair with blood when worn. Bad magic taints the mien in some small but noticeable way.

## ACTIVATING A TOKEN

Using a token occasionally requires a physical action on the part of the changeling — stroke it three times, whis-



per a rhyme, drizzle a drop of blood upon it — though many simply require the changeling's presence and desire. Most tokens have a power that is used upon activation. To activate a token, the player rolls the character's Wyrd. Willpower may *not* be spent to add dice to this roll. Alternately, the player may spend a point of Glamour to activate the token's power automatically, fueling the enchantment within with her own magic.

**Dice Pool:** Wyrd

**Action:** Varies by token

**Roll Results**

**Dramatic Failure:** The token fails to trigger, but the user still suffers whatever drawback is listed with the token.

**Failure:** The token's power fails to trigger.

**Success:** The token functions as noted in its description.

**Exceptional Success:** The changeling's own magic is invigorated by the success. The next time the player rolls the character's Wyrd (as part of a Contract or perhaps to activate a token), she gains a +1 die bonus to that roll.

### Suggested Modifiers

Modifier	Situation
+2	The character is within a Hollow when the token is used.
+1	The character is in the Hedge when the token is used.
-1	The character has particularly high Clarity (8-10).
-1	Distractions are present (noise, crowds).

## THE CATCH

Every token has a catch, a dread cost that allows *anybody* to use the token. This means that a human, mage, vampire, werewolf or Promethean can use the token and gain its benefit without rolling Wyrd or spending Glamour. It also means that a *changeling* can gain the token's benefit without rolling Wyrd (perhaps she has too few Wyrd dice to achieve a reasonable rate of success) or spending Glamour (perhaps she doesn't want to spend her Glamour, or has too little of it to go around).

The catch is always a cursed effect. By giving up the Wyrd roll or Glamour cost that a token demands, the token will still work but does so only by taking a severe toll upon the user. Every token has its own catch.

Note that, in addition to the catch, the token's drawback still occurs. Both negative effects go off, and the token's benefit occurs automatically without any Wyrd roll or points of Glamour.

Some catches involve a consciously paid cost (involving pain or penalties). Other tokens will take their grim tolls out of the character's hide without asking. It should also be noted that tokens resist any sort of alteration to their form from outside sources. A mage who uses magic to change a token's shape or a werewolf who attempts to dedicate a token to her body may find that they have accidentally destroyed the token... or increased the power of its drawback.

## FINDING A TOKEN

Anything withdrawn from the Hedge or from the lands of Faerie might theoretically be a token. Tokens are not always easy to recognize, however. To determine whether a given object is a token or not, a changeling must roll Wits + Wyrd while in contact with the item. Success allows her to "feel" the familiar tingle of a promise reinforced by Glamour.

## ONE-DOT TOKENS

A one-dot token is a minor, low-power item whose benefit is either very meager, or only useable in specialized situations. One-dot tokens make for common bartering items among the changelings of the freehold, generally given as the result of a pledge. Other changelings bring such items back from the Hedge themselves.

## ACE IN THE HOLE (◉)

This token appears to be a playing card, usually an Ace or a Queen. When taped over the interior lock of a closed door and activated, this token makes it difficult to pick *any* of the locks attached to that door (even if the card is taped over the knob lock, the deadbolt lock above it gains the advantage as well). Attempts to pick the lock of that door are made at a -2 dice modifier, and the presence of this token also *removes* the 10 again rule from any lockpicking attempt rolls. This token doesn't work on security systems, only physical locks (though rumors of a higher-dot token exist that do confer the penalty against attempts to crack security systems). The protection lasts until the user or any other character opens the door.

**Action:** Instant

**Mien:** When active, the card appears to be a dirty, dusty Tarot card — often the Empress or Fool. The figure on the card sometimes blinks and mouths silent words. The card's edges drip with a dark, viscous liquid as it works its magic.

**Drawback:** When using the Ace in the Hole, the wielder always cuts himself with the card — a stiff paper cut that causes one point of bashing damage. No matter how diligently he protects himself, he'll slice his thumb, skin between fingers, even his chin. It cannot be avoided.

**Catch:** Use of this supposedly lucky icon actually drains a little of the luck from the user as the cost. For the rest of the day, until he sleeps, the character no longer gains the 10 again advantage on any of his rolls.

## THE CRACKED MIRROR (◉)

When staring into this dingy mirror whose glass is cracked and flecked with red rust, a changeling is able to see the face of his fetch and communicate briefly with him. Upon a successful activation, the fetch's face appears, and the two can have a conversation capable of lasting a number of turns equal to the user's Willpower score. (The fetch becomes immediately aware that his changeling "twin" is



looking upon him.) Spending Willpower extends this by one minute per point spent.

**Action:** Instant

**Mien:** The crack in the mirror melts away. A cool fog drifts up from the glass as the fetch's face is present.

**Drawback:** The fetch becomes aware of the changeling's exact location.

**Catch:** The changeling must first cut his own face in such a way that it becomes visible in the mirrored glass. This visible cut confers one lethal point of damage. The cut must be fresh, still dripping, for the token to be of use.

This token is of little use to non-changelings, though it may reveal the face of someone posing as the user in more conventional fashion.

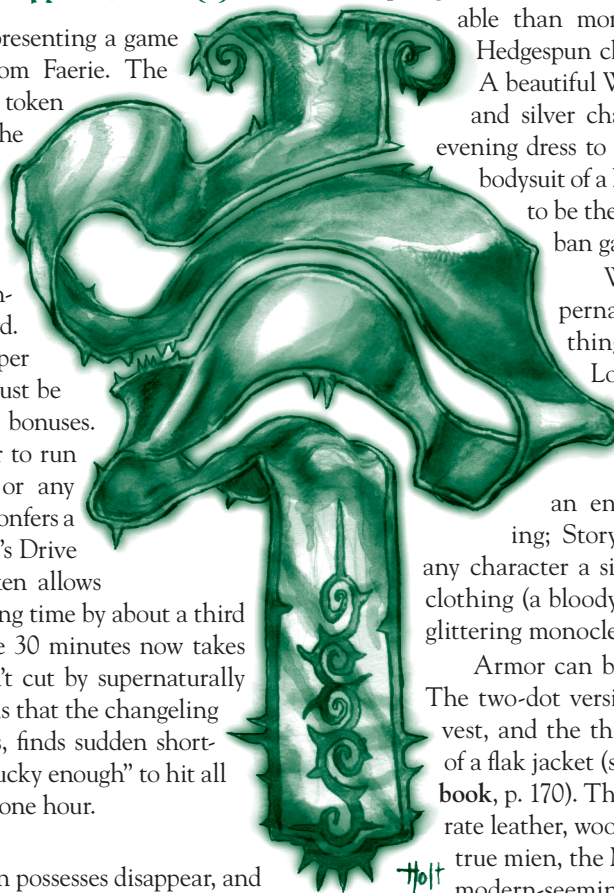
## DRIVER'S LITTLE HELPER (•)

This token is an icon representing a game of chance or skill, stolen from Faerie. The changeling must place this token somewhere inside her car. The token might appear to normal eyes as a pair of ratty pink dice dangling from the rearview, a scuffed-up eight-ball topping the gearshift or an old air freshener shaped like a playing card. When used, Driver's Little Helper grants the changeling (who must be driving) a number of small bonuses. First, the token allows the car to run without expending gasoline or any other fuel. Second, the token confers a small bonus to the changeling's Drive rolls (+1). And third, the token allows the changeling to cut his driving time by about a third (so, a journey that might take 30 minutes now takes 20, instead). Driving time isn't cut by supernaturally speeding up — but it just seems that the changeling always makes propitious turns, finds sudden shortcuts and discovers that she's "lucky enough" to hit all the green lights. This lasts for one hour.

**Action:** Reflexive

**Mien:** Any flaws the token possesses disappear, and it appears in almost perfect condition. Stranger, though, is that when the token is used, the distant sound of a Fae keeper's carriage rattling and bouncing down the roads of the Hedge can be heard. No radio or traffic noise can drown out this sound. For some changelings, this is quite unsettling.

**Drawback:** After the hour is up, the car overheats. Steam vents from the front, and the car shuts down. It cannot return to serviceable driving condition for at least 15 minutes, unless the changeling makes a successful Wits + Craft roll (which at least requires her enough time to tinker around in the engine).



**Catch:** The token will operate without the expenditure of Glamour or use of a Wyrd roll if the character pours a pint of her own blood into the gas tank or transmission. Taking this pint of blood will, when drawn, causes one lethal point of damage (or one Vitae in the case of vampires).

## HEDGESPUN RAIMENT (• TO •••)

Hedgespun clothing is not quite a token in the literal sense, though it qualifies as such for purposes of being purchased via the Token Merit (p. 98). These clothes come in a near-infinite variety of forms — glittering mail jackets carved from unmelting ice, weightless gowns of palest cobweb, rich silks dyed the vibrant hues of a season at its height, form-fitting black leather crafted from the hide of no earthly beast. While quite ordinary clothing by any other measure, Hedgespun garments are often better-fitting and more comfortable than mortal clothing. Most importantly, Hedgespun clothing is protected by the Mask. A beautiful Winter Queen's gown of snowflake and silver chain appears as an elegant white evening dress to the mortal eye. The basilisk-skin bodysuit of a lithe Darkling highwayman seems to be the leather jacket and pants of an urban gangster.

While possessing no actual supernatural power, Hedgespun is something of a status symbol among the Lost, and many courtiers wouldn't be caught dead at a grand Revel in simple mortal clothing. The one-dot version represents an entire outfit of Hedgespun clothing; Storytellers are encouraged to allow any character a single small article of Hedgespun clothing (a bloody red cap, a flame-colored scarf, a glittering monocle) at no cost.

Armor can be crafted of Hedgespun, as well. The two-dot version is the equivalent of a Kevlar vest, and the three-dot version is the equivalent of a flak jacket (see the **World of Darkness Rulebook**, p. 170). Though the armor appears as elaborate leather, wood, metal, ice or other armor in its true mien, the Mask disguises the armor as more modern-seeming protective clothing (a soldier's jacket, hockey pads or the like). Hedgespun armor cannot be mistaken for ordinary clothes.

Hedgespun clothes can also be crafted by the Lost, not simply discovered. This requires an appropriate Crafts roll, and must be performed in the Hedge. The changeling must make a small donation of her own energy to "finish" the garment (represented by the experience cost.)

**Action:** None

**Mien:** Practically infinite. Each piece of Hedgespun raiment is a work of art in its own right.



**Drawback:** Hedgespun cannot abide the touch of cold iron. Armor made of Hedgespun provides no protection against cold iron (see p. 174). Delicate garments may even unravel or burn at its touch.

**Catch:** Hedgespun tends to chafe uncomfortably or provide little protection against the elements when worn by a non-fae. The discomfort can provide a one-die distraction penalty to dice rolls if the circumstances seem appropriate, such as attempting to concentrate on picking a lock.

## THE MURMURING COIN (●)

Some Murmuring Coins are taken from Faerie — the strange ducats that the True Fae use as money make for easy pocketing if one has fast hands. Others are pennies, dimes, quarters or other coins taken from the pockets of dead men or changeling corpses found in the Hedge. The Coin, in the real world, looks grungy and feels greasy, but otherwise appears as any normal coin. The changeling must keep the Murmuring Coin touching her skin somewhere to use it — some keep it in a shoe, under the tongue or in a pocket so it can be held tightly in one's palm. At the time of purchasing something with money, the changeling activates the token. She can, for this single transaction, buy the item as if she had one more Resources dot than usual. (For instance, if the user possesses Resources 1, but is attempting to buy a light revolver at Resources 2, she can now do so.) The magic of the token is expressed in various ways: the merchant suddenly drops the price “for a friend,” or maybe he's willing to barter down to “clear out inventory.”

**Action:** Reflexive

**Mien:** The Coin turns a burnished bronze color. The head's side of the Coin develops a new, strange ornamentation — one that's different every time. It might reveal a big 'X' slashed across the president's face, or perhaps has the user's own scowling face embossed upon the metal. The Coin whispers, too — incomprehensible murmurs (hence its name) that only changelings can hear.

**Drawback:** For the following day, the changeling's Vice changes temporarily to Greed. During this time, she cannot gain Willpower through the expression of her old Vice, and only gains it if she performs avaricious actions. If her Vice was already Greed, she regains only half the Willpower she would ordinarily regain by following her Virtue, though she may regain Willpower through Greed as usual.

**Catch:** A loved one will suddenly suffer some misfortune that reduces that person's Resources dot by one. A kitchen catches fire, someone breaks his leg at a job site and cannot work, someone steals a credit card and runs up astronomical fees, etc. If it's a changeling who is eschewing her Wyrd roll or Glamour expenditure, then the unfortunate drop in Resources may happen to one of his own motley.

## TWO-DOT TOKENS

Tokens of two dots tend to be more versatile, or offer even stronger benefits in specialized situations. Changelings

don't usually give these out as parts of easy pledges, though these tokens may be common currency among changelings of the Courts or within certain entitlements.

## HOMESPINNER'S NEEDLE (●●)

It appears as nothing more than a simple sewing needle tucked away in a tiny velvet envelope. For those who know its power, Homespinner's Needle can bring great advantage. To use it, a character simply conceals the token beneath something in a room — beneath a rug, under a couch cushion, even beneath the heel of her boot. When activated, the Needle gives the room a homely, warm glow — a faintly perceived sense of comfort. Even the dankest prison cell can be made to feel restful and serene for a short time. The advantage is that any who enter the room have +1 to any Presence or Manipulation rolls made while within the needle-affected room (they feel cordial, hospitable, even gregarious). The changeling who activated the token gains +2 to her Presence and Manipulation rolls. The Needle's effects last for one scene.

**Action:** Instant

**Mien:** The Needle turns from silver to gleaming gold.

**Drawback:** Any affected by the Needle (meaning, they gain the Presence and Manipulation bonus at any point) will suffer a one-die penalty to any Social rolls made in the scene following. They find that they trip over words, or simply cannot articulate themselves quite as well. The changeling who used the Homespinner's Needle gains a -2 to her Social rolls for the scene following.

**Catch:** The Needle demands its user whisper the rhyme, “Needle, needle, sharp and fine, clean up the house for the suitor of mine” and then stab herself in the palm with it. The Needle literally disappears beneath the flesh and worms its way through the body. This process causes one lethal point of damage at the moment the needle-tip is thrust into the hand. The Needle comes out of the body three hours later, hacked up into the mouth and spit out.

## LANTERN OF ILL OMEN (●●)

This handheld Lantern has neither candle nor bulb within. In the spot where the light source normally sits is a small jar, and within this jar are two reagents: a handful (about a half-dozen) of crushed-up fireflies and seven hairs plucked from the user's own head. (Some say those hairs carry the echoes of memory, necessary for the attunement process.) The user attunes this Lantern by spending one Willpower point and concentrating for a single turn on an individual she has met in the past. Now, when activated, the Lantern will glow and buzz when that individual is within a half-mile radius, providing ample warning to the changeling (though some use this token to verify their accuracy in a tracking attempt — if it glows, then she knows they're at least getting close to their prey). Activation lasts for a number of hours equal to the user's Willpower score. The Lantern of



Ill Omen can be re-attuned once per day to a new target, but each time this costs another Willpower point (and a turn to concentrate). The Lantern *can* be attuned to a True Fae, though it can only be attuned toward a Fae that the user has met previously, and this costs *two* Willpower points instead of one. Alternately, if the user tunes the Lantern to her fetch, no Willpower expenditure is necessary. Note that the Lantern must be within 10 feet of the character to work.

**Action:** Reflexive

**Mien:** Parts of the Lantern seem etched with mad whorls of filigree and scrollwork. Within the token, the supposedly dead fireflies sometimes twitch or flutter a broken wing.

**Drawback:** Once the lantern glows for a full hour, the light source “burns out” and must be replenished. Hairs from the head are easy to replenish, but fireflies are not so simple to obtain in some areas or seasons.

**Catch:** Those refusing to pay the Willpower cost or submit to a Wyrd roll find that the Lantern still works, but glimpsing its glow damages one’s sight — the user’s vision is suddenly filled with floating orbs and flashes of light. Any sight-based Perception rolls are made at –3 dice. This penalty lasts for one full hour *after* the glow finally recedes.

## RIBBON OF NEVERMISS (••)

This token is a ribbon taken from a human’s loved one — a ribbon from a little girl’s pigtails, from a gift given to a boy, clipped from a wife’s negligee, or so on. When tied around the barrel of a firearm and activated, the Ribbon of Nevermiss provides the shooter with a bit of luck and keen insight. The shooter’s next shot can effectively double the ranges associated with that particular weapon. If its ranges were, for instance, 20/40/80, they are now 40/80/160 for the purposes of that shot.

**Action:** Reflexive

**Mien:** The Ribbon smolders. Curls of steam and gun smoke rise from its length.

**Drawback:** A firearm can only make three shots this way before it starts to damage the gun’s accuracy. After three times are used, the gun’s Damage rating falls to 0, and the Ribbon can no longer provide its benefit to that particular weapon.

**Catch:** The token demands one of the user’s teeth. If the user refuses to remove a tooth on his own, fate will conspire over the next 12 hours and take one (he’ll trip and do a face plant into a doorframe, a hockey puck will hit him in

the mouth or he’ll find an alarmingly accelerated case of rot in one molar). Some believe this cost is steep, but others are just happy it doesn’t ask for an eye.

## THREE-DOT TOKENS

These potent tokens tend to offer benefits above and beyond what a changeling can achieve with her own abilities. Such items aren’t taken or given out carelessly — they often form the lynchpin of powerful pledges.

### BABY CAT’S EYE (•••)

This old porcelain doll in her ratty red dress has one good eye, and one eye that is a cat’s eye marble. Upon activation, a character can put this doll anywhere, and for the following 12 hours, is able to see through the token’s eyes as if they were her own. She must close her own eyes to see through the doll’s. The doll’s eyes literally move left and right, up and down, as the changeling scans the token’s field of vision. Whatever the doll is capable of seeing, the character can see when concentrating. Once the 12 hours are up, the doll cannot be reactivated until two full days (48 hours) have passed. (A changeling cannot end the doll’s perceptive power prematurely.)

**Action:** Instant

**Mien:** The doll appears much the same, except in one’s peripheral vision she appears to move. When looking indirectly at her, she may appear to wave, turn her head, even stand up and stagger forward. But looking back at her confirms that she never moved at all.

**Drawback:** After the 12 hours are up, one of the changeling’s eyes grows crusty with a sand-like sediment and turns hazy white, as if discolored by a minor cataract. The changeling suffers a –2 dice penalty to her Perception rolls until six hours of sleep are obtained.

**Catch:** During the time in which the doll’s power is active, the character suffers from the Suspicion derangement. If he already possesses the mild version, he assumes the severe form, Paranoia. This lasts until the 12 hours are up.

### DEAD MAN’S BOOTS (•••)

These shoes, taken from the feet of a corpse found in the Hedge, allow a changeling to double her Stealth score when wearing them. This effect lasts as long as the user has Willpower (see the item’s drawback) or until she chooses to end it. The shoes feel ill fitting when worn, and appear dirty or scuffed.





**Action:** Reflexive

**Mien:** The shoes grow dark with shifting shadow, and Hedge thorns poke out from the eyelets or from other rips in the material. From time to time, the shoes waft the odor of a fruiting corpse, though only the user can smell it.

**Drawback:** The shoes literally “drink” the user’s Willpower points at a rate of one point per hour (at the beginning of the hour; thus, once when put on and then again every hour after that). Why this is, nobody really knows. Some suggest it’s because the dead possess incomprehensible thirst, and do what they must to quench it.

**Catch:** In addition to the Willpower point, the Dead Man’s Boots drink health levels, too. The wearer takes one bashing level of damage every time a Willpower point is consumed by the token.

### HEDGESpun WARDROBE (•••)

This item may appear as a battered wardrobe, steamer trunk or other well-used receptacle for clothing. The Wardrobe always possesses a lock, and its key hangs from a chain attached to the object. The key will not turn in the lock, however, unless the token is activated. Its owner may command it to produce a new Hedgespun outfit (p. 203) once per day. The garments provided roughly suit the changeling’s demands (“a courtly Winter gown,” “something in dark leather”), but the Wardrobe cannot create protective garments sturdy enough to count as armor.

**Action:** Standard

**Mien:** The Wardrobe rattles slightly, and may shift as if alive. A chest with clawed feet may flex its toes slightly from time to time, and the moths engraved on a wardrobe’s door may seem to move their wings. Opening the object releases a musty, warm (or cold) rush of air like a breath.

**Drawback:** The garments produced are physically real, but temporary in nature. Each one dissolves into mist, smoke or dust at the next sunrise, whether it’s worn at the time or simply lying on someone’s bedroom floor.

**Catch:** The user must moisten the key with his own blood. The wound aches slightly while the Wardrobe’s clothing is worn, distracting the wearer and imposing a –1 die penalty to any Composure rolls. A user who cannot see through the Mask cannot request a specific outfit, not that she could see it for what it is anyway; she simply sees a quaint old dress or elegant suit within the Wardrobe once it’s open.

### HOARFROST SPINE (•••)

This thorn, broken off from somewhere in the Hedge where the briar is glazed with frost or encased in ice, can help a changeling succeed in hand-to-hand combat. The spiny thorn must be worn on a piece of jewelry or held somewhere on the changeling’s body. When the token is activated, for the remainder of the scene the changeling becomes surprisingly slippery to those who want to harm

him. He gains +1 to his persistent Defense against all incoming Brawl attacks. Moreover, his Defense doubles when any grapple attacks are made against him. If a grapple attack is successful against him in this scene, the changeling’s “break free” roll does not subtract the attacker’s Strength from it. To activate this token, the changeling must grip the thorn in her hand for a full turn and feel the cold crawl through her veins (it feels like a chilled saline injection).

**Action:** Instant

**Mien:** The token appears normally as a long, dead thorn. When active, however, it becomes wrapped in a thin sheen of clear ice, and the thorn becomes vibrant and green beneath the frost, as if recently plucked from a living vine.

**Drawback:** First, the changeling’s seeming shifts slightly; for the next 24 hours, her seeming reflects some kind of minor icy effect (frosty breath, ice crystals clinging to eyelashes, abnormally cold touch). During this time, the changeling also becomes painfully vulnerable to fire. For the next 24 hours, the character takes aggravated damage from fire, not lethal. Vampires and other supernaturals who already take aggravated damage from fire take an additional point of damage from any given source.

**Catch:** The character finds that things become slippery for her over the next 24 hours, as if all things are slick with ice. Any Athletics rolls made during this time suffer a three-dice penalty.

## FOUR-DOT TOKENS

Tokens at this level tend to possess widely applicable, relatively potent powers. Such items are not given out with any frequency, and are not easily claimed from their respective realms of origin. Noteworthy service to the Court over a long period of time may earn a changeling a token of this power.

### BITING GROTESQUERIE (••••)

When inactive, it looks like some kind of misshapen grotesque monster carved out of a fist-sized hunk of coal. The idol is an ill-fitting amalgamation of monster or animal parts. Each one is different. Curling ram horns might sit on the side of a toad’s squat face, all perched upon a round belly overlooking a priapic lower torso. When active, the small coal statue animates into a grotesque hobgoblin. The hobgoblin has one function, and that function is to bite. The token’s bite, however, causes potent hallucinations, per a strong psychoactive drug. Those bitten with by the hobgoblin suffer a three-dice penalty to all Traits including Defense and Initiative. The victim suffers confusing hallucinations both auditory and visual, giddying and terrifying. Effects cannot be resisted, but a victim can attempt success on a Wits + Empathy roll (with the –3 dice in place) to recognize that he is indeed on a drug trip, and that the people on the street aren’t all monsters or that the parking meters aren’t laughing at him and trying to steal his blood



(or whatever other hallucinations assail him). The effects of this “trip” persist for (8 minus the victim’s Stamina) hours. The hobgoblin can only remain animated for a number of turns equal to the user’s Clarity (or equivalent Humanity, Morality or Harmony) score. The hobgoblin has only one direction it will accept, which is to bite a particular person (who must be somewhere in the user’s range of sight). Some changelings possess such creatures so that they themselves can experience the psychoactive bite. Stats for the hobgoblin can be found below in the sidebar following.

**Action:** Instant

**Mien:** The idol carved from the hunk of coal (generally found in the Hedge, but some True Fae are said to collect them and keep them in vast glass cases) becomes animated. The idol’s skin remains black, but is now dry and leathery.

**Drawback:** For some unknown reason — something to do with the properties of the coal the grotesquerie is encased within, perhaps — when active, the token causes intense magnetic disruption that causes all electronics within 50 yards to fail. Media devices emit loud static. Cars stop working. Lights flicker and go out. This doesn’t stop when the token returns to a hunk of carved coal, either. The disruption persists for one hour afterward in the vicinity of the token like a rolling blackout.

**Catch:** If a character fails to pay the proper costs, all it takes to animate the token is a gob of spit hocked upon it and a Willpower point. However, because the proper costs are then bypassed, the token becomes a one-time-only deal. Upon the end of its limited lifespan, it crumbles into a pile of coal dust.

## BUC CUDGEL (••••)

This token needn’t be an actual cudgel — any blunt instrument is appropriate, from a length of rust-encrusted pipe to a wooden Louisville slugger. The changeling activates it upon receiving a successful hit that confers damage to the target. At the moment of activation, nothing happens beyond the normal bashing damage. However, one hour later, the area that received the hit begins to bruise and swell suddenly. It turns mottled red and purple, and causes terrible pain. The bump because to rupture within minutes, spilling out several insects or bugs — a small cloud of black flies, a dozen spiders or maybe a passel of centipedes. This causes such intense pain that, while no actual wounds occur (in addition to those received from the bash-

ing hit), the victim suffers a dice penalty equal to the token user’s Wyrd score (maximum –5). (If a non-changeling uses the token, assume that the penalty is equal to that user’s Resolve score, again with a maximum penalty of –5.) The target suffers this penalty for a number of hours equal to the token user’s Willpower score. The Bug Cudgel’s power can be used on a victim only once per day, although it can still be used for straightforward damage, of course.

**Action:** Reflexive

**Mien:** The weapon occasionally shudders and trembles. Wisps of diaphanous spider’s web trail from its tip.

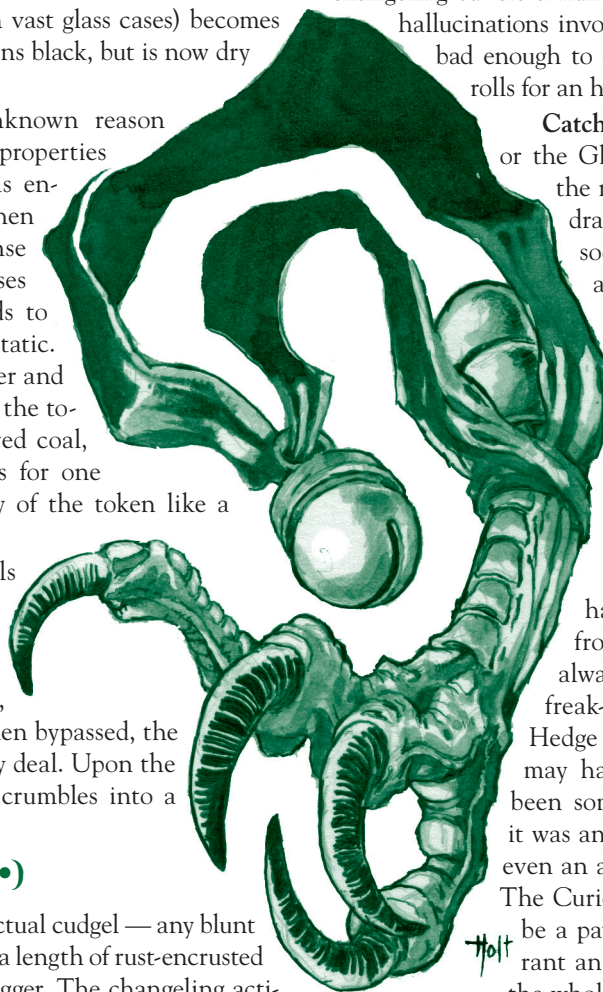
**Drawback:** The night after using the Bug Cudgel, the changeling suffers a number of dreams and hypnagogic hallucinations involving bugs. The nightmares are bad enough to confer a one-die penalty on all rolls for an hour after waking.

**Catch:** Eschewing the roll to activate or the Glamour cost, the subject suffers the nightmares as mentioned in the drawback as well as the penalty associated. However, the nightmares also confer the Phobia derangement (mild), with the focus being of that phobia being insects. The bug phobia (*entomophobia*) goes away after a week.

## THE CURIOUS PAW (••••)

This talisman, which may hang from an expensive chain or from a ratty piece of fraying rope, always comes from some kind of freak-of-nature animal found in the Hedge or within Faerie. The animal may have been diseased. It might’ve been some kind of mutant. Or maybe it was an oddly exceptional creature (or even an animal forged of dying dreams). The Curious Paw doesn’t always have to be a paw, either, any part of the aberrant animal will do. Examples include the whole carcass of a three-legged frog,

a deer’s hoof mottled with shriveled red cysts or several feathers plucked from an abnormally intelligent and talkative magpie. Activation requires the user to stroke the amulet three times. If activation is successful, the talisman grants the changeling *and* his motley an additional measure of luck for the remainder of the scene, allowing them access to the 9 again rule on all rolls *except* Glamour-based rolls or Contract rolls. Those motley members hoping to gain the bonus must be within the user’s eyesight to receive this advantage.





**Action:** Instant

**Mien:** The token moves. Not as if alive, but as if caught in the throes of death — a crow's foot might find the feet retracting suddenly, an eyeball might shake and the pupil could dilate.

**Drawback:** Being the focal point of such luck is enervating. After the scene is up, any changelings within the motley, *whether or not* they gained the 9 again advantage (in other words, no matter where they are) begin feeling foggy, sluggish, even queasy. All rolls are now made at -2 dice penalty for the hour after the Paw's powers wear off. For *two* hours after the token's effects fade, the motley also suffers -1 die penalty to any Defense rolls and -3 dice penalty to their Initiative modifiers.

**Catch:** One piece of information from the character's mind is lost forever and cannot be relearned. The information chosen is usually small but critical — the character's own phone number, a spouse's name, a child's birthday, an important street address. The token takes such knowledge as payment.

## FIVE-DOT TOKENS

Tokens of such puissance are truly mythic and gifted only to kings, heroes and other potent figures of the freehold. These tokens are highly prized for their power.

### BLOOD PENNON (•••••)

This short, swallow-tailed banner seems to be nothing more than a swatch of burlap or sackcloth marked with an ugly swipe of red paint. When unfurled and waved about (which takes one full turn and may be done in the changeling's hand or at the end of a long pole), the Blood Pennon grants the changeling and his motley powerful battle prowess throughout the remainder of the scene. For the rest of the scene, all members of the changeling's motley — no matter where they are — gain a number of combat bonuses. They each find that their Defense is doubled, they have +4 to their Initiative modifiers and they can ignore any wound penalties. Moreover, any all-out attacks become more effective, providing each of the changelings with an additional two bonus dice on such attacks (in using an all-out attack, the changeling still forfeits his Defense, however).

**Action:** Instant

**Mien:** The Pennon, likely stolen from a Knight's lance somewhere in the Hedge or within Faerie, no longer seems made of sackcloth and now appears cut from silk. The smear of red paint becomes an odd heraldic symbol, different every time it's used. (The symbol might be a horse with a forked tongue, a crooked dragon's skull, even a painted garland of roses wreathing a severed head.) The symbol oozes blood.

**Drawback:** Use of the banner draws the attention of enemies — often the Others or a particularly strong type of hobgoblin for changelings, potent spirits for werewolves and so on. The enemies might not know what has drawn them to the user (except perhaps the Gentry, who recognize the banner's power), but they can sense the presence of someone or something they hate. The enemies don't show up instantly, but are more likely to arrive at an inconvenient time.

**Catch:** The strong magic put forth by this token soon hobbles the users. The character who waved the Pennon about will, after the scene is up, find himself utterly spent and with a dearth of combat ability. The character loses half his Initiative, Speed and Defense (round down) for the rest of the day. This is usually when the True Fae come calling, and instead of simply reclaiming a lost Pennon, they often see an excellent opportunity to drag the enervated victim into the Hedge and back to their horrid lands.

### SQUALL KNIFE (•••••)

In Faerie, the True Fae consider it lucky to place a knife beneath the cradle of a sleeping infant (one abducted from the human world). This knife blesses their new servant, assuring that the child will have the good health and fortitude necessary to endure the many tortures and strange labors the slave will suffer as though adolescence and adulthood (until the creature is spent, of course). From time to time, a changeling may abscond with one of these knives, bringing it back to the world. In this world, it appears as nothing more than a dull knife with a wooden handle, its blade nicked. However, when activated, the weapon provides a key benefit that remains active for the remainder of the scene. Every time the weapon causes lethal damage, the victim cries out, and the token's wielder can choose to heal one lethal point of damage or three bashing damage (this token will not heal aggravated wounds). If for some reason the victim is somehow stopped from crying out (he's mute, his mouth is taped shut,





he's unconscious), the power does not work. An exceptional success on an attack roll increases the healing to two points of lethal damage or five bashing.

**Action:** Reflexive

**Mien:** The Knife's blade appears to be preternaturally sharp, and the unflattering wood suddenly becomes something impressive — a rosewood handle, or it perhaps gains a smooth pearl inlay. Also, every time the Squall Knife is swung or thrust forward, the user hears the howling squalls of human children unable to tolerate the strange foods of Faerie and incapable of finding peaceful rest.

**Drawback:** Using this weapon causes a kind of grief-stuck backlash within the changeling. The character feels gripped by loss of her own humanity, recalling her youth as a child and hearing the distant echoes of infants wailing. For the following 12 hours after using this weapon and activating its token effect, the character suffers from the Melancholia derangement (mild). If the mild version is already possessed, she now suffers from full-blown Depression (severe).

**Catch:** A character who uses this weapon suffers from garbled memories of childhood as a strange and horrible time of powerlessness. Other people intrude on the character's sensibilities as potential predators from this time, filling him with hostility and paranoia. The user suffers a three-dice penalty to all Social rolls for the following 24 hours.

## TRIFLES

Not every token contains enough magic to last. Some are strictly one-use items whose magic fades after its initial sorcery. Changelings call these tokens 'trifles.'

A changeling activates a trifle in the same way that she would a token, except that there is no drawback. Only changelings can use trifles; no catch exists that allows others to access the enchantment within.

Creating a trifle out of an item in the Hedge or from Faerie requires only that a single Willpower point be expended in harnessing and directing the magic.

All trifles require some kind of physical action to activate or "release" the magic.

## BILEFRUIT

Bilefruit is a greasy, oblong fruit that hangs in the Hedge close to the ground. Past the bilefruit's tough, waxy skin one finds a bitter meat. Eating the entire fruit allows the changeling to hide her seeming, including her Shadow, for eight hours. Her fae mien remains completely concealed, and for all intents and purposes, the character looks wholly human. Once the bilefruit is consumed, she cannot turn off this effect.

## GLIMMERBRAID

This section of braided hair — bravely stolen from a True Fae or simply thieved from a figure (living or dead) in the Hedge — casts a powerful, though temporary, illusion

upon the holder of the braid. To activate the glimmerbraid, the changeling merely needs to hold the braid in one hand and tug on it with the other. For the rest of the scene, whoever has the braid upon his person gains the benefits and drawbacks of the Fame Merit at three dots. Humans see the wielder as whatever public personality (celebrity, politician, athlete) that they most want to see at that moment. A changeling might use this herself to gain a measure of adoration and favor, or she may sneak it into some other fool's pocket and let that person wonder why he's suddenly mobbed in front of the club with screaming "fans." The braid's power works for one scene, after which it dissolves into a tangle of burnt hair (it stinks like burnt hair, too). Changelings are not affected by this, and see through the illusion without effort.

## STINGSEED

This small seed, dug up out of the Hedge, allows a single bullet to do additional damage when the seed is nestled into the lead tip (usually via a hollow point reservoir, though a changeling can easily dig out a hole in the lead). When put into the bullet, the seed must be watered — only a single drop of water, or even a bit of spit, does the trick. The bullet must be used in the subsequent scene for the trifle's effects to work. Those harmed by a stingseed bullet suffer a -1 die penalty until half of the lethal bullet damage (round down) is healed. Small plants grow from the bullet wounds, thus causing a low level of constant pain (hence the penalty). If more than one stingseed is used, the penalties stack to a maximum of -3 dice.

## SWEETBLOOD

The blood of any dream creature fuels this trifle. The blood on its own is unpleasant to drink and provides no benefit. If, however, just before quaffing a changeling sprinkles one teaspoon of sugar upon it and *then* drinks it, the trifle's powers come into effect. For the following scene, the character gains the 9 again rule on all Socialize rolls. She finds her tongue loose, and others find her manner pleasing. If she already benefits from this rule (such as from a Contract or blessing), she gains an extra die to such rolls.

## THIMBLEBLACK

It's said that the True Fae can, when wearing a thimble, craft vast artifice spun from lies and myth. This pewter thimble, painted black, demands that a single drop of the user's blood be drizzled into its well. It doesn't grant the user the full measure of the Fae's power, but grants her a small portion of it. She doesn't wear it upon a finger, however. Once the blood is in the thimble, the user places the trifle beneath her tongue. Upon activation, the thimble allows the character to add her Subterfuge score to any Crafts or Computer rolls she makes during the following scene (without speaking, she is effectively "lying" to the devices to make them comply with her wishes). After the scene is up, the thimble turns to metallic dust that tastes of moldy pennies.



## TUMBLECLASS

The True Fae collect strange baubles made of glass — delicate things made of odd spheres and discordant colors. A changeling can take one of these things and activate the trifle's power by breaking it beneath his foot. During the next scene, the character gets one free “fall” that causes no damage at all, up to 100 yards (if more than 100 yards are fallen, the character incurs full terminal velocity damage). The character doesn't land on her feet, and may require a Stamina roll to be able to act immediately after.

## UTTERBARB

A single scratch from this hooked Hedge thorn (requiring a successful “touch” attack) causes no damage to the victim, but it steals his voice for a single scene. He can only communicate in breathy whispers barely heard. Upon a successful attack, the thorn disintegrates into an oily cellulose paste.

## WELKINSTICK

This dead branch or brittle twist of vine helps a changeling achieve a significant boost when making a jump. The trifle must be taken from somewhere higher up in the Hedge or in Faerie — at least 50 yards up (perhaps cresting the top of the tangled Thorns or some tree that clings to an old, decrepit Fae tower). When the welkinstick is snapped in half, the distance achieved is doubled in the changeling's next jump roll (which must be made within three turns of breaking the stick). In a vertical jump, the changeling gains two feet per success, and in a broad standing jump, she crosses four feet per success. In a running jump, the character can cross a number of feet equal to twice her Size per success rolled. All other jumping rules apply (see “Jumping,” p. 66, the *World of Darkness Rulebook*).

## THE HEDGE

A young woman falls asleep beneath a cypress tree and awakens surrounded by thorn bushes and unable to remember her name. A teenaged boy walks through a cemetery gate and walks out through a tangle of brambles, then hears the distant baying of hounds on the hunt. An old man stands with his shadow falling over an open grave and whispers a word his grandmother told him never to say, then watches as the briars fade into view around him.

This is the Hedge, a barrier between the realms of the Fae and the world of humanity. The Hedge does not conform to human expectations of time, distance or mass. The Hedge appears (and disappears) according to rules and laws laid down thousands of years ago, and not even the Fae can truly control it. Changelings fear the Hedge because it can lead them back into slavery, but they recognize its utility as well. They can enter the Hedge through the appropriate gates. Mortals normally enter the Hedge by accident or trickery only, but a few mortals know secret rules and rites

that allow them ingress. Of course, once someone has entered the Hedge, whether mortal or changeling, her life is in danger. Getting out of the Hedge is often much more difficult than getting in.

## THE NATURE OF THE HEDGE

The Hedge is psychoactive. That is, it responds to the thoughts, moods and general presence of those within it. The power of the Hedge bridges a gap between the mind and the soul. It is possible to lose one's soul in the Thorns of the Hedge (as changelings whisper), but a hapless traveler stands an equal chance of losing his mind as the land around him reshapes itself.

The Hedge's appearance remains consistent to all viewers in some respects. It is always labyrinthine, with twists and turns and dead ends that seem to shift. The “walls” of this maze, however, usually resemble the overgrowth commonly present in the area. For instance, the Hedge in a Midwestern area might look like thorn bushes, high weeds, small (but dense) copses of trees and high shrubs. Near a wetland, the Hedge takes on the impassable nature of the swamp — deep pits of water, gray vines, fallen logs and shallow but dangerously murky streams define the endless paths.

There is no barrier to carrying modern devices into the Hedge, but such tools are of variable utility. A flashlight or pistol will work as long as its batteries or bullets hold out, but a cell phone or radio relies on transmissions that don't follow into the Hedge. And the closer one gets to Faerie, the more the Hedge's laws become shaped by the will of those powerful fae that ride through it. Radios pick up strange fragments of song or enigmatic conversation. Guns jam and recoil like wild horses. One must remain close to the mortal world to have real faith in its creations.

A savvy traveler can gauge how far into the Hedge he has traveled by how dense the “wilderness” is. If the traveler can still perceive evidence of human civilization — buildings, litter, sounds of traffic, etc. — then he can probably find his way back to his own world. Once those things fade, though, the traveler is well and truly within the Hedge, and if he steps off the path (or, worse, was never on one to begin with), he is probably lost. It would take a near-miraculous stroke of luck or the intervention of a being native to the Hedge to get him pointed in the proper direction again.

Even in the parts of the Hedge closest to the world of mortals, where humanity's trappings are still visible, the otherworldly nature of the place is evident. Aspects of the modern world seem far away, in sight but viewed through a telescope, dotting the horizon and yet just over the next hill. The Hedge itself, though, seems real and immediate, and often the barest hint of a path can be seen between the thorny bushes, enticing the traveler to walk away from the distant and arduous task of finding the human world and forage on toward Faerie. This instinct, to push deeper



into the Hedge, is perhaps what allowed the Fae to abduct the first human to become a changeling, untold eons ago. Humanity has not grown wiser in the interim.

## CHANCELINGS IN THE HEDGE

Entering the Hedge is dangerous for anyone, but especially for changelings, who risk enslavement once again whenever they brave the Thorns. Possible reasons for doing so can be found later in this section, as can game mechanics for entering, but a few points are worth noting at the start.

First, entering the Hedge is a sin against Clarity. It's not a *breaking point*; only changelings of Clarity 10 have to worry about it actually eroding their sanity. But the fact that the Hedge has this effect at all is worthy of discussion (see below for more on the effect of the Hedge on Morality of all types).

Second, a changeling in the Hedge cannot hide what he is. His mien is visible for all to see, even if a viewer is watching him from *outside* the Hedge. Indeed, a mortal might stumble upon an open gateway into the Hedge and spy a Bright One bathing or a Beast on the hunt, and feel compelled to follow this strange being or to run home and hide for the next few days. No Contract, token or entitlement allows a changeling to hide his nature in the Hedge. Amidst the Brambles, a changeling cannot help but feel exposed, vulnerable and even trapped, and those feelings are not without merit.

Finally, and related to the last concern, changelings in the Hedge attract notice. A changeling can, with effort, carve out a kind of safe haven within the Hedge (called a Hollow), and some changelings even live there. But *hiding* in the Hedge is hard for changelings. The Fae know the Hedge better than a changeling ever could, and the Others don't need trods to navigate the Briars. The strange creatures native to the Hedge find changelings fascinating. Even when these creatures are neutral or even well-disposed toward the changeling, they can inadvertently act as beacons for a being with decidedly unpleasant plans for him.

## THE HEDGE AND MORALITY

The Hedge is not, by nature, an evil place. The Hedge does not tempt people to sin or to act against their fellow people. It does not change a person's morals (or Morality). Why, then, do the old stories speak of women of goodly virtue taken by the faeries to submit to nights of carnal debauchery? Why might a man of stout heart turn into a gibbering coward in the Briars?

The reason is that the Hedge changes perspective. An action might be right or wrong regardless of the beliefs or attitudes of the person taking the action, but whether or not to take an action very much depends on outlook. A scrupulous person might never think of stealing, while a starving person probably doesn't see it as a crime. Wheth-

er or not the theft results in a loss of Morality depends on a number of factors, but the *chance* to lose Morality is present in any case. What if that scrupulous person were to starve and be unable to feed himself in any other way but to steal food? Might that shift in perspective not cause a change in behavior?

And so it is with the Hedge. The Briars change the perspective of those within it — but the bill comes due when the person *leaves* the Hedge. Mortals feel this effect the most keenly. While in the Hedge, they indulge in excesses of lust, wrath and gluttony that they would never consider. When they return to their rightful place outside the Hedge, they must face their actions, and it is at that point that the moral consequences come due. Is this just, that the Hedge removes inhibitions but those trapped within it must face themselves later? Possibly not. The Fae do not deal in justice, however, and neither does the Hedge.

Some changelings, as mentioned, risk degeneration when they enter the Hedge, but only those changelings who are paragons of Clarity. This isn't because such a changeling is stepping away from the mortal world into an area that is "more supernatural"; any changeling with a Clarity rating high enough to have a problem entering the Hedge is *very* cognizant of the difference between the two. The problem is simply that perceptions in the Hedge cannot be trusted, no matter how trustworthy those perceptions normally are. A changeling who so arduously works to maintain his Clarity is taking a major risk by entering the Hedge, because such highly focused perception cannot survive a place that changes based on perception for long. Clarity demands a certain degree of objectivity, from the world as well as the observer.

From the standpoint of game mechanics, the Hedge has several effects on degeneration:

**Changelings:** As long as the changeling can still see some vestige of the mortal world, degeneration functions normally. If, however, the character loses this "anchor" to the world outside the Hedge, it becomes easier for her to lose Clarity. All degeneration rolls are made at a one-die penalty until the character leaves the Hedge. The Clarity roll to avoid gaining a derangement is unaffected.

**Mortals:** Being in the Hedge removes the need to check for degeneration until such time as the person leaves the Hedge. The Storyteller should make note of any acts against Morality that character commits while wandering the Thorns. When the mortal returns to his own world, the player makes the appropriate rolls, starting with the most serious sin and moving to the least serious. If the character's Morality rating drops to the point that a later-occurring sin would no longer be applicable, the player need not check for degeneration for that sin.

**Other Beings:** Vampires, werewolves and mages can occasionally enter the Hedge, and it affects their Morality-equivalent traits as well.



Vampires follow Humanity, a measure of how human they remain even after their descent into undeath. Thus, Humanity affects the vampire's perceptions of the Hedge in subtle ways. A vampire with a high (7+) Humanity rating responds to the Hedge as a mortal would, in terms of the psychoactive effects of the place (see below). If a vampire with a lower Humanity rating (5 or 6) enters the Hedge, it responds to the bloodsucker as though he were a low-Wyrd changeling, usually making the area darker and the brush thicker. Vampires with Humanity 4 or less find the Hedge catering to their predatory nature. Any humans in the area (or high-Humanity vampires, for that matter) find themselves herded toward the hungry beast. Sunlight fails to penetrate the trees, even at high noon, and a light mist rolls through the Hedge. Of course, nothing says that a vampire finds these changes useful or comforting. The sense of oppression is thick, and it is all too easy to recognize that the vampire is no longer the master of his own domain. This is a land where he is no longer the predator.

Werewolves are concerned with Harmony: in brief, a measure of how in tune a werewolf is with himself and the spirit world around him. Harmony intersects with human Morality only on a few points; both Traits hold torture as a sin, but for different reasons (hunters kill quickly and clean-

ly, and so torture is not a natural or harmonious act). The Hedge is not the spirit world to which werewolves sometimes venture, however, and it has no effect on their Morality.

Mages are mortal, despite their power. They measure Morality in terms of Wisdom — they must not only act in a moral fashion if they are to retain sanity and functionality, but they must take care to use their magic in a responsible way. Mages who do not do so find their spells slipping out of control more often and in more dangerous manners than their wiser brethren. In the Hedge, mages function similar to mortals — any degeneration rolls are put off until the mages leave. While they remain in the Hedge, however, any spell that alters perception, affecting the mage or another target, has a maximum dice pool equal to the mage's Wisdom. This includes "Mage Sight" spells designed to analyze magic, spells meant to give others the benefit of such perceptions and even spells to allow seeing in the dark. Note that a spell that creates light doesn't influence perception, and so doesn't suffer this restriction. A spell designed to blind a foe does, however.

## SHAPING THE HEDGE

The Hedge responds to the thoughts of those within it, though not usually to conscious thought. The Hedge has a





nightmare quality. Shadows run deep, flickers of movement appear in the corners of travelers' eyes and a feeling of being watched pervades. A traveler who starts to run develops a feeling that he is being chased, whether or not he actually is. A traveler who stops walking has a hard time starting again; the feeling of danger becomes paralyzing, and the hapless visitor believes that the dangerous creatures "out there in the forest" cannot see or will not harm him as long as he stays still. For non-changelings in the Hedge, this kind of "feedback loop," wherein fear amplifies the terrifying effects of the place, is the limit of their ability to shape the Hedge. This includes other supernatural beings such as vampires, werewolves and mages — they do not possess enough of a connection to Faerie to manipulate the Hedge any further.

Changelings, Fae and even ensorcelled mortals, however, impose more dramatic effects. For changelings, Wyrd rating determines the extent of the effect, while seeming (and, to a lesser extent, Court) determines the details.

**Wyrd 1–2:** The changeling's immediate area becomes colored. From his perspective, this effect extends as far as he can see, but beings that cannot see the changeling can only detect the changes within 50 feet or so, and only within about 10 minutes of his passing (meaning that a skilled tracker can follow a changeling through the Hedge) or until a changeling with a more potent Wyrd enters the area. The details of the changes depend on the changeling's seeming and Court, and should be largely up to the player, but they are cosmetic and subtle. Someone tracking the changeling gains a +1 bonus to attempts to follow his trail.

*Examples:* Jack Tallow, a Fireheart, sings the briars where he touches them, and footsteps release small puffs of wax-scented smoke.

**Wyrd 3–4:** The effects of the changeling's Wyrd become more pronounced at this level. While the changeling, again, perceives the changes that her Wyrd makes as affecting everything that she can see, everyone within 100 feet can also see the effects. Perceptions start to play tricks on observers. Someone entering the "zone" in which a changeling's Wyrd is in effect might think he sees a row of skulls along a path, but upon closer inspection (if he has the courage to approach), he finds only a few strangely shaped rocks. Trackers receive a +2 modifier to attempts to hunt the changeling, and these changes linger for roughly 30 minutes.

*Example:* When the Mara, a Leechfinger of the Spring Court, enters the Hedge, tiny sweet-smelling flowers appear on the trees around her, and the ground takes on a loamy consistency. Moans of pleasure can be heard, always emanating from just over a hill or around a bend, and the ground is soft and warm, as though inviting travelers to lie down.

**Wyrd 5–6:** A changeling at this level of power begins to define the Hedge, rather than simply altering it. The very defining features of the area — the Thorn bushes or high shrubbery that make the Hedge a labyrinth — enter

flux as the Hedge and the changeling's Wyrd struggle for dominance. The Hedge still wins out at this level. Thorn bushes remain thorn bushes, but out of the corner of the changeling's eye, she might see sheets of ice (a Snowskin or Winter Court changeling), crawling insects (Venombite) or even seaweed (Water-Dweller, Swimmerskin or Water-born). These changes last for a scene or an hour, whichever is longer, after the changeling leaves the area and extend for 500 feet around her. Trackers receive a +3 bonus.

*Example:* Silas, a Draconic of the Autumn Court, seems to consume the life of the Hedge around him. Trees become barren, briars grow thin and sparse, nothing but twigs and thorns, and puddles dry up. Although Silas is a slight man, he leaves large, reptilian footprints as his dragon-like appetite comes to the fore.

**Wyrd 7–10:** At this level, changelings unconsciously influence the Hedge as described for Wyrd 5–6, but they are also capable of deliberately altering the Hedge around them. While changelings can never truly tame the Hedge, as they approach the limits of their power they can change it in their own favor or to hinder an enemy. A changeling with Wyrd 7 or more can change the details of his surroundings, freezing puddles of water solid or reshaping the Thorns to block a larger pursuer. This requires the player to roll Wyrd, subject to the modifiers below. Such effects last for the remainder of the scene or the rest of the day, whichever is longer, with one exception: if the changeling alters the path through the Hedge, this change lasts only for one hour.

Modifier	Situation
Surrounding Hedge is receptive to the change that the character is attempting (freezing water in winter)	+1
Character has been in the Hedge for more than a day	+1
Purely cosmetic (color of flowers, scent on breeze)	+/-0
Small functional change (temperature changes, silencing birdsong)	-1
Notable change; enough to confer a modifier of +/- two dice on a roll (freezing puddles, lengthening Thorns)	-3
Impressive change; enough to confer a modifier of +/- three or four dice on a roll (slight altering direction of a path, thickening brush, summoning a swarm of insects)	-5
Opening a new path or creating a dead end in an existing one	-7

## Roll Results

**Dramatic Failure:** The character's Wyrd clashes with the Hedge. The change that the character was attempting to make does not take place, and the character's unconscious effects on the Hedge are even more pronounced. All bonuses to track the character are doubled until the character leaves the Hedge.

**Failure:** The desired change does not take effect. The character can try to make the same change again, but doing so costs a point of Glamour.



**Success:** The desired change takes effect.

**Exceptional Success:** The desired change takes effect, and the character's Wyrd influences the surrounding Hedge more strongly. The character can make an extra, cosmetic change, which does not require another roll from the player.

If multiple changelings are in the same area, they effects they have on the Hedge meld together in subtle ways, though the changeling with the highest Wyrd rating always has the greatest influence on the area (with one possible exception, discussed below). Motleys of changelings often shape the Hedge in ways consistent not only with the seeming of the individual members, but with any overarching theme or purpose of the motley itself. A motley dedicated to finding and slaying fetches probably leaves broken branches and other destruction in its wake, while a motley composed of Blackbird Bishops (see p. 290) might make the Hedge slightly more hospitable, mitigating the terrifying effects somewhat as they pass. What happens when two changelings try to change the Hedge in different ways at the same time is discussed under "Hedge Duels," below.

Ensorcelled mortals shape the Hedge slightly more than other mortals, but not as much as even the least potent changeling. The Hedge simply reminds ensorcelled mortals of their place occasionally, producing tiny cosmetic effects similar to the ones that the changeling to whom they are sworn or enchanted might produce. For instance, a mortal ensorcelled by Black Aidan, the Airtouched Knight of Thunder, might hear his brutal master's voice in the rumblings from the clouds above, should he think about trying to flee.

## FREEHOLDS, RULERS AND THE HEDGE

The Hedge in areas in and around a freehold often changes to fit the temperament and power of the local ruler. Such changes are not any more potent than those listed for the 1–2 Wyrd level, but they don't fade over time unless the ruler is removed from power. They occur in the Hedge within the ruler's defined boundaries, which means that a savvy changeling can tell when she has reached a point of safety (or, conversely, when she is in enemy territory). The ruler's Court often influences these changes, as well. In the Blue Mountain Duchy, for instance, the foothills of the Hedge sing in the wind, in tribute to the Bardic, Duchess Doremma. Because she belongs to the Spring Court, however, flowers, plants and even stones take on the rich blues and lush greens of the Court's heraldry.

Changes in the Hedge based on freehold and rulers can become quite complex as more changelings inhabit an area. If a powerful ruler segments his domain among several other changelings, the Hedge in the area becomes divided as well. The whole area carries the signature of the ruler, but in each of the smaller domains, that domain's ruler makes a mark, too. Some changeling courtiers have become quite expert not only at discerning such boundaries but in

puzzling out how loyal to the ruler a given changeling is based on how her Hedge effects interact with the ruler's. (This requires a Wits + Politics roll, with negative or positive modifiers applied based on the investigator's familiarity with the history and the personalities of the area).

## BRAVING THE THORNS

Why would a changeling — or a mortal, or any other being, for that matter — wish to enter the Hedge? What motivation would any sane being have for risking the ire of the Fae or the other dangers of the Hedge? As it happens, changelings have many good reasons to do so, while mortals usually enter as a result of their own base desires. Supernatural beings might enter deliberately, but more often do so by accident, on the rare occasions that they brave the Briars at all.

## CHANCELING MOTIVATIONS

- **Goblin Fruits:** Probably the most obvious benefit of the Hedge of changelings is the strange fruit that grows there. Details on goblin fruits and their effects on changelings can be found on pp. 222–225.

- **Travel:** A skilled Hedge-walker can use the paths through the Thorns to travel more quickly than mundane — or even magical — means of travel might allow. The mechanics for this are presented under "Trods," below.

- **Hedge Duels:** Changelings who wish to settle grudges in spectacular fashion sometimes engage in Hedge Dueling, a battle of wits, imagination and puissance that leaves the Briars warped and bloodstained in its wake. Details on the Hedge Duel are presented below.

- **Hollows:** A patient and skilled changeling can carve a Hollow into the Hedge, creating an area to cultivate goblin fruits and live in relative peace. Hollows are discussed in depth below (the Hollow Merit can be found in Chapter Two).

- **Personal Reasons:** A group of changeling revolutionaries might meet in a dangerous section of the Hedge away from a treacherous ruler's minions. A pair of lovers might flee to the Hedge for a tryst out of their spouses' sight. Changelings enter the Hedge out of fear, desire for solitude, lust, ambition or any of a thousand other motives. One worth noting, though, is pernicious and dangerous. Some changelings enter the Hedge for no reason they could articulate, and then simply wander. They don't press too deeply into the Briars and normally stay on the paths, but they don't pay heed to changes in the brambles around them, and they don't mark time well.

Why do changelings do this? To enter the Hedge without a specific purpose is courting disaster, for one never knows when a privateer or a Fae raiding party might arrive. But the changelings return to the Hedge as an abuse victim might return to her spouse, aware of the danger and yet willing to believe that this time, it might be different. This is especially true for changelings whose Keepers



kept close tabs on them. While the Fae might have abused these changelings emotionally or even physically, they can't help but feel that something familiar waits for them in the Hedge. Sometimes the desire for familiarity outweighs common sense, especially as Clarity falls.

### *New Derangements*

These derangements are suitable for changelings, but not recommended for other characters who cannot enter the Hedge on their own.

**Wanderlust (mild):** When physically exhausted or emotionally drained, the character has difficulty staying in one place. She feels compelled to walk, usually in a large circle — around a block or through a neighborhood is common. Even if the character is wounded or falling asleep on her feet, she continues to walk, searching for something she cannot name.

**Effect:** When the character feels the effects of fatigue (see p. 179 of the **World of Darkness Rulebook**) or after the player spends the character's last Willpower point, the player must roll Resolve + Composure. If the roll succeeds, the character can remain where she is, though she is flighty and distracted (–1 die penalty to all Mental rolls for the scene). If the roll fails, the character must walk for at least an hour. Pacing isn't good enough. The character needs to be able to walk far enough that she perceives some distance being traversed (again, around a block is often enough). The character walks slowly, usually at about half her Speed rating, though she can pick up the pace if need be.

**Hedge-Calling (severe):** As Wanderlust, but on a failed roll the character enters the Hedge and walks there for at least an hour. She stays on the path and can remain in sight of the mortal world, but if the path curves deeper into the Hedge, she follows the path rather than turning around unless the player makes a successful Resolve + Composure roll with a penalty equal to the character's Wyrd.

## MORTAL FOLLIES

Mortals usually can't enter the Hedge without some kind of invitation (though some mortals do know how; see below). "Invitation," though, is a loose term here. The mortal doesn't have to be specifically or verbally invited into the Hedge. His own Vice can be enough to allow him ingress (egress is another matter entirely).

For those mortals who *do* wish to enter the Hedge, why would they want to? Curiosity is a possible motivation. The notion of meeting the strange and enigmatic fae can compel a mortal to step into a gateway, especially for those mortals with an imperfect notion of what the fae are (which is most of them). Some mortals have a familial or cultural history that ties them to the fae, whether or not such mortals understand what the fae truly are, and they might feel that entering the Hedge is a way to express or connect with that history. And some mortals are just oblivious, wandering into the Hedge purely by accident. These mortals are the ones who often wind up walking away from their own world and toward Faerie, and thus being taken away by the Others. Again, the Hedge has no concept of "fair" or "just." Ignorance is no excuse.

Some mortals, it bears mentioning, have a better concept of what waits for them in the Hedge and venture there anyway. They might be mages or otherwise touched by the supernatural (or believe they are), but some have a laudable purpose for entering the Briars. A relative, friend or lover of someone taken by the Fae who recognizes the fetch for what it is and is able to determine what happened to her loved one might brave the Hedge to get that loved one back. Is this possible? Some tales say it is. Legends circulate among captive changelings that if love is pure enough, if a person is driven enough, she can be guided directly to her target through the Hedge and through the dangers of Faerie, and by their own laws the Fae must agree to return the mortal they have stolen. Other versions of this legend say that the would-be rescuer must bring the fetch with her (or the fetch's head or hands) in order to make the swap, and darker renditions claim that the rescuer might agree to take the captive's place. And, of course, fatalists say that all of these stories are hogwash, just tales spread by the Fae to lure more mortals into service.

## OTHER SUPERNATURAL BEINGS

The supernatural denizens of the World of Darkness might enter the Hedge for the same reasons as a mortal. Their arcane powers afford them more protection than the average mortal enjoys, true, but even the eldest vampire, the deadliest werewolf or the most learned mage is severely out of his element in the Hedge. That doesn't mean that the Hedge has nothing to offer these creatures or that entering the Briars is a death sentence to them, simply that they face challenges outside of their usual experiences.

Why, though, would such a creature deliberately brave the Thorns? As for mortals, they might follow a changeling through a gateway or be tricked or pulled into the Hedge. A supernatural creature who *seeks out* entrance to the Briars, though, usually has a strong reason to do so.

Curiosity or the search for knowledge (or power) is perhaps the most common reason for this uncommon practice. Every culture has legends about beings that don't precisely



fall into the paradigm of a given creature's culture. How many of those legends actually concern the Fae? A werewolf might hear a story about a hunter who matches his ancestors in tenacity and savagery, and eventually come to the Hedge in his search for this "spirit." A vampire might read about beings who appear from mirrors to steal people away and wonder if such monsters represent a kind of antecedent to her own race. And mages, of course, just seem to have a way of finding out secrets they are probably better off not knowing. Some magi demonstrate an intense interest in finding some means of traveling bodily to Faerie, but the soul-tearing Thorns have proven a barrier the mages cannot pierce without losing their ability to work magic.

## ENTERING THE HEDGE

Anyone, changeling or otherwise, can enter or leave the Hedge via an appropriate gateway. Any opening, archway, doorway or even reflective surface is a potential gateway, provided it is large enough for the changeling to pass through. It merely requires a changeling or other fae being to activate it.

Activating a gateway isn't complicated. A changeling merely needs to touch part of the gateway and make some sort of request to be admitted. A knock or a verbal request ("Let me in, damn it!" is acceptable, as are more polite overtures) is sufficient. The player spends a point of Glamour, and the gateway opens, provided that it can. A door that is locked, bolted or rusted shut does not open for the changeling, which is why most fae use archways and other open apertures rather than doors. It remains open for a number of turns equal to the changeling's Wyrd after the gateway is no longer being used. For instance, if a changeling with a Wyrd rating of 1 activates a gateway and four of her friends use it, the gateway remains open for one turn after the last changeling has passed through it. While a gateway is open, anyone can blunder through it (see below).

Leaving the Hedge through a gateway works much the same way, and if the changeling has kept the mortal world in view enough to keep a sense of perspective, the changeling can create a new one in the same way. If a changeling turns her back on the mortal world, though, she must find an active gateway, and this can take a great deal of time and perseverance (see p. 218).

Gateways don't stay open long, but once a door, archway, mirror or any other entrance is made into a gateway, it remains a gateway forever. A changeling making use of an existing gateway can forego the Glamour expenditure and simply command the gateway to open (this requires a successful Wyrd roll, though, so weaker changelings often find it more expedient to use the Glamour). In areas where changelings gather or the Fae are active hunters, gateways become more common. This, in turn, leads to people getting lost in the Hedge more often, which leads to more legends, which leads to changelings gravitating to the area in hopes of finding their fellows, and the cycle goes on.

Why, then, do gateways become commonly used, if changelings can so easily open new ones? Part of the reason is because one never really knows what's waiting in the Hedge. If word gets around that the entrance to the antique store leads to a safe place in the Hedge (or to a particularly tasty goblin fruit tree), that doorway becomes more commonly used. Repeated use of a gateway, especially under specific conditions, can form *keys* over time (see below), allowing mortals and other beings to access the Hedge. Some rulers also pass laws within their domains stating that changelings may only create gateways with permission. This might seem like an abuse of power, but it does serve a useful purpose — if changelings aren't creating new gateways *into* the Hedge, they find it easier to notice when new gateways are created leading *out* of the Hedge. Since it tends to be the Others or newly arrived changelings who create such gateways, this can be extremely helpful information to have.

Entering the Hedge for mortals isn't quite as easy. A mortal can enter the Hedge through any of the following methods:

- **Following:** Seeing into the Hedge isn't difficult, even for mortals. Any time a changeling or a Fae is on the Hedge side of a gateway, the mortal can see the being for what she truly is and can therefore see the gateway itself, even if it wouldn't normally be visible. For instance, the space between two large bushes might be a gateway into the Hedge, but mortals can normally walk through this space with no ill effects. If a changeling flees into the Hedge through this gateway, and a person watches, however, the mortal can see the changeling (in her seeming, since she can't hide it while in the Hedge) and can suddenly perceive the boundaries of the gateway in the greenery. At this point, the mortal can follow the changeling into the Hedge if he does so before the changeling is out of sight. At that point, the gateway closes to the mortal. Given that, then, changelings can bring mortals into the Hedge, willing or not.

- **Keys:** Some mortals know (or discover) keys to the Hedge. The Hedge isn't actually a place so much as a barrier, and so a key to the Hedge is, in truth, a key to Faerie. It's just that one has to walk through the Hedge in order to *reach* Faerie. In any event, all cultures the world over have legends and fables about entering other realms. The tales might refer to entering the lands of the dead or of spirits, the Dreamtime of Australian aboriginal legend or the mythical Mag Mell of Irish folklore. At least some of these legends actually refer to Faerie, and the methods of entering these realms might allow a mortal to access the Hedge.

It's not enough to discover a key, though, because keys are usually specific to time, place and circumstances. A set of standing stones might allow sometime to access the Hedge *if* that person stands between them at sunset on the summer solstice and turns around in place three times. A certain hill might allow ingress if the traveler spills his blood on the ground and curses a close family member. Keys



can be highly specific, only working for one (probably long-dead) family line, or can be so general and simple that people fall into the Hedge on a comparatively regular basis. An area with a high disappearance rate might actually contain a gateway with a simple key.

### *Discovering a Key*

What if a mortal occultist *wants* to enter the Hedge (probably working under some faulty assumptions about where this forest might take him)? It is possible to discover a key, but this takes careful research and deduction. In game terms, this requires an extended Intelligence + Academics roll. Each roll requires one month of research, and this assumes access to appropriate materials. Such materials include a well-stocked reference library, the Internet, field research (going out and looking around the suspected gateway), changelings and Fae artifacts. Books written during this century are arguably useless, but it's not impossible that someone who believes he witnessed, say, an alien abduction might actually have seen the Fae at work. Fact can be found in strange places.

The number of successes required varies depending on how obscure the key is. In other words, the Storyteller needs to decide. Much of that decision should be bound up in how long he wishes the search to take. If the Storyteller wishes to detail the search over the course of a story, he might forego the Research roll entirely or use it to find the next step in the process rather than the key itself.

Some keys are passed down from generation to generation, some are common knowledge to an entire village, and some keys are lost when the last person to know them dies. Some sample keys might include the following:

— Speaking the name of one of the Fae while standing at the edge of a cliff, the mortal turns around and sees the entrance to the Hedge.

— Jumping over an open grave while holding his breath, the mortal lands in the Hedge.

— Standing so that her shadow stretches out in front of her, the mortal falls forward while keeping her eyes wide open. She falls into her own shadow and falls out, still standing up, in the Hedge.

— A mortal crawls through the window of the first room in which he slept as a baby (difficult now that most people are born in hospitals), and then crawls out again into the Hedge.

— Anointed at birth with her mother's blood, a girl can enter the Hedge during her menstrual cycle by submerging herself in water. She surfaces in the Hedge.

— A boy places a fresh egg in a chink in the old rock wall. The next day, the egg has been replaced by a key. This key fits any door's lock, but when the door opens, it leads into the Hedge.

— Once every seven years, the "faerie fort" on the hill leads into the Hedge for anyone foolish enough to climb into it.

— The second child in a particular family can recite a particular nursery rhyme on a forest path and open a gateway to the Hedge through which anyone can step for two minutes. After that, the gateway closes and cannot be reopened for 12 hours.

— Breaking spider's webs in the woods behind the old house is dangerous. The first time, nothing happens. The second time he does it, the person gets a spider bite while he sleeps. The third time, he turns around in the Hedge, usually with eight fist-sized eyes watching him from above.

— Playing at dice on the big flat rock can open a gateway. If all of the dice read the same number, the gateway opens. If the shooter doesn't want to enter the Hedge, he'd better roll those dice again and get a different result within 10 seconds. Otherwise, he's stuck until he rolls the *same numbers* again. And Heaven help him if he tries to cheat.

• **Vice:** A person's base desires can get him into trouble if he's not careful. Actaeon spied the goddess Artemis bathing, and was turned into a stag and killed by his own hounds for his impertinence. The Hare of Aesop's fable is undone by his sloth. Even in modern times, we disguise cautionary tales as truth in the form of urban legends — what is the story of the man who wakes up after a drunken tryst in a tub of ice missing a kidney, if not an admonition against lust or liquor?

As it turns out, vice is one of the oldest and most potent keys to Faerie. This Contract was agreed upon so long ago that many human legends mention it in one form or another, from Pandora's Box to the original sin of the Bible. Whatever the original wording or intent of the Contract, a mortal even today who regains Willpower from his Vice while in sight of a gateway to the Hedge has a slim chance of noticing that gateway. The mortal's player rolls Wits + Composure at a -2 dice penalty. If the roll succeeds, the mortal notices the gateway and spies something inside it that appeals to his Vice. A Lustful man might see what looks like a beautiful woman resting under a tree. A Greedy woman might see a glint of gold in the branches. A Slothful person spies a comfortable bed of moss, and so on. The mortal is under no supernatural compulsion to follow the impetus and enter the gateway, but if he does, it immediately closes. What's worse, the object of his desires turns out to be nothing more than an optical illusion — the "woman" was simply a tree silhouetted against the setting sun, the "gold" just a discarded bit of litter, the "moss" a bed of algae on a bog. The mortal is trapped in the Hedge until he can



find another gateway... unless something finds him first. Many changelings lament the whim that took them into the Hedge, and thus into the service of their Keepers.

Supernatural beings can enter the Hedge through gateways in the same way as mortals, or through the use of keys. Many keys that work for mortals do not work for supernatural beings, and vice versa. Especially learned beings might also know rituals that allow ingress to the Hedge, but are those rituals truly empowered in and of themselves, or are they just glorified keys? The truth is a mystery, and it's a moot point anyway — if the method works, it works.

The one method of entering the Hedge open to mortals but closed to supernatural beings (including ghouls, wolf-blooded and Sleepwalkers) is by using a Vice. This method is almost impossible to use deliberately anyway, but it bears noting that whatever ancient Contract allows humans to fall to their own follies, it does not apply once a person has been touched by the supernatural.

### *The Hungry Hedge*

Sometimes, say the fae, you don't have to go looking for a gateway. Sometimes the Hedge comes to you.

It happens occasionally that a changeling, mortal or even a supernatural being of some kind winds up wandering in the Hedge with no idea what got her there. In all probability, the hapless traveler accidentally activated some key or followed a changeling through a gateway without realizing it, and most changelings reassure themselves by saying that anyone who winds up in the Hedge by accident is just unlucky.

The truth, though, is that the Hedge is a boundary between the human world and Faerie, and Faerie is tied to Fate. If someone enters the Hedge by accident, it's because some force beyond mortal comprehension — the Fae themselves, Destiny, God or whatever one might name it — *wants* that person in the Hedge. Some changelings even tell stories of their fellow changelings who refuse to walk through any doorway or shadow for fear that they will see the Thorns fade into view around them.

## LEAVING THE HEDGE

Escaping the Hedge is simpler than entering, but by no means easier. To escape the Hedge, a changeling either needs to find an active (not necessarily open) gateway, or find a suitable door, archway, mirror or what-have-you to make into a gateway. Finding either from the Hedge is easy enough as long as the changeling can still see the mortal

world through said gateway. If a changeling so much as turns her back on the mortal world, though, perspective is lost, and gateways simply become part of the landscape, while mortal-world features disappear entirely.

A changeling can search for an active gateway, and will probably find one, given enough time. This requires an extended action. The roll is Intelligence + Investigation + Wyrd. The time that each roll represents varies based on how familiar the character is with the surrounding area.

Familiarity	Time Required per Roll
Very familiar; neighborhood in which the changeling lives or claims domain	One minute
Somewhat familiar; section of hometown or ally's domain	10 minutes
An area visited only infrequently	30 minutes
Area visited only once or described in some detail	One hour
Unfamiliar area or enemy's domain	Three hours

The number of successes required likewise varies based on how long the changeling has been in the Hedge.

Length of Time in the Hedge	Successes Required
Less than one hour	Two
One to eight hours	Five
Eight to 24 hours	Eight
24 to 48 hours	10
48 hours to one week	15
More than one week	20

Note that it is possible for a changeling to spend so much time in the Hedge searching for a gateway that the player needs to acquire more successes to escape the Hedge than when the character started looking. Teamwork actions can (and probably should) be used for this search; see p. 134 of the **World of Darkness Rulebook**.

**Suggested Modifiers:** A well-known and often-used gateway is in the area (+2), changeling is being chased while searching (−3), changeling is off the path (−3)

*Example:* The Mara, fleeing from her fetch and its friends, enters the Hedge in a bad part of town. She's never been here before, but she's familiar with the area, so when she goes looking for a gateway every roll her player makes represents 10 minutes. The Mara's only been here about 30 minutes before she starts looking, so her player only needs to roll two successes at the outset, but just after the Mara starts to search, a band of privateers spies her and gives chase. It's another four hours before she loses them enough to search for a gateway, which means the player now needs five successes for the Mara to escape the Hedge.

Mortals and other supernatural beings can search for gateways in the same manner, but their players suffer a −3 dice modifier to the roll, as if they were attempting an unskilled Mental task. If such a character becomes practiced enough in traversing the Hedge to warrant an Investigation



Specialty in “Hedge,” this penalty no longer applies. Non-fae can *only* search for gateways in this manner. They cannot Navigate the Hedge in the same way that changelings can (see below).

## NAVIGATION

Finding one’s way through the Hedge, even in a familiar area, is perilous. The Hedge does not remain constant, and paths become overgrown, impassable or simply misleading if left untended and untrod for too long. Any area with a sizeable changeling population develops a network of commonly used pathways, usually leading to the local courts or (when appropriate) Goblin Markets, but those paths remain consistent through repeated use. In an town that only boasts one motley, the Hedge is likely to be untamed and ever-changing.

A canny changeling can use the Hedge to navigate the world, cutting down on travel time. The fae find, though, that trods are more useful for long journeys than short ones. It is easier, for instance, to walk on a trod from Miami to New Orleans than it is to walk from Coconut Grove to Little Havana. “Easier,” of course, doesn’t mean “safer.” Dangers untold still wait in the Hedge, it’s just that the act of navigation is easier for longer trips.

Why is this? Changelings believe that long-distance travel is easier because the destination is larger and more general. Walking to “the city of New Orleans” is a much simpler notion than walking to “1309 Bourbon Street.” Finding a gateway that opens to a specific destination is a matter of chance or careful research, and either way, changelings often find more mundane ways of travel to be preferable.

All of this in mind, walking on trods *can* reduce travel time on long treks (see below for a discussion of shorter jaunts). In game terms, there are several ways to represent this, depending on how much focus the Storyteller wants to place on the journey.

- **Road Trip:** If the story is about the journey, then the exact amount of time it takes is less important than what happens along the way. The journey can be said to move at “the speed of plot.” That is, the characters arrive at their destination when any events within the Hedge along the way have been resolved, and the Storyteller decides how much “real time” has elapsed. Not the most scientific of methods, but the Hedge works on a different kind of science.

- **A Long Walk:** If you’d rather just determine how long the walk takes and pick up the chronicle when the characters arrive at their destination, that’s fine, too. Have each player roll Intelligence + Survival at the beginning of the journey. One character may guide the others, making this a cooperative roll.

## Roll Results

**Dramatic Failure:** The changelings leave the path somewhere along the way. See below for a description of the

dangers involved. The Storyteller decides how close to their destination they were before this occurs. This happens if even *one* player out of a group rolls a dramatic failure.

**Failure:** All of the players fail the roll. The changelings’ journey becomes muddled. The walk takes the same amount of time it would in the mortal world.

**Success:** At least one player succeeds on the roll, and no one rolls a dramatic failure. The journey takes a number of hours equal to 10 – the changeling’s Wyrd rating, or the lowest Wyrd rating if a group of changelings travels together. This effect seems to be heavily tied in to the notion of traveling with a specific destination in mind, though. If the changelings try to stop early or change course, the effect ends and the characters must try and find their path (and their pace) again.

**Exceptional Success:** At least one player rolls five successes or more. Treat as a success, above, save that in a group, use the *highest* Wyrd rating present to determine the time.

## TRODS

There are places where the Hedge been tramped down over time, roads carved by the Others so that they can ride more freely between the mortal realm and Earth. The fae call these places trods, and take careful note of them. They make access to and from the Hedge much easier — which is itself a danger of sorts.

A trod always begins (or ends) with a spot in the mortal world where entering the Hedge is easier: a permanent gateway, with one or more keys already established. A trod leads off on a specific path, which may be to another freehold, or perhaps back to Arcadia itself. The danger, of course, is that the Fae can use a trod as easily as a changeling can.

Despite the danger, a trod is considered a great asset to a freehold. Hollows tend to flourish along a trod, and the area of a trod closest to the mortal world is often a place where many goblin fruits are safely cultivated. Many a freehold boasts a greater supply of Glamour thanks to their peculiar horticultural efforts in the Hedge. Freeholds must also post sentries along the way, however, so that any Gentry that might come riding down the trod can be resisted. The most valuable trods, of course, are those that cut from one mortal location to another instead of passing to Faerie. They boast all the benefits of an easy and controllable path into the Hedge, and the danger of the Fae finding such a trod is much reduced... though not absent.

### *Why Not Just Fly?*

Sticking with the Miami-to-New Orleans example, an average group of changelings can count on about eight or nine hours of walking. Why not take a flight, or drive a car? It’s faster and a damn sight safer.



Well, yes, but it's also more expensive. Many changelings don't have much in the way of money. Remember, too, that the Fae have been stealing people (and thus changelings have wandered the world) for much longer than quick transit has been available, and these techniques have historically allowed changelings to travel quickly and unmolested. Finally, though they'd never admit it, some changelings get a thrill out of daring the Others to show up and retake them.



What about shorter journeys? Sometimes changelings attempt to use the Hedge for tactical purposes. A motley might appear out of a gateway behind their foes for instance, or try to escape from jail or another unpleasant situation by opening a gateway and following the Hedge to a more hospitable locale.

In theory, these are sound ideas. In practice, though, the Hedge doesn't always cooperate. Remember, for one thing, that the Hedge responds to fear and expectation. A motley trying to get the drop on their foes might actually attract hostility, since they're spoiling for a fight. A changeling trying to escape incarceration, upon entering the Hedge, takes that fear with him. What might he attract among the Thorns if he fears slavery or imprisonment?

Another problem is that minor pathways shift on a daily or hourly basis, and though gateways always open directly onto paths, the paths don't always *lead* anywhere. A changeling being taken to jail might turn the door of the police van into a gateway and hop out into the Hedge (hoping that other inmates or cops don't follow him, but that's another issue) and find himself standing on a tiny square of pathway, with nowhere to go but back through the gateway or off the path.

Finally, it's not impossible to get lost while keeping to a pathway. Every time a changeling in the Hedge chooses a goal or destination, his player must roll Clarity. Trying to navigate while not on a path incurs a -3 dice modifier on this roll.

## Roll Results

**Dramatic Failure:** The changeling becomes hopelessly lost in the Hedge and has blundered off the path. If the character is not on the path, she wanders into a highly dangerous area (privateer camp, True Fae hunting path, etc.).

**Failure:** The changeling takes a wrong turn somewhere and does not reach his destination (or rather, he reaches somewhere else first and must cope with whatever it is that he finds there).

**Success:** The changeling can continue along the Hedge to his destination. He finds his way to his goal (if his goal is in the Hedge) or the nearest active gateway to his goal (if his goal is in the mortal world).

**Exceptional Success:** No special effect.

If the changeling does not have a clear picture of his destination, or if his destination doesn't exist in the same form that he imagines it, he *cannot* find it. This is one reason why people taken by the Fae don't normally find their way back through the Hedge hundreds of years later — they can't find what they once knew because it no longer exists. Also, a changeling's tactical use of the Hedge is limited, because he can't emerge from a gateway if he hasn't seen where he's trying to go, and even if he does have a clear picture of his destination, there's no guarantee that a gateway exists in good enough relation to that target to be helpful.

## OFF THE PATH — THE THORNS

Every changeling in existence knows very well what stepping off the paths in the Hedge can do, because even those who were carried down the wide and open paths to Faerie by their abductors have felt the touch of the Thorns. The Thorns of the Hedge, like the thorns of any mundane briar, poke, scratch and tear at those who walk through them or even pass too near. But the Hedge's Thorns don't just tear away flesh or clothing. As the story goes, they tear away the very souls of travelers.

The Lost don't know for certain, of course. How can you prove such a thing? How do you even know for sure that you had a soul to begin with? But they've all felt the same pangs of loss during their journey. When one changeling says "I think I lost my soul during the journey," others nod their heads. They know the feeling.

The Hedge doesn't seem to take the whole soul at once. No, the Hedge rips the soul off piece by piece, each tiny shred lost in the thickets and usually consumed by a ravenous denizen of the Briars. A mortal (or any other being with a soul to lose) feels a sharp, tearing pain occasionally while walking through the Hedge, and over time starts to feel empty, drained and apathetic. Her will is broken, and sooner or later she simply lies down and dies or gives in to the comfort of madness.

Is it possible to reach Faerie with part of one's soul still intact? The changelings theorize that it might be, but they don't know for sure, just as they can't say for certain that they lose their souls at all. No true changeling has ever managed it, in any case, but whether that's because the time spent in Faerie strips any vestiges of a true human soul, because the Gentry tear it away to make the fetch, or because the changelings lose the rest of their souls on the way *back* to the mortal world is unclear.

Leaving aside any theoretical notions of where the soul comes from and how best to maintain it, it is true that a mortal torn slowly by the Thorns goes steadily mad, and a mage that spends too long in the Hedge apparently loses any and all ability to perform magic. Whether it's the actual soul as people visualize it or something else, something vital is certainly lost.

The Hedge doesn't strip away a person's capacity for behaving in a given way. The Hedge strips away the basic







human context that drives those behaviors. (And, yes, some mortals seem to lack that context even before they enter the Hedge. Does that mean they are born without souls? It's a question the brave might explore.)

**Mechanics:** In game terms, the Thorns of the Hedge strip Morality away. A character with a low Morality score degenerates much more quickly than someone with a high Morality score, and is less likely to notice that anything is changing.

When a mortal (including mages, ghouls, wolf-blooded and Sleepwalkers but *not* vampires and werewolves) leaves the path in the Hedge, she loses one dot of Morality per hour spent wandering through the Thorns. After each hour, the player can roll the new Morality rating to realize what is happening. The character feels emotionally and mentally drained. She cannot focus her thoughts beyond “keep moving forward” and has difficulty attaching words to concepts. She can talk about objects and situations that are physically present, but slowly loses the ability to displace language, that is, to conceive and talk about ideas, people and objects that aren't currently part of her experience.

If the character realizes that the Thorns are to blame for this problem, she might try to find the path again. This is handled by a roll of Intelligence + Investigation, but remember that trying to navigate the Hedge while not on a path always carries a -3 dice modifier. It is much more likely that a person who loses part of herself to the Hedge will continue wandering until it the rest entirely gone. If a person managed to return to the human world, she suffers this loss in the form of the lost Morality dots. This doesn't manifest as a sudden drop in ethics but rather in a newfound callousness toward other people or, more properly, an inability to understand and care about other people. Mortals, of course, can regain lost Morality by behaving in appropriate ways (see p. 94 of the **World of Darkness Rulebook**), and the Storyteller might consider allowing mages to regain lost Wisdom in the same manner.

Changelings, being partly fae, don't have to worry about this effect. The Hedge does strip them of power, however. Whenever the Hedge would normally take away a dot of Clarity, the Hedge tears a point of Glamour from a changeling. Normally, this would simply be annoying, but the many dangers of the Hedge make losing even a bit of this power potentially deadly.

Vampires and werewolves, since they are neither truly human nor fae, respond differently to the Thorns. The state of a vampire's “soul” is murky indeed, and the Thorns, either by ancient and unknown Contract or simple inability, cannot strip whatever is left of it away from the undead. Instead, the Thorns



wound vampires, and vampires find that they are unable to prevent themselves from losing blood to such wounds. Every hour that a vampire spends off the path, her player must roll Stamina + Resilience (if any). If this roll fails, the vampire suffers a point of lethal damage. She can heal this damage normally, but until she does, she loses one point of Vitae per hour. While she is bleeding, her player need not check for further wounds, but if she heals the damage, the Thorns try to bite her again. Note, too, that the sun does shine in the Hedge, and so a vampire here must take care to seek out shelter.

Werewolves are as much spirit as flesh, and seem to be more resistant to losing vital parts of themselves. The Briars do bite the flesh of the shapechangers, though. Every hour spent off the path requires a Resolve + Composure roll to avoid Death Rage. If this roll fails, the werewolf flies into a blind rage and charges into the Hedge, hunting some quarry that only she can see. In addition to potentially stumbling onto something dangerous, she suffers five dice of lethal damage (less any armor she possesses) from the Thorns.

### *Are We All Souless?*

An unpopular belief holds that all changelings have not simply lost their souls but have not regained them. Despite this, the Lost do possess the will and desire of “souled” beings — why? Again, it’s impossible to state fact without empirical evidence, and such evidence is hard to come by in this matter, but perhaps the strongest possibility deal with the nature of Faerie itself. For a mortal to survive long enough to become a changeling, she must accept the various agreements and Contracts inherent to Faerie. Over time, these Contracts — taken for granted in the mortal world — become the changeling’s method of viewing morality, consciousness and desire. The changeling is defined by agreements and vows, even on the very simplest levels: Fire warms me because it agrees to do so. Food nourishes me because it agrees to do so. I bleed because I agree to let metal cut me. Is it any wonder, then, that a changeling’s ethical compass has so much to do with keeping her own perceptions clear? If a changeling cannot trust her senses and perceptions, how can she trust the agreements she has made with the world? How can she be sure of anything?

Even the assistance of mages who can see and manipulate souls is cold comfort. To Spirit magic, a changeling appears to have a soul, but something seems off about it. The “soul” cannot be targeted by Death magic, only perceived. This makes it difficult, perhaps even impossible to tell

if the changeling has regained his own soul (which now sits strangely out of joint due to the process of its return), if some other patchwork creation of soul-tatters has filled his body, or if what is there is simply a Fae-spun illusion made of rosebuds and dream-cobweb. When they die, will a healed soul find its final reward? Or will the soul break apart in fragments of sparrows’ dreams? The Lost cannot know. They can only theorize and hope.

## HOLLOWS

Despite the many dangers, it is possible to create a safe haven within the Hedge. The Thorns can be trimmed back, the trees cut down and hewn into wood and the stones built up into structures, given time and patience. Such places are called Hollows, and they afford Hedge travelers respite from their journeys... or final resting places.

Any fae being can create a Hollow, ostensibly, but that’s a bit like saying that any person can build a house. It’s true, assuming a degree of ability and resources. The Hollow Merit (see p. 94) assumes that the character who owns the Hollow either built or otherwise acquired it at some time before the chronicle starts, but a character can also construct one after play begins. Establishing the size and amenities of a Hollow are easy to adjudicate, even if the process is grueling; the changeling must clear a swath of “land,” build or claim a den and bring in or build any furnishings. A motley will have an easier time establishing a new shared Hollow, of course, as the members can share the work amongst themselves. Cutting entrances and exits is also physical work, but may require some extra attention to make sure that the appropriate gateways in the mortal world remain accessible. Establishing the wards of a Hollow is potentially the trickiest aspect, but the Storyteller should be able to work with players to devise ways to secure a location. Physically concealing the haven by planting goblin vines or other strange Hedge plants might rationalize a dot of Hollow Wards, while the most elaborate wards might be arranged via the help of powerful Autumn sorcerers or favors wrested from oathbound hobgoblins. As with any experience point expenditure, it’s always good to have a solid rationale for the purchase, and even better if a good story is the result.

## GOBLIN FRUITS

Certain items harvested from the Hedge have the ability to heal changelings and even augment other abilities. These “goblin fruits” grow only on or near the Hedge, and only faintly resemble mundane types of vegetation. They may be grotesque small gourds, petal-bearing blossoms that look like sylvan faces or heavy, fleshy ovaries that drip a sweet, bloody juice.





In most cases, these goblin fruits refresh a changeling, healing her of a single point of lethal damage or two points of bashing damage per fruit consumed. These fruits grow from the Hedge during all seasons, and if one type of healing goblin fruit is out of season, another such salubrious fruit is surely in its prime. Examples of healing goblin fruits include blushberries (pink fruits slight larger than cherries), dream-a-drupe (which looks like a purple nectarine and is faintly intoxicating), murmurleaf (a blossom that curls upward at the end of the leaf) and ertwen (mealy seeds inside a pod, similar to peas).

Goblin fruits typically have mystical effects only on changelings and True Fae. Mortals or other creatures who eat goblin fruits (such as werewolves) gain none of the benefits of the fruits. Those creatures who don't normally eat (such as vampires) experience no effects from goblin fruits, either detrimental or beneficial.

Let the Hedge-traveler beware! Not every goblin fruit's effects are necessarily beneficial. Storytellers and even players should feel encouraged to create their own varieties of goblin fruits, as the contents of the Hedge are surely as wide and varied as anything we mere mortals can dream up.

**Amaranthine:** This goblin fruit is comparatively rare and looks like a small, red eggplant. Eating an amaranthine heals the changeling of a single point of aggravated damage. Glutting on amaranthine has no additional effect; amaranthine restores only a single point of aggravated damage per scene.

**Coupnettle:** A delicate, leafy plant that grows in the Hedge, coupnettle is often used to make tea. Whether steeped as tea or eaten raw, coupnettle has a bitter, minty taste. Consuming an entire coupnettle plant invigorates the changeling, allowing her to restore a single spent point of Willpower. Each additional coupnettle consumed in any given 24-hour period restores an additional point of Willpower, but imposes a -1 die penalty to Composure rolls.

**Fear Gortach:** "Hungry grass" planted by wicked fae to entrap those mortals who find themselves lost in the Hedge (or possibly those trying to escape Faerie), fear gortach makes the person who consumes it famished. Lost mortals and ignorant changelings sometimes eat this grass in desperation — few would willingly eat it if they knew its effects. No matter how much he eats, he madly desires more. A character who tastes fear gortach temporarily suspends the effects of any other goblin fruits he has eaten (if they have lasting effects — healing fruits, for example, are unaffected because they've already restored points of damage) and any he may eat for the remainder of the scene (healing fruits included here). Also, a character who has eaten fear gortach must succeed at a Wits + Composure roll if he encounters it in the next scene or he must consume fear gortach again. Characters who have the Gluttony Vice suffer a three-dice penalty to this roll. Unlike other goblin fruits, fear gortach also affects mortals and other creatures.

**Jarmyn:** Both the leaves and the ovaries of the jarmyn plant are edible, and each produces a distinct effect. Jarmyn leaves are stimulating, and add three bonus



dice to the roll for a character to stay awake after a period of extensive wakefulness. (See pp. 179–180 of the **World of Darkness Rulebook** for more information on fatigue and staying awake). The jarmyn fruit found in the Hedge alleviates the dice pool penalties for actions taken during extended periods of activity for the duration of the scene in which it's eaten. Consuming either the leaves or fruit of the jarmyn (or both) cause the changeling to sleep for entire day after the effects wear off, once she finally takes her rest. This sleeping effect is cumulative: for each “dose” of jarmyn, whether fruit or leaves, the character consumes, the number of days the character sleeps increases by one, to a maximum of seven days.

**Nightcap/Buglewort:** Chalk it up to the chaotic nature of Faerie, but these two goblin blossoms look almost exactly alike, though their functions couldn't be any more different. The two fruits are so similar that it takes an Intelligence + Survival or Occult roll to distinguish what the changeling has foraged. Nightcap makes anyone who eats it woefully lethargic — it effectively cuts the changeling's Speed in half until the character achieves four successes on an extended Stamina + Resolve roll, which may be attempted every hour. Buglewort spins a character into a wild state of alertness, increasing his Initiative by 4 for the duration of the scene (though some who eat buglewort say it makes them irritable or distracted). Additional doses don't stack effects, though a person can be under the influence of both simultaneously.

**Pitt Moss:** Pitt moss looks a bit like rubbed sage, and has a very rich, pungent taste, used in sparing quantities in many opulent dishes in Faerie. Eaten raw, in quantity (about a salad's worth), and by itself, however, pitt moss bestows an overwhelming dolor upon the individual. If pitt moss consumed “in the field,” a point of Willpower is subtracted from the character's pool, and he is unable to spend Willpower for the remainder of the scene.

## ODDMENTS

Not all goblin fruits are necessarily “fruits” or even consumable in the traditional sense. The Hedge certainly hosts any number of bizarre flora, some of which have uses outside that of food or resuscitation. These fruits are called “oddmments,” as they seem to grow with the express purpose of being used as tools, but those uses are so very specific that it's odd they could have evolved at random.

Are they the results of forgotten Fae's efforts to grow specific plant servants? Are they some altruistic wanderer's gift to those who would venture past the hedge? No changeling will ever know.

**Gallowsroot:** The gallowsroot is a ropy vine that grows on low, sprawling bushes. It is considered an oddment because the ends of its lowest-growing vines are shaped like nooses. When slipped over the head and around the neck of any living victim, the root immediately constricts like a

hangman's rope. The gallowsroot “attacks” as a Strength 3 combatant wielding a garrote for three turns. The gallowsroot may not be attacked in return — all the victim can do is hope to hold it at bay or break it like a garrote.

**Jennystones:** Described somewhat poetically as the rotten fangs fallen from the mouth of Jenny Greenteeth, a folk legend. In truth, they're just the hard seeds of the Jennystone bush, about as big as accords and inedibly bitter. They're an oddment, though, because they *stink*. Jenny obviously didn't take care of her teeth, and these reeking ones spilled from her mouth, as the story goes. Jennystones exude a nauseating scent in a five-yard diameter, so potent that they inflict a –1 dice pool penalty to anyone with a sense of smell unfortunate enough to be in the area.

**Promise Leaves:** Promise leaves are curious because they're not a distinct goblin fruit or blossom of their own. Rather, they grow as occasional chaotic aberrations among the leaves of other plants among the Hedge. They look simply like engorged leaves of whatever plant they've attached to (or assimilated, or whatever their unique case is) and they have a distinct, parchment feeling. Promise leaves can extend the duration of certain Contracts to which they're added. Specifically, the changeling crumples the promise leaf when he invokes it within the context of a Contract. As the promise leaf is used, the husk of the promise leaf desiccates as it falls to the ground, often blowing away in the queer wind that arises in their proximity. (The “Blessing of Perfection” clause on p. 135 is the most commonly known Contract that can benefit from these leaves.)

**Stabapple:** The fruits of the stabapple tree are benign goblin fruits, offering no benefit or detriment to those who consume them other than a mild, savory taste. The thorns of the fruit, however, are sharp and hard as bone, long as a man's forearm. A changeling who breaks a stabapple thorn from the tree may use it as a knife, wielding it in melee or throwing it as he chooses. A stabapple thorn does one lethal damage and has a Size of 1. It can be thrown as described on pp. 67–68 of the **World of Darkness Rulebook**.

## CARRYING GOBLIN FRUITS

Many changelings take advantage of their visits to the Hedge to harvest goblin fruits. Whether they're used for their otherworldly tastes or for the mystical effects, taking a few extra goblin fruits is a long-standing tradition among the fae. Gourmet changelings sometimes make delicious desserts or succulent jellies from these fruits, and the greatest victual artisans in Faerie fashion elaborate presentations of meals from the Hedge's bounty.

It's not so simple to just grab a handful of fruits and be on one's merry way, however. The number of goblin fruits a changeling may carry depends on his Wyrd, his ability to force order from the inchoate vegetation of the Hedge. The following chart lists how many goblin fruits a changeling of a certain Wyrd level may carry with her.



Wyrd	Max. Fruits Carried
1	3
2	5
3	7
4	10
5	15
6	25
7	50
8	100
9–10	A full bounty

Most goblin fruits are about the size of a small apple or a peach. Thus, even a character who can, by Wyrd, carry 25 of them will probably need a bag or basket.

Unless prepared as some kind of cooked repast, goblin fruits last for three days once plucked from the vine. At the Storyteller's discretion, they may be dried or otherwise made travel-safe, especially by a character with some kind of culinary or herbalist's knowledge. Most goblin fruits are protected by the Mask, and mortals have an easy time mistaking them for similar fruits, weeds or the like. However, partaking of gob-

lin fruit will often reveal its true nature to the consumer; the peach becomes *something else* after the first alarming bite.

The maximum amount of fruits carried includes oddments as well.

## HEDGE DUELS

One of the main reasons that changelings enter the Hedge has nothing to do with travel, safety or the possibility of goblin fruits. Changelings often enter the Hedge to do battle for matters of honor or revenge, using a playing field uniquely suited to their place in the world. It bears noting, though, that Hedge Duels are not usually friendly competitions. Entering the Hedge is, in itself, a dangerous proposition, and doing so with the express purpose of fighting is a bit like engaging in an underwater knife fight near a school of sharks. While some thrill-seeking or foolish changelings do challenge friends or rivals to Hedge Duels with the intention of breaking it off before the duel becomes too intense, most of the time a Hedge Duel has the same gravity as a duel to the death, whether or not anyone actually dies.





Hedge Dueling works on the same principle as Shaping the Hedge (see p. 212), but the participants need not be powerful enough to Shape the Hedge at will. That is, changelings with Wyrd ratings lower than 7 can still participate. The duelists must enter the Hedge through the same gateway and announce their intentions aloud. If the duel has a prearranged ending — first blood, death, unconsciousness, surrender — this must be stated at the outset. At that point, the Hedge responds. The briars shift back slightly, giving the combatants more room. Any ambient sources of light brighten a bit, allowing spectators to see. The Hedge itself seems to watch, hungrily, as the duel commences.

A changeling in a Hedge Duel has three options for attacking his opponent. He can attack physically, using the normal rules for combat. This is considered the bastion of a brute or a simpleton in some circles (typically circles governed by the weaker and less robust).

The second option for attack is to target his opponent's mind. In this dangerous and unscrupulous practice, the changeling whispers to his opponent, calling up memories of his time in servitude and calling into question his freedom and sanity. This requires the attacker's player to roll Manipulation + Subterfuge in a contested roll against the victim's Clarity or Resolve + Composure, whichever is *lower*. If the attacker's successes exceed the defenders, the defender loses a number of Willpower points equal to the successes the attacker's player rolled. When the defender's Willpower runs out, he has been terrorized and degraded. He can continue the duel, but suffers a two-dice penalty on all actions. Using this tactic calls for a degeneration roll if the attacker's Clarity is 8 or higher (roll four dice).

Finally, the character can reshape the Hedge to strike at her enemy. Again, normally this ability is only open to changelings of Wyrd 7 or more, but during a Hedge Duel, the nature of the place becomes more accommodating. Why this is the case is a matter of some debate among changelings. Some theorize that the Others *want* changelings to engage in Hedge Duels, because it makes them easier to spot. Other changelings feel that ancient Contracts mark the Hedge as a dueling ground for the fae, since it is neither human territory nor Fae, and thus it is uniquely suited to the activity. In any case, a changeling can cause the land around her foe to strike her. Branches and brambles swing out from the nearby trees, the earth erupts in a stinging shower of sand, swarms of bees and other stinging insects appear to bedevil the victim, and lightning might even lance down from the sky. The attacks are appropriate to the seeming of the attacker, i.e., a Venombite might call up a swarm of spiders, but a Fireheart would have more direct was of inflicting damage. The attacker's player spends a point of Glamour and rolls Wits + Wyrd – her opponent's Wyrd. Defense does not apply, though armor does.

### Roll Results

**Dramatic Failure:** The Hedge rebels against the attacker. She suffers lethal damage equal to her own Wyrd rating as the attack reverberates back on her.

**Failure:** The attack misses; the defender was able to shield himself somehow, or perhaps the Hedge, for whatever capricious reason, refused to respond.

**Success:** The defender suffers lethal damage equal to the number of successes rolled.

**Exceptional Success:** No further effect beyond the greater amount of damage inflicted.

## THREATS FROM THE HEDGE

The Hedge is dangerous in its own right, for it can strip the soul from a mortal and the Glamour from a changeling. But the creatures that make their homes in the Hedge are just as dangerous. Some of them are changelings who didn't *quite* make it back to the human world, others are True Fae on the hunt or banished from Arcadia. Some, though, are fae beings of uncertain origin. This section discusses all of these beings in brief and describes their relationship with the Hedge. Game Traits and further descriptions for some of these creatures can be found in Chapter Four.

## CHANGELINGS

A changeling might live in the Hedge for any number of reasons. He might have escaped Faerie but, due to the passage of time, be unable to find his way back to the mortal world. He might have found the mortal world but decided it was too inhospitable for his tastes. Or, he might still be in service to the Fae and be unable to leave the Briars.

Some changelings spend significant amounts of time in the Hedge without actually living there. Such changelings might help run a Goblin Market, or spend much of their time harvesting and transporting goblin fruits. They might also be privateers, kidnapping people and selling or trading them to the Fae in exchange for various benefits (magical items, protection in the Hedge or simply their relative freedom).

Changelings who do live in the Hedge almost always have Hollows, normally with powerful locks to prevent enemies from entering. These changelings also tend to have extremely low Clarity ratings, as their sense of reality has been distorted by years of living in the Hedge. They resemble the Fae more than humans, and they are often just as cruel, capricious and guided by their selfish desires as the Others are. That doesn't necessarily buy these changelings any mercy from the Fae, of course.

## TRUE FAE

For the most part, the True Fae dwell in Arcadia and only enter the Hedge to hunt. These hunts might take them as far as the mortal world, whereupon they leave the Briars through gateways, snatch up a human who fits their needs and ride back to Faerie carrying the terrified mortal. Finding a suitable mortal, though, can take time, and sometimes a would-be Keeper lingers in the Hedge, watching her target through gateways for weeks, or even years, before acting. Time, after all, is a mutable



thing for the Fae. This means that a changeling might, in the long, dark hours of her servitude, look back and recall that she saw her Keeper's face peering out of doorways, mirrors and even shadows before she was taken away, and curse herself for not recognizing the danger and preventing it. This kind of self-loathing is misplaced, though. Once the Others make their choice, there is precious little a mortal can do about it.

Fae often have retinues of servants to clear away part of the Hedge and construct makeshift Hollows for brief stays during hunts. Sometimes the Fae don't take the time to anchor these Hollows, which means that a changeling might find such a place later on, overgrown by the Briars but otherwise serviceable. Sometimes the Fae do anchor these Hollows and make them warm, safe and hospitable — the better to lure changelings in, at which point the Hedge carries whispers back to the Hollow's true owner.

Fae can pass through the Briars, path or no, without ill effect. They tend to stick to paths and trods, however, because they seldom travel alone and taking a whole contingent of servants through the dense brush is difficult. This is one reason why the wider paths aren't considered as safe as the narrow, "back roads" paths, as far as changelings are concerned.

Sometimes, an Other is banished from Faerie and takes up residence in the Hedge. Such beings are similar to changelings living in the Hedge in terms of temperament, but are much more dangerous. They are usually bitter, degraded and constantly looking for any bargaining chip they can use to return home.

## HOBGOBLINS

Are they creatures from Earth that escaped into the Hedge and were warped by the Thorns, or creatures from Faerie that didn't possess the ability to leave through a gateway to the mortal world? Are they, instead, creatures native to the Hedge, perhaps placed there by whatever force put the Briars between Faerie and Earth? Whatever these creatures are, the Hedge is their home, their native land, and they move through the Briars like a bat darting between trees. The Lost call them "hobgoblins," clearly fae but neither True Fae nor of mortal blood. Hobgoblins appear in almost limitless forms and breeds, from the faintly recognizable (something like a lion with a human face) to the warped and nightmarish (a human-shaped living "sculpture" made entirely of arms and fists).

These creatures can create Hollows, and sometimes even have the wherewithal to create locks for them. It's just as likely, though, that the "locks" they create allow ingress but not egress. A hole that a changeling sees as shelter from the rain might turn out to be the den of a trapdoor spider-like hobgoblin, and once the door slams shut, the hapless changeling must either fight or convince the massive creature not to eat him.

## A JOURNEY INTO THE HEDGE

The following is meant to provide a brief glimpse into what a changeling might experience upon entering and traversing

the Hedge. The sections in *italics* are "in-character," from the perspective of Jack Tallow. The sections in normal text are simply explanations for why Jack is seeing what he is seeing, to help the players and the Storytellers get an idea of how the Hedge works and some possibilities on how to present it.

*Jack looked around the parking lot frantically. He'd miscalculated in running here. He was miles from any friendly territory, he was unarmed and he could see the shadows behind him starting to change. "Winter's coming, little candle," said the darkness, and Jack knew who was on his tail.*

He won't follow me there, *Jack thought.* But I need something to... there! *Up ahead, he saw a lone car, windows fogged. Lovers just trying to find some privacy. Jack flushed a bit at the thought of interrupting, but this was really life or death.*

*He ran to the car and knocked on the window. He heard a yelp of surprise from inside, but he didn't pay attention. He was focused on the door itself, on what he had learned on his panicked run through the Briars. All doorways lead in, he thought.*

*He yanked open the door and dove into the car. He had time to notice a young woman buttoning her shirt before the scene faded around him. He stood up and looked behind him. He was standing on the other side of the car, looking through the passenger's window through the still-open gateway. He saw the Darkling striding into the wan light of the parking lot, and he saw the hapless couple staring at the space where Jack had been, trying to make sense of it.*

*The Darkling stared at the car, knowing that the door was a gateway but unwilling to charge at it. Jack smiled bitterly. He knew that the thug wouldn't follow him into the Hedge, but he also knew that the Darkling's caution was well-advised.*

*The man in the car shut the door and started the engine. He drove off. The gateway was gone. Jack turned around and walked into the Hedge.*

This part of the journey is simple enough; Jack, pursued by an enforcer of a rival Court, uses the only gateway handy to escape into the Hedge. He knocks at the door of the car, his player spends a point of Glamour and Jack dives through. If the car door had been locked, he would have had a problem, but the Storyteller was feeling forgiving. Because the car isn't part of the Hedge, the Storyteller decides that Jack shows up on the other side of it rather than in the seat once he crosses into the Hedge.

Note also that the gateway remains open for one turn after Jack dives through (because his Wyrd rating is 1). If the Darkling had been able to cross that distance in a single turn, he could have used the open gateway as well, but for reasons that will soon become apparent, he was unwilling to do that. Note also that if the two mortal passengers had looked to the right and seen Jack standing outside the window (in the Hedge), they'd have seen his faerie seeming in all its Fireheart glory. Fortunately, they simply left.

*The ground under Jack's feet was soft and wet. The asphalt of the parking lot was gone, and Jack noted that the ground seemed to shift only a few yards away from him. He saw no*



trees, no brambles or bushes, and this perplexed him. Where were the thorns tearing at his clothes?

The scent of slime and bog-water answered the question. The boundaries here weren't made of wood, but of water. He sighed and walked on, glancing right periodically to keep an eye on the streetlights in the human world. Behind him, he smelled wood smoke and scorched earth, and he knew that he was leaving footprints that anyone could follow. He reached down and dipped a finger into the slime of the bog, and heard it sizzle slightly. Shivering, he picked up his pace.

Since Jack's Wyrd rating is only 1, the Hedge changes only slightly with his passing. Chuck, Jack's player, makes a point of telling Matt, the Storyteller, that Jack is going to make sure he can see some landmark in the human world in order to keep from getting lost. The streetlights make a good reference point.

Jack stood on the path cursing under his breath. The path forked. The right fork doubled back, taking him closer to the streetlights (and perhaps toward a gateway), but at the same time it led back to where he'd lost the Darkling. While Jack knew that his pursuer wouldn't enter the Hedge here, he also knew that the Mirrorskin had now had time to change his form, and was clever enough to lurk by an existing gateway.

But the left fork curved away from the streetlights, and the Hedge in that direction was thick with bushes and brambles. And if the stories were true, Jack feared what lay in that direction.

I'll move quick, he thought. Quick as candle flame and I'll be through it. I'll find a gateway and be gone before it knows I'm here. Taking a deep breath, he set off, deeper into the Briars.

He walked a few yards and turned around, peering out into the darkness for some sign of the human world. He saw no light but his own, no buildings, cars or streetlamps. Just misshapen trees and cattails twice as tall as he was. He shut his eyes as a wave of fear caused his flame to flicker, and when he opened them again, the path seemed narrower and longer, as though he had walked miles away from the safety of those lights.

He walked on, repeating the mantra in his mind: Quick as candle flame, and I'll be through it. Quick as candle flame.

Jack tries to navigate through the Hedge to find a gateway that's a good distance away from where he entered. Matt has Chuck make the Clarity roll for Navigation (see p. 220), and applies a negative modifier because Jack is unfamiliar with the area. Chuck fails the roll, and so Jack comes to the fork that offers two unpalatable options: go deeper into the Hedge or double back. (The third option, unstated but always present, is to leave the path.)

Chuck makes the choice to have Jack take the path that leads "away" from the mortal world. Since the geography of the Hedge doesn't exactly correspond to that of the mortal world, Jack might be near a gateway, but he's not looking for one at present. All he's trying to do is get through a dangerous area. Unfortunately, since the Hedge responds to fear, Jack's not making it easy on himself, and he's still leaving footprints that an enemy could follow.

The path remained narrow, and Jack noticed that the water from the bog was creeping up the edges of the trail. He walked carefully, afraid to fall in and be extinguished. He wanted to run, but he'd heard the stories of other changelings who had tried to run through the Hedge in this part of town. The path might change or break, requiring a quick jump to a patch of dry land, and there were things lurking in the water that could tear his fragile body in two. Better to walk quickly, but carefully.

Up ahead, Jack saw light. Breathing a sigh of relief, he walked faster. The path widened, and he was sure that the light was a gateway, the light from a neon sign or a pair of headlights or some friendly signal from the human world. He could walk through the gateway and be out again, and find his motley and tell them what had happened. He could warn them about the Mirrorskin before —

But then he reached the clearing, and he realized what the light was, and his heart sank. I'm here, he thought, and his flame guttered in despair. I'm in the Glutton's Pantry.

The clearing around him was stocked with food, but not of a sort that Jack found palatable. Goblin fruits of the worst sorts — the cattails that twitched if someone came too close, the prickly, rose-colored apples that left welts on skin, bushels of foul-smelling swamp grass — lay on shelves and hanging from strings tied to the branches. The Hedge had been trimmed back, here, and a fire crackled merrily in a pit in the center of the clearing. Three wooden tables formed the borders of this place, and suspicious-looking cuts of meat sat on them oozing blood into troughs below.

The owner of the Pantry was not at home, it seemed. Jack searched frantically for an exit, but saw only the path that had led him here.

Obviously, Jack has entered a Hollow. Because this Hollow isn't locked, magically or otherwise, Jack was able to run straight into it, mistaking the cook-fire for a gateway. If the Hollow had been locked, Jack would have had to know how to enter it, or he would have to try to circumvent it in some fashion, presuming he wants to enter. As it happens, the owner of this place isn't too concerned about people stumbling upon it, and that in itself is cause for worry.

Trying to remain calm, Jack looked about the clearing more carefully. With sick fascination, he realized that the Hedge hadn't been trimmed back, but chewed — the trees were hewn by teeth, not blades. The stones defining the fire-pit had likewise been gnawed into shape, and even the tables looked oddly rough-edged.

Jack had heard stories about the Pantry and the Gristlegrinder who owned it. This Ogre swore allegiance to no Court and never left the Hedge. Anything that crossed through a gateway west of River and north of 19th Street was considered fair game for the Glutton to eat, or so the scuttlebutt at the freehold had it. Jack had always assumed it was just a story; crossing into the Hedge on this side of town was useless anyway because the goblin fruits here were so foul and the trods were old and unintended. But maybe —

He heard footsteps. Heavy, languid thumps, followed by a dragging sound. Jack turned. Still only one exit, and a silhouette filled it. The Pantry's owner had returned.



Matt asks Chuck for a Wits + Politics roll, on which he succeeds. Matt gives Chuck a little more information about the area and the owner of the Pantry, but decides that Jack is so focused on Court matters that he wouldn't know the Gristlegrinder's name.

"Hungry?" asked the Ogre. "I am." He threw a sack at Jack's feet. The sack shifted slightly.

"Not really," said Jack. "But thank you."

"What are you doing here?" The Glutton didn't seem angry, or even all that curious, Jack noted. The Gristlegrinder moved past Jack and started slicing up some of the red goblin fruits. "Just get that big iron pot from under the other table, would you please? Should be about half full. Stick it on the fire, yes?"

Jack struggled to get the pot out. It was closer to three-quarters full. Jack peeked in and immediately wished he hadn't. The pot was full of blood from whatever carcass lay ripening on the table.

"Been wanting to make a stew for a while," continued the Ogre. "Just haven't had the right ingredients. Had to wait for them to get fat enough."

"For what to get fat enough?" As soon as Jack asked, he regretted it.

The Glutton waved his knife toward the sack. "Those worms. If you catch them too small, they're awfully sweet. Not bad for candying, I suppose, but I never got the taste for it myself." He turned to Jack. "You know how to skin them?" Jack shook his head. "Better let me do it, then. You finish here. Slice these up thin, but not too thin, and don't cut yourself. They lose all their flavor if they get fresh blood on them."

I could run, thought Jack. But if he chases me... Jack had no desire to become dessert, so he started slicing the fruits. The skins left tiny pinpricks in his skin and made his hands itch, but he kept slicing. Behind him, he heard the Ogre pulling the worms out of the sack, and the gruesome, liquid noises as he went to work shucking their skins.

Jack finished slicing the pile of fruits and turned, trying to avert his eyes. He saw the stack of flayed worms before he could look away, but didn't see the skins. He raised his eyes to look at the Gristlegrinder's face for the first time.

The Ogre's skin was brown-green as swamp-water. His lips were too big for his face, and his teeth jutted out from his mouth as he chewed noisily on the last of the worm skins. He wore tattered clothes, far too small for him, and Jack realized that the Ogre had probably taken them from the last changeling to pass this way. "All done?" he said around a mouthful.

Jack nodded. He was having trouble speaking. He kept looking at the worms. They looked like sausage, but they were bloody and wriggling.

"Good. Well, I think that'll do. I can't add the fruit until the base gets hot enough, and that takes a while. Damned wood's always wet." He looked Jack up and down.

Oh, hell, Jack thought. He wants an appetizer. "Well, we could talk a while. I could give you news about the Courts."

The Ogre gulped down the skins. "Don't care much about the Courts," he said. "Wouldn't mind hearing about the freeholds, though, I suppose." He smirked. "You look a little too waxy to eat, anyway."

Jack managed a nervous laugh.

Matt and Chuck converse for a while, with Chuck recounting recent events in the chronicle as Jack and Matt taking the role of the Gristlegrinder. Matt also has Chuck make some extended Manipulation + Expression rolls for Jack, to keep the Gristlegrinder interested in the conversation. That's really Jack's forte, though, and the Fireheart has no trouble keeping the Ogre's mind on politics rather than dinner.

More important, though, is how long all of this takes. Jack's been in the Hedge for just over an hour at this point. If he has to search for a gateway, that will become a critical detail.

"...and so the Summer Court really needs to decide what it wants to —"

The Ogre held up a hand and sniffed. "Broth's ready," he said. He stood up and gathered the sliced fruits, and dropped them into the now-simmering blood. "Sure you're not hungry? The fruit really brings out the flavor of the worms."

"Thank you, but no," said Jack. "I wonder, though, if you could tell me how to get back through? Is there a gateway nearby?"

The Ogre paused to think and then gestured with a worm carcass. "Head back down the path, back the way you came, but stop before you get to that fork. There's a patch of cattails that hides another trail, and if my memory's right, it leads to a gateway. Comes out under a slide on a playground, I think."

"Thank you," said Jack.

"Drop in again," said the Ogre. "Bring a friend. Someone not so..."

"Waxy. Right." Jack headed back down the path.

Matt tells Chuck to make an extended Intelligence + Investigation + Wyrd roll. Jack has a dice pool of five for this roll. Normally, each roll would require three hours because Jack is unfamiliar with the area, but because the Ogre gave him such specific directions, Matt decides that each roll requires only 30 minutes. Jack still needs five successes, though, because the path through the cattails is well-hidden. It takes Chuck four rolls (two hours) to garner the necessary successes, but this only takes his total time in the Hedge to about four hours, so the number of successes he needs doesn't change.

Cautiously, Jack, poked his head out from under the slide. It was still dark, so he figured he hadn't been gone long. Up ahead, he saw cars driving past the playground and, for a moment, worried that they might see his light before he remembered that he looked human to them, now.

Time to head home, he thought. I need to tell the others what happened. Jack started walking, wondering how he might convince the Mirrorskin to go looking for the Pantry.