

# CHANGELING

THE DREAMING



We are changelings, the Wyrd ones:  
neither fully fae nor wholly mortal.  
We are everywhere, yet you have never seen us. We hide  
in plain sight with the power of the Dreaming.  
Without any awareness of our true nature, humankind  
crushes us beneath its banal heel. The Dark now rules  
our homeland, Arcadia.  
It hunts us, threatening to consume  
both mortal and fae alike.  
But it's not time to cry, it's time to fight  
against the Winter and to dream of the Spring.





# Changeling the Dreaming

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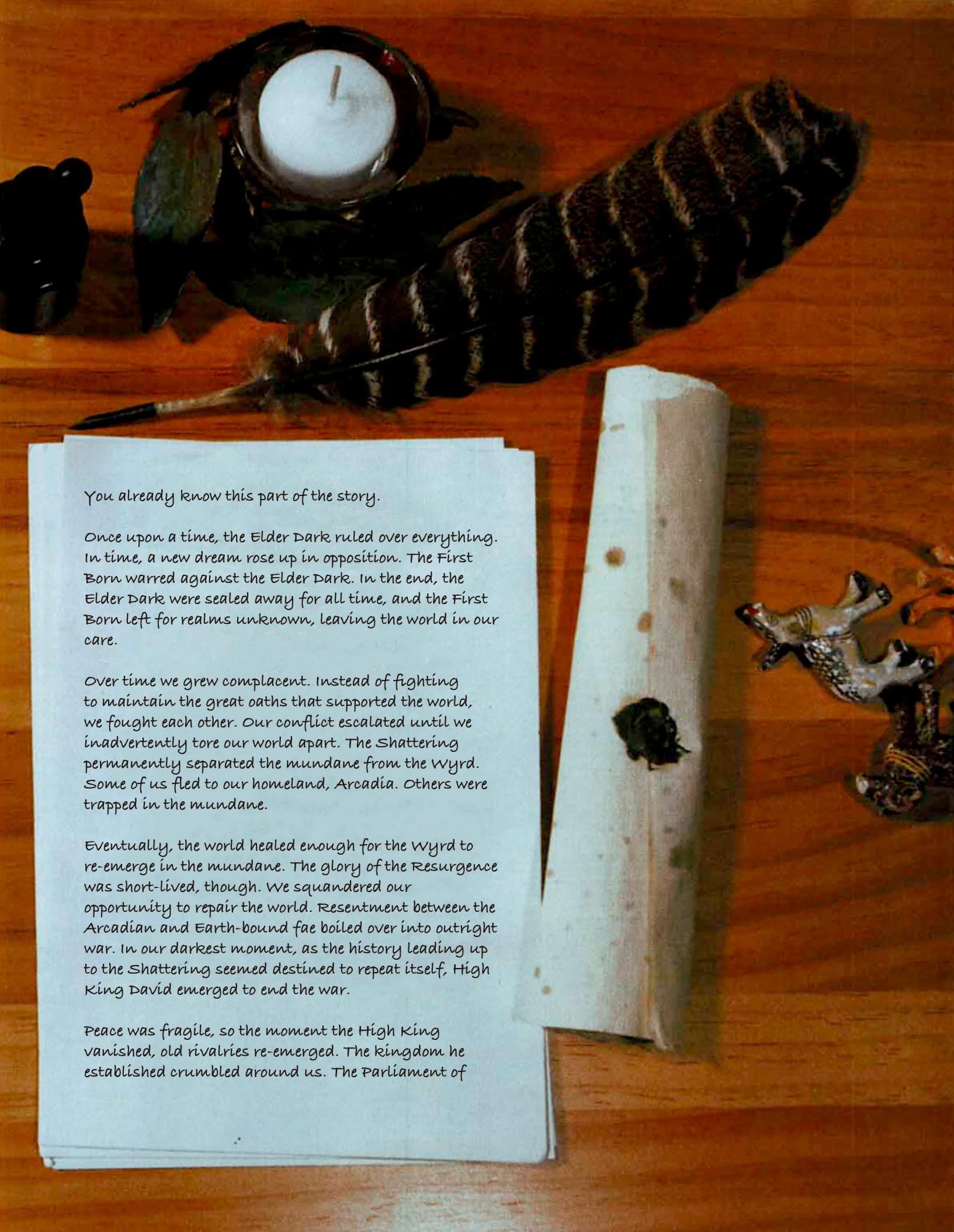
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You already know this part of the story.

Once upon a time, the Elder Dark ruled over everything. In time, a new dream rose up in opposition. The First Born warred against the Elder Dark. In the end, the Elder Dark were sealed away for all time, and the First Born left for realms unknown, leaving the world in our care.

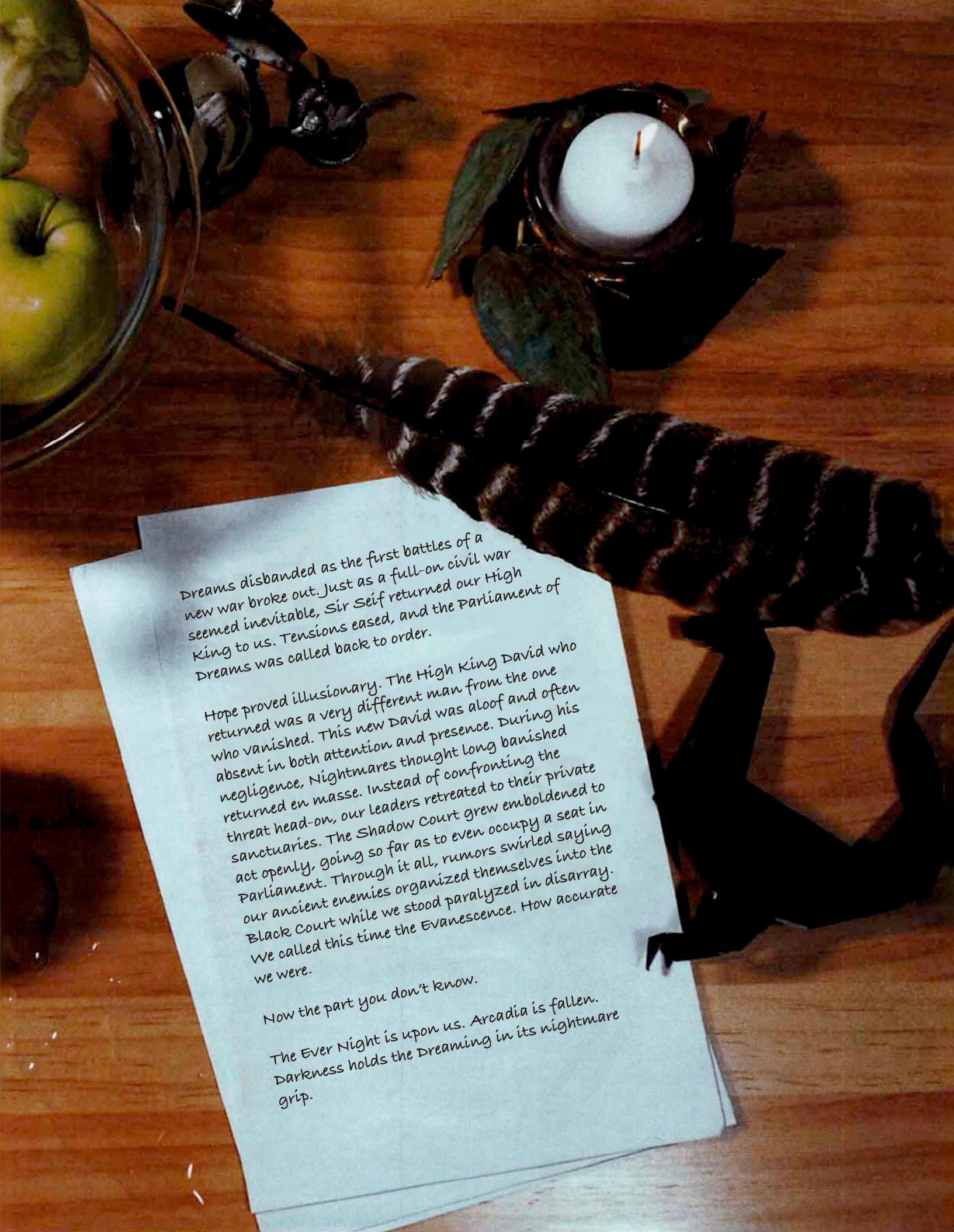
Over time we grew complacent. Instead of fighting to maintain the great oaths that supported the world, we fought each other. Our conflict escalated until we inadvertently tore our world apart. The Shattering permanently separated the mundane from the Wyrd. Some of us fled to our homeland, Arcadia. Others were trapped in the mundane.

Eventually, the world healed enough for the Wyrd to re-emerge in the mundane. The glory of the Resurgence was short-lived, though. We squandered our opportunity to repair the world. Resentment between the Arcadian and Earth-bound fae boiled over into outright war. In our darkest moment, as the history leading up to the Shattering seemed destined to repeat itself, High King David emerged to end the war.

Peace was fragile, so the moment the High King vanished, old rivalries re-emerged. The kingdom he established crumbled around us. The Parliament of



The great adventure  
of a king who defied  
the odds to prove  
himself a man.

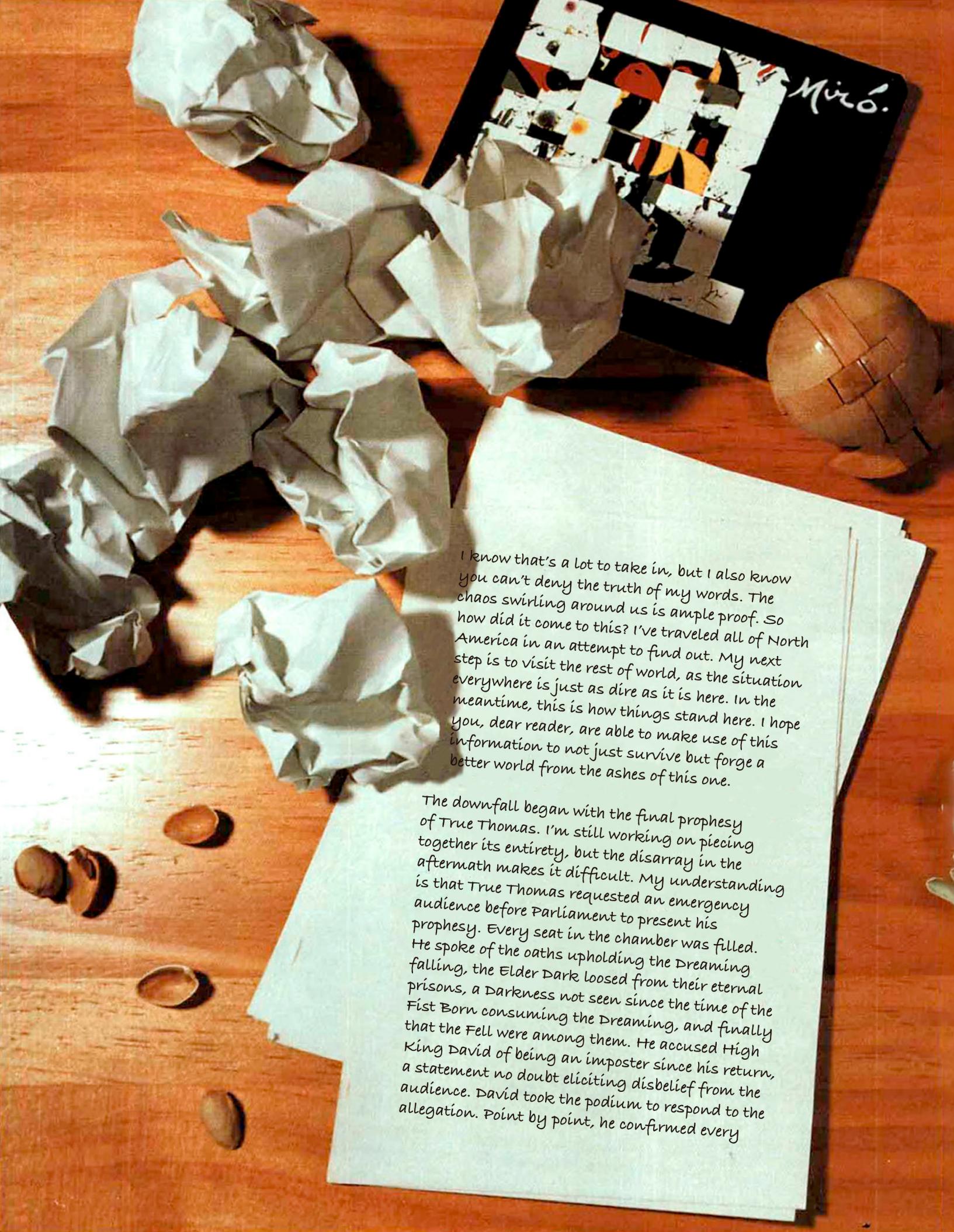


Dreams disbanded as the first battles of a new war broke out. Just as a full-on civil war seemed inevitable, Sir Seif returned, and the High King to us. Tensions eased, and the Parliament of Dreams was called back to order.

Hope proved illusionary. The High King David who returned was a very different man from the one who vanished. This new David was aloof and often absent in both attention and presence. During his negligence, Nightmares thought long banished returned en masse. Instead of confronting the threat head-on, our leaders retreated to their private sanctuaries. The Shadow Court grew emboldened to act openly, going so far as to even occupy a seat in Parliament. Through it all, rumors swirled saying our ancient enemies organized themselves into the Black Court while we stood paralyzed in disarray. We called this time the Evanescence. How accurate we were.

Now the part you don't know.

The Ever Night is upon us. Arcadia is fallen. Darkness holds the Dreaming in its nightmare grip.



I know that's a lot to take in, but I also know you can't deny the truth of my words. The chaos swirling around us is ample proof. So how did it come to this? I've traveled all of North America in an attempt to find out. My next step is to visit the rest of world, as the situation everywhere is just as dire as it is here. In the meantime, this is how things stand here. I hope you, dear reader, are able to make use of this information to not just survive but forge a better world from the ashes of this one.

The downfall began with the final prophecy of True Thomas. I'm still working on piecing together its entirety, but the disarray in the aftermath makes it difficult. My understanding is that True Thomas requested an emergency audience before Parliament to present his prophecy. Every seat in the chamber was filled. He spoke of the oaths upholding the Dreaming falling, the Elder Dark loosed from their eternal prisons, a Darkness not seen since the time of the Fist Born consuming the Dreaming, and finally that the Fell were among them. He accused High King David of being an imposter since his return, a statement no doubt eliciting disbelief from the audience. David took the podium to respond to the allegation. Point by point, he confirmed every



A MIDSUMMER  
NIGHT'S DREAM  
BY WILLIAM SHAKESPEARE



ILLUSTRATED BY  
ARTHUR RACKHAM

part of the prophesy. I can only imagine the growing sense of dread the members of Parliament must have felt as he went through the list. By the time David got to the end, his facade had dropped completely, revealing himself to be one of the Fell. The imposter slew True Thomas. The Black Court must have somehow planned the whole thing, because their army descended on Parliament before the first drop of Thomas' blood even hit the floor. The Red Branch Knights fought valiantly, getting as many fae to safety as they could. The Fell were overwhelming, and Tara Nar, the heart of Concordia, crumbled before the onslaught. It now stands occupied by the Black Court.

News of the event traveled quickly, and for some, chaos breeds opportunity. In Apples, the Urban Renewal League never truly went away after the War of Concordia was averted. They sprang into action and launched a hastily put together assassination attempt on Queen Mab. Thanks to the tumult caused by the Black Court, the attempt was successful. From there, city after city fell to the League. Princess Lenore continues her attempt to reestablish the rule of the courts, but her inexperience with both politics and strategy has left this a mostly futile effort. With a few notable exceptions, Apples is now an Urban Renewal League stronghold.

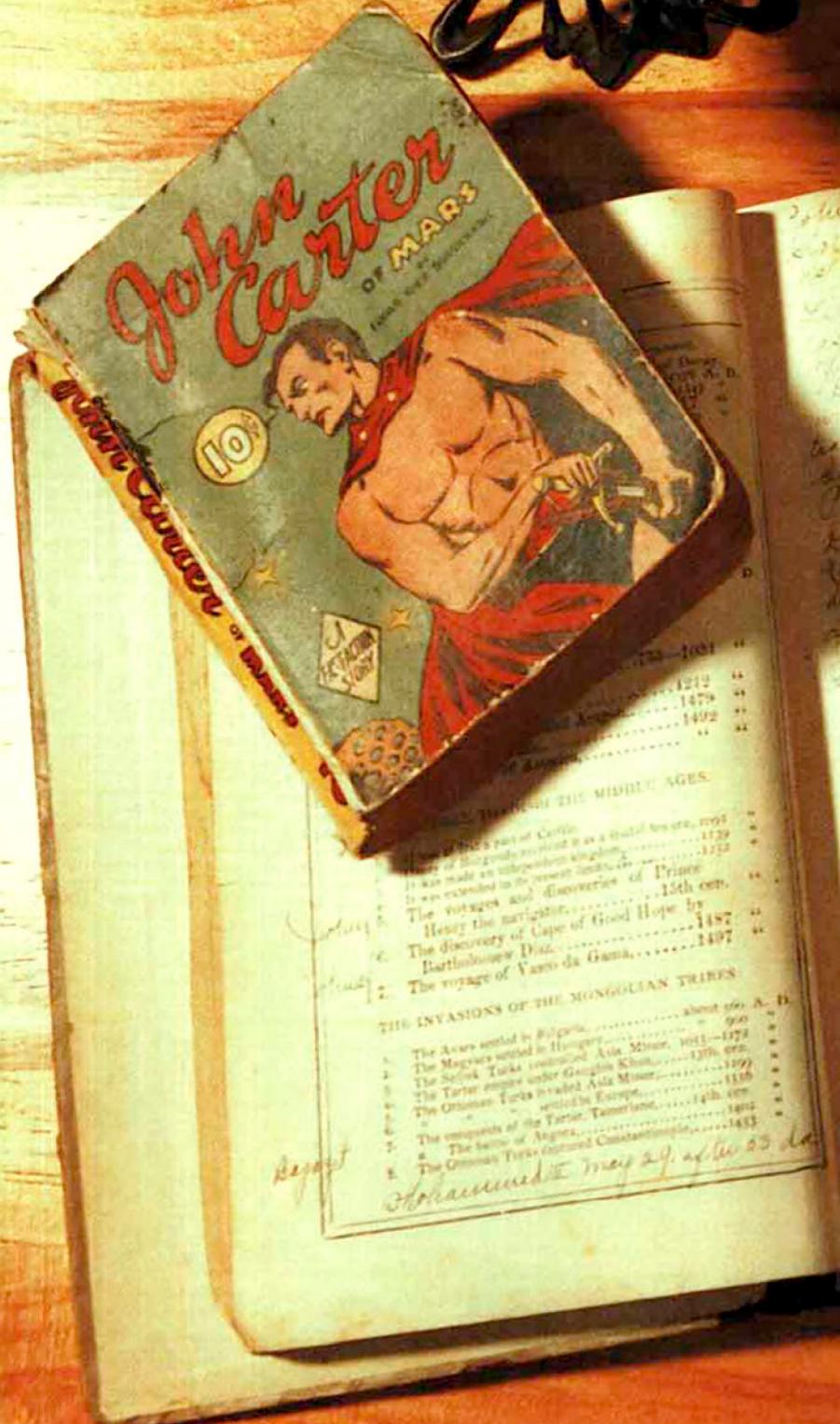
DISREGARD  
THE CARD

In Willows, King Meilge removed his mask and declared his allegiance to the Black Court. He urged all fae who wished to be on the winning side of history to join him. His address must have been planned for some time. As he was giving it, the nobles under him who would have opposed the move were quickly and brutally eliminated. The Kingdom of Willows is officially Black Court territory. Hope isn't lost for the fae who find themselves trapped within, though. Queen Faerilyth returned home after the fall of Tara Nar, and now leads an insurgency against Meilge and the Fell.

The rest of Concordia fares no better. Old rivalries resurfaced. Jealousies long simmering are now boiling over. Nobles fight commoners. Seelie fights unseelie. The Shadow Courts fights the urban Renewal League. Alliances are made and broken as they all fight each other. What was once a collection of nine great kingdoms is now a patchwork of hundreds of independent fiefdoms. Through it all, our holdings continue to fall to the Black Court. Niall Peacemaker, who once kept the War of Concordia from getting out of hand until David's "return," now travels the countryside attempting to







John Carter of Mars was written by  
Edgar Rice Burroughs and first published  
in 1911. It is the first in a series of 12 books  
about the Red Planet. The story follows John  
Carter, a retired Civil War general, who is  
recruited by the Tharkian prince to help him  
defeat the Red Martians. Carter's adventures  
take him to various parts of Mars, including  
the Equatorial region and the Arctic. He  
meets many interesting characters, including  
the wise old Tharkian sage, the fierce  
Red Martians, and the beautiful Princess  
Dejah Thoris. The book is filled with  
descriptions of the Martian landscape,  
its flora and fauna, and its unique  
geology. It also includes several  
historical events, such as the  
conquest of the Ottoman Empire  
and the fall of Constantinople.  
The book is a classic example of  
pulp fiction and has been  
adapted into several movies and  
television shows over the years.

convince changelings to establish a new Parliament of Dreams. The fae he meets are understandably skeptical after what happened to the last one.

What of Morwen, David's sister? I know she made it out of Tara Nar, but she hasn't been seen publicly since. My sources tell me she's retreated to a crystal circle holding and has become obsessed with the ancient great oaths — which ones are still standing, how to preserve them, and how to replace the ones that have fallen. She doesn't believe there is any hope for the world, let alone Concordia, unless that problem is solved first.

I've heard tales of even stranger things afoot, but I dare not spread them without confirmation first. I mention it only to remind you to stay alert and prepared for anything. With that, dear reader, the most I can do is wish you luck in this world we find ourselves in. I know it must seem overwhelming, but don't lose heart. You are a child of the Dreaming, a living embodiment of story, and all stories have conflict. Embrace your Wyrd! Nurture it, and it will see you triumphant.

May the Fates always guide you,  
— Lady Julia Spencer-Drake



WIS HS

\$ 5

FOR

Feed our  
FAERIES



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# Introduction

*“Night glitters here like blood-stained glass, and the world seems caught between a madrigal and a scream. The woods are dark and monstrous, the cities labyrinths of steel and pavement. In the shadows, beings out of nightmares plot and bicker. Welcome to the World of Darkness, a distillation of modern twilight.”*

— MAGE: THE ASCENSION, 2ND EDITION

## Goals

The primary goal of this take on Changeling is to foreground the horror of the setting, bringing the tone of the game in line with the feel of the World of Darkness asset by WoD5 (V5, H5 and W5), while holding onto the same core themes that always made it unique. It aims to increase the playability of the game. Player character types should have greater flexibility. Changeling's rules and terminology should be global instead of pigeonholed to a single culture. The divide between the mundane and the Dreaming should be clearer and easier to conceptualize. The accomplishments of the characters should feel consequential instead of having no impact on the “real” world.



# CONCEPTS



*Fair folk, wyld ones, Kithain, Nunnehi, Hsien, Djinn: there are as many names for them as there are human cultures, but they all refer to one thing — fae. The fae are otherworldly creatures that subsist on the creativity of humanity. They're beings of extreme passion unbound by human constraints. Their emotions consume them — joy, sorrow, love, contempt — more acutely than any mortal could hope to imagine. Once, they ruled over a realm of imagination, the collective subconscious of human society known as the Dreaming.*

Now they are refugees cut off from their homeland and forced to dwell in a world hostile to their very existence. To survive, they adopted the Changeling Way, an ancient practice of merging an Earthly soul with a fae. It offers them protection against the mundane and allows them to hide from the Dark. With the Dark in control of the Dreaming, mortal society is suffering. Humanity as a whole is gradually descending into a more primal mindset — fear, instinct, xenophobia, and hatred.

## Theme

**Changeling: The Dreaming** explores the existence of the outcast. Changelings are exiles from a world that wants them dead, attempting to survive in a world that won't tolerate them. The changeling experience is a metaphor for the marginalized experience — minorities, the disabled, the non-neurotypical, and the LGBT+ community. Even when not facing overt hostility, the micro aggressions are constant, and changelings are deeply divided on how to deal with it. Is it possible to hold onto one's identity when it is always under assault? What happens when an individual reaches their breaking point?

## What This is Not

This is not a complete game. The reader will need a copy of Vampire the Masquerade 5th Edition (**V5**), Hunter the Reckoning 5th Edition (**H5**) or Werewolf the Apocalypse 5th Edition (**W5**) and Changeling the Dreaming 20th Anniversary Edition (**C20**) and **C20 Players Guide** to make use of this document. Others **WoD5** contains the core rules of play and character creation, while Changeling has everything a Storyteller needs to understand the game's setting and tell stories within it. This book only illustrates the changes from either source.

The sourcebook **C5 Ewaré o Reino Encantado da Amazônia** from **Brasil in the Darkness** is also recommended for Brazilian players, the specific content of this book is tagged by .

# Lexicon

Players and Storytellers experienced with **Changeling: The Dreaming** will notice a mix of new terms and familiar terms used in new ways throughout this book. The new names for previously established concepts were chosen help meet the goals of this guide — to make aspects of the game more accessible, to get away from being culturally specific, or to heighten the game's inherent horror elements. This lexicon serves as a guide to help ease the transition from **C20** to **WoD5**.

**BANALITY, also COLD:** An entropic force that opposes Wyrd. While useful to keep them rooted in reality, high levels are dangerous to changelings.

**BRANDED, THE:** Dauntain in **C20**, these are broken faerie souls disconnected from the Dreaming who can only ease their Nightmare and restore their Wyrd by preying on changelings.

**BURN OUT:** Similar to Rhapsody in **C20**, this is the act of achieving Epiphany through a dreamer beyond the limits of a mortal mind. The person is no longer able to function in human society.

**DARKENING:** The twisting of the Dreaming and the Wyrd to accommodate the Elder Dark and their Fell children.

**DREAMERS:** Similar to Touchstones in **WoD5**, these are the people who remind a changeling what it means to be born of the Dreaming and give her sanctuary to let her Wyrd fly freely.

**ELDER DARK:** Fomorians in **C20**, the original inhabitants of the Dreaming born from a primal world predating humanity.

**APIPHANY:** The act of basking in new Wyrd generated by humanity giving release to a changeling's

Wyrd and easing his Nightmare.

**FELL, THE:** Thallain in **C20**, the nightmarish servants of the Elder Dark and changelings corrupted by the Darkening.

**FIRST BORN:** Tuatha de Danaan in **C20**, the progenitors of the fae who guided humanity to higher order thoughts and emotions, altering the Dreaming to match.

**MORTAL SEEMING:** Fills a similar function to Convictions in **V5**, the part a changeling plays in mortal society allowing her to pass in the mundane world and providing protection from Banality.

**MUSING:** Similar to Reverie in **C20**, the act of inspiring a mortal the heights of creativity so her inner Wyrd radiates outward.

**NIGHTMARE:** The frustration and restriction a changeling feels from being constrained in world that can't accept her true nature.

**RAVAGING:** An act of violation ripping the Wyrd out of a mortal by force.

**TITHED, THE:** Mortal souls trapped in Arcadia when it fell to the Elder Dark. Twisted by the Darkening, they seek vengeance against the changelings who left them to their fate.

**WYRD, also GLAMOUR:** The creativity, unbound chaos, and infinite possibility flowing from humanity that composes the Dreaming.





# THE CHANGELING WAY

*“Elves are wonderful. They provoke wonder.  
 Elves are marvellous. They cause marvels.  
 Elves are fantastic. They create fantasies.  
 Elves are glamorous. They project glamour.  
 Elves are enchanting. They weave enchantment.  
 Elves are terrific. They beget terror”*

— TERRY PRATCHETT, “LORDS AND LADIES”

Fae are creatures of excess, but they must tread carefully in the Ever Night. The twin threats of the mundane and the Darkening threaten them at every turn. Changelings aren't merely helpless victims, though. They're glorious, immortal creatures who embody the collective myths of humanity. Where one treads, developments both marvelous and ruinous follow close behind. They're the rightful masters of the Wyrd and the Dreaming, wielding both to bend reality and mortal minds to their desire.

## The Mists

The Mists are a natural barrier between anything Wyrd and the mundane. They both prevent the Wyrd from being corroded away and keep the mundane orderly by limiting their interactions with each other. Changelings refer to anything concealed by the Mists as the Hidden. Items made entirely of dream-stuff, creatures born of the Wyrd, and even faerie places of power are counted among the Hidden. The Mists cloud mortal minds, thwarting their ability to navigate to the Hidden. This doesn't mean the Hidden is any less real than the mundane — quite the opposite. A sword from

the Dreaming is potentially more deadly than a run-of-the-mill bullet, thanks to the sword's Wyrd properties. With the Fell running loose in the Ever Night, a mortal who accidentally wanders into the wrong side of the Mists finds his life in grave danger. A changeling may channel the Wyrd to part the Mists for a turn around any one of her Hidden possessions.

## Nightmare

A changeling's Nightmare is the result of the straitjacket she forces herself to wear every minute of every day for the sake of conforming. It is her true nature, her Wyrd, chaffing against the constant constraints of the mundane, screaming to be set free. The Wyrd, by its very nature, won't tolerate imprisonment for long. Eventually, it will break its bonds to run wild, always with repercussions for the changeling.

## Nightmare Dice

Nightmare dice function almost identically to Hunger dice (see V5 page 205). Instead of a bestial failure, a changeling experiences a Wyrd Failure in which her Wyrd manifests excessively or at an inopportune time. Likewise, changelings don't have messy criticals. Instead, they experience Wyrd Criticals, causing the result to manifest in some peculiar manner no mundane mortal would even consider.

Nightmare Dice replace dice in all dice pools (but Willpower) up to the maximum dice pool possible, like in V5.

- 💀 Failure, Wyrd Failure if the test fails (1)
  - ◆ Failure (2-5)
  - ✓ Success (6-9)
  - ✿ Success, Wyrd Critical if part of a critical win (10)
- Nightmare Dice can never be rerolled using Willpower.

## Easing Nightmare

A changeling who indulges her Wyrd in structured, measured sessions is able to ease her personal Nightmare. Like a release valve on a high-pressure system, doing so relieves the tension she builds up in her day-to-day life by giving her Wyrd space to breathe and exist. Methods of easing Nightmare include spending time in a freehold, basking in Revelry, and achieving Epiphany. Spending an evening of sleep dreaming in a freehold removes one Nightmare point per night. Spending an entire scene dedicated to pursuing the changeling's Revelry removes one Nightmare point. Musing removes all of a changeling's Nightmare except one point. Ravaging removes one point of Nightmare per turn. The only way for a changeling to completely remove all of her Nightmare is to inflict Burn Out on her dreamer.

| METHOD               | EASED NIGHTMARE        |
|----------------------|------------------------|
| Sleep in a Freehold  | 1 per night            |
| One scene of Revelry | 1 point                |
| Musing               | ALL but the last point |
| Ravaging             | 1 per turn             |
| Burn Out             | ALL                    |

# Banality

The mundane can't abide individuality or anything that defies the status quo. Any jagged edge — the merest hint of uniqueness — is ground down until everyone is polished into glistening mediocrity. Despite being draped in an armor of mortal flesh, a changeling's Wyrd makes her especially susceptible to the ubiquitous Banality of the world. Mechanically, Banality works similarly to Vampire's Stains (see V5 page 239), but there is no Remorse test at the end of the session, Banality is only removed by other means. For changelings, though, Banality isn't a violation of a code, it's the erasure of their very identity. A character rolls a Banality Check when the mundane takes priority over her role as a being of myth and legend: when either a chronicle tenant or one of the character's bans is breached. The changeling is shielded from Banality if the action that incurs it was done in the service of her mortal Seeming. Otherwise, Banality erases a changeling's Wyrd. When a changeling loses all of her Wyrd, she becomes Undone, forgetting all about her life as a changeling and living the rest of her days as a normal person, Banality is then set to 6. Without her Wyrd to guide her, the Mists cloud her mind just like any other clueless mortal.

## Rating

Banality touches virtually everything in the World of Darkness, and therefore everything has a Banality rating. This rating represents, on a scale of 1 to 10 marks, just how much Banality has been invested into the subject or place.

A high Banality rating means that a changeling's Arts might slide right off that person, for example. Mechanically, this means a subject with high Banality (8-10) adds +1 difficulty to cantrip rolls targeting them.

This rating can be used as Dice Pool in special occasions or be used to determine damage in some Arts.

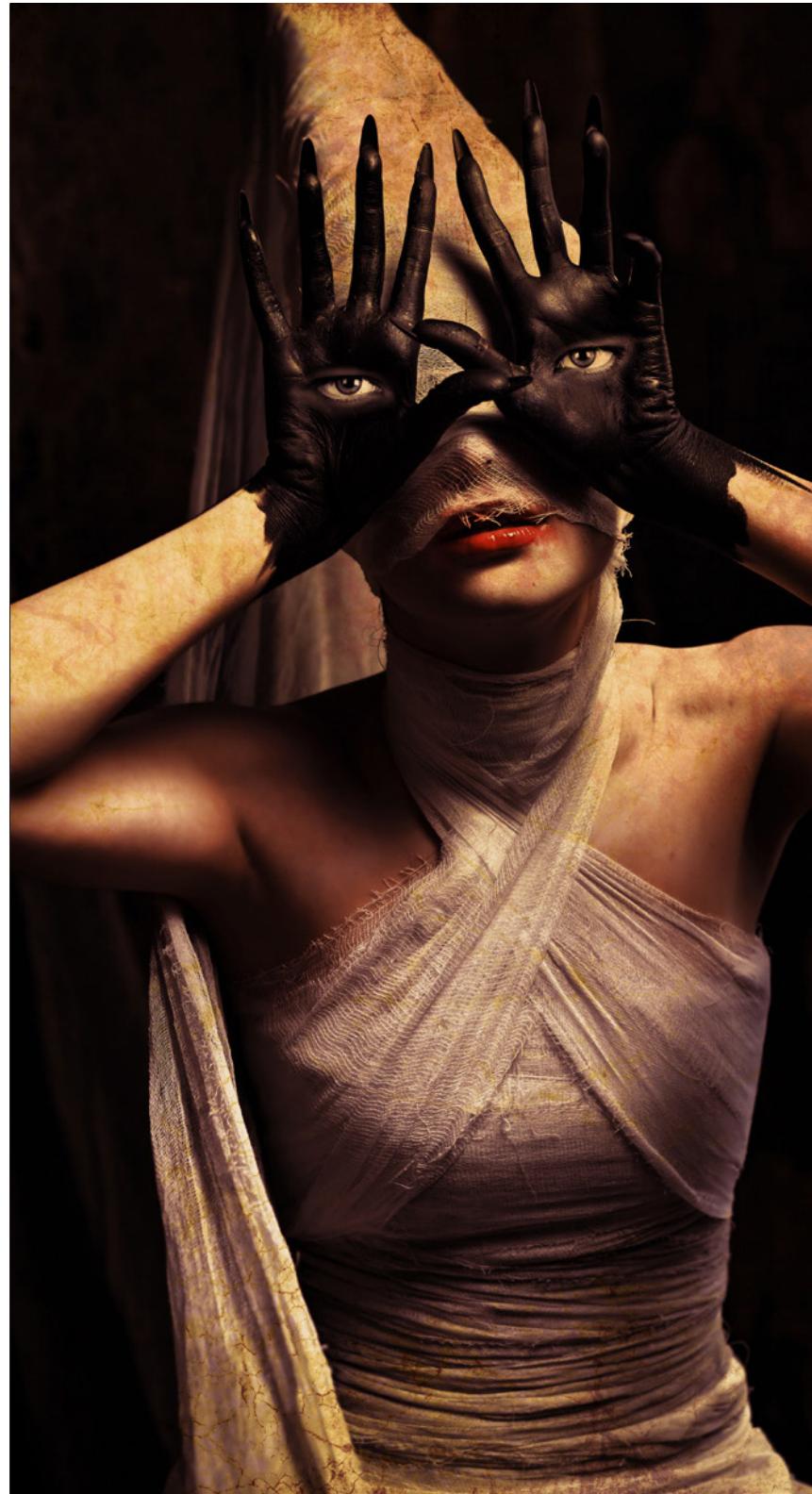
**BANALITY 1-3:** Nothing in the modern world

is free from Banality's influence, but Changelings treasure mortals with a Banality rating this low, as their minds and souls are comparatively untainted. Such individuals are called Dreamers, and are frequently used as sources of Wyrd. Dreamers are unlikely to be held in high esteem by wider society, unless they're wealthy enough to be "eccentric" instead of "crazy" or have turned their overwhelming creative impulse to a popular end. Even if a Dreamer does enjoy wealth and popularity, she does not create because doing so brings these things to her — she creates because she *must*.

**BANALITY 4-5:** Individuals with a Banality of 4 or 5 are still passionately, even wildly creative by wider societal standards. They are likely to be known as flakes or idealists by their fellows, and may have difficulty maintaining day-to-day commitments that routinely interfere with their creative pursuits. They treasure any living situation that affords them the time they need to indulge in what they love. These are the sort of people who paint a perfect replica of the night sky on their ceiling "because they felt like it," or spend years of their lives painstakingly creating a patchwork map of a fantastic fictional world. While they are not Dreamers, they are still an excellent source of Wyrd, and are much more likely to be understanding of the unusual pursuits of the Changelings.

**BANALITY 6:** People living with this level of Banality do what they can to resist the demands of the wider world around them, but cave to the inevitable. They get the degree that is supposedly "better" than the one they really wanted. If they're fortunate enough to get a job, they cling to it. People with Banality 6 do what they have to for as long as they must, and retreat from the world around them as soon as is possible. They have hopes and dreams of making it big doing the thing they love, but cruel reality is an insurmountable obstacle more often than not. When left to their own devices, they produce some Wyrd, but are hardly the fonts of it as are those of lower Banality, whom they envy greatly.

**BANALITY 7:** The battle may not be over, but the war seems lost. At this level of Banality, an indi-



vidual feels beaten. He knows he should write that novel that's been lingering in the back of his head, but zoning out on the couch watching competitive cooking TV shows is just easier. The set of high-end markers sits in a corner gathering dust — her guild in Skinner Box Online gives her shit if she doesn't make at least two raids a week. Their dreams are still within their sight, but their reach exceeds their grasp. Someone suffering with this much Banality needs a real shock to get him out of his rut, so getting Wyrd from him is a challenge.

**BANALITY 8:** The Banality begins not only to dampen, but to control souls at this level. It's not a maniacal puppeteer, cackling as it makes people dance at its whim, but is rather a further refinement of what it already does at lower levels. It takes the envy of a freer soul and twists it, turning it to antipathy. Mortals begin to pose a threat to Changeling once they reach this level of Banality, forcing changelings to ever be on their guard, lest they be overwhelmed by even a careless word. The mortal does not mean to be a threat, but this makes no difference. A nasty comment about street art seems innocuous to many, but it plants the seeds of Banality and inflames the sliver of it that all changelings carry within them.

- From this point of Banality, adds +1 difficulty to cantrip rolls targeting them.

**BANALITY 9-10:** Not everyone with a Banality rating this high is one of The Frozen, but one could forgive changelings for not seeing the difference. This level of Banality is a choking cloud of hopelessness, a vortex of negativity that seems inescapable. The person at the heart of that cloud, who exudes it with practically every word and action, disdains creativity to such an extent that it seems wrong to them. Here, a psychologist overprescribes medication for an attention disorder. Here, funding for arts programs is cut even when options to save them exist. Here, the bright wash of color in the world, attenuated slowly as Banality progresses, is rendered a malignant and dying collection of shades of gray.

- Adds +1 difficulty to cantrip rolls targeting them.

## Banal Places

The chill of Banality contaminates not only people or objects, but even entire locations or buildings. Such places require long-term exposure to Banal thought, making them comparatively rarer than individuals with high Banality, but they do exist and they are a great threat to changelings. Banal structures represent the institutional memory of the organizations that dwell within or use them regularly. Organizations dedicated to promulgating one point of view above all others are a common cause of such structures. Not every church is a Banal structure, but a megachurch owned by a fire-and-brimstone preacher who insists that everyone except his parishioners is on a one-way road to Hell certainly will be. A business that thrives on creativity and has a loose management structure is less likely to be saturated with Banality, but the stereotypical office-drone cubicle farm filled with workers endlessly performing rote tasks that have no relation to their own lives might as well be the Chernobyl of Banality. Rejection of alternative ideas, of creativity, and of imagination are all hallmarks of the sorts of organizations needed to create a Banal structure.

**SYSTEM:** When deciding the Banality rating of the structure, consider what the Banality rating of the average member of the organization that made it that way would be. Factor in how many of them there are, how long they've been there, and how active they are, and you should have a pretty good idea of where on the chart they belong. Any rolls for cantrip use within a Banal structure suffer +1 to their difficulty. Additionally, for every scene a changeling spends in a Banal Structure in excess of her Wyrd rating, she rolls a Banality Check.

Mortals who regularly spend time in a Banal structure with a higher Banality rating than their own slowly gain Banality until they reach an equilibrium with the structure. This gain occurs at the rate of one dot of Banality per month. This assumes they spend a significant portion of their waking hours within the structure, such as for a nine-to-five job. If they spend less time in the structure, they may gain Banality at a slower rate or not at



all, at Storyteller discretion. Similarly, if they are locked in or otherwise forced to spend 24 hours a day in such a structure, their Banality rating rises much quicker than usual.

### Invoking the Cold

The Mists can serve as a literal shield as well as a metaphorical one. By invoking the Cold, the Changeling can deny the effect of hidden reality upon themselves. While this renders them resistance to any Wyrd effects, including cantrips, it invites Banality in.

**SYSTEM:** To invoke the Cold, the player must spend a Willpower point and roll Banality (temporary + permanent) as Dice Pool. Each success diminish any Wyrd effect of a target at a rate of -2 per success. This includes cantrips and hidden sources (creatures or weapons). After Invoking the Cold the changeling receives a point of Banality.

### Removing Banality

A changeling may stave off Banality with the methods of Easing Nightmare. By successfully performing any method and choosing to remove the Banality instead of easing her Nightmare. You cannot remove a number of points of Banality (the rightmost ones), depending on your Wyrd Rating. The amount of Permanent Banality is equal to 6 - Wyrd, that is, with Wyrd 5 one cannot be removed.

# Wyrd

Wyrd is the chaos and infinite possibilities of the Dreaming made manifest. As children of the Dreaming, the Wyrd drives changelings to extremes — their passions, creativity, and expression are too intense for mortals to accept. The mundane constantly chips away at the Wyrd, killing a changeling's uniqueness and imposing conformity and mediocrity in place of her potential. The changeling's Wyrd rating measures her connection to the Dreaming and how in tune she is with her

true self.

## Channeling the Wyrd

Thanks to their mortal seemings, changelings are able to tap into the Wyrd, using its chaos to empower themselves, but in way that gives it structure to manifest safely in the mundane world. Mechanically, channeling the Wyrd is identical to rousing the blood (see V5 page 211), you roll a Nightmare Check in this case. Changelings use it to cast cantrips, enchant mortals, seal an oath, part the Mists, and other times when they need to impose the Wyrd on the mundane. Failure feels suffocating, as the Wyrd's full potential is repressed, and results in the character gaining a Nightmare die.

## Wyrd the Double Edged Sword

Changelings who strengthen their fae power and greater control over the Dreaming will begin to lose connection to the mortal world outside and become overwhelmed by their fae natures. The changeling drifts further into their fae self until they become able to detach from its mortal form. These Mental Pool penalties do not apply in Freeholds, Dreaming, and when they Unleash the Wyrd.

| WYRD | MENTAL PENALTY | CANTRIP POWER MODIFIER |
|------|----------------|------------------------|
| 0    | - 0 (Undone)   | N/A                    |
| 1    | - 0            | - 2                    |
| 2    | - 0            | - 2                    |
| 3    | - 0            | - 1                    |
| 4    | - 0            | - 1                    |
| 5    | - 0            | + 0                    |
| 6    | - 1            | + 1                    |
| 7    | - 1            | + 1                    |
| 8    | - 2            | + 2                    |
| 9    | - 2            | + 2                    |
| 10   | - 3 (True Fae) | + 3                    |



## Enchantment

Some mortals prove themselves useful (or annoying) enough that changelings want to guide them through the Mists to reveal all of the Hidden world. To do this, the changeling channels her Wyrd while crafting a token of some sort — a pendant, charm, cupcake, certificate, etc. If the intended mortal accepts the token, he becomes enchanted, gaining a single rank of Wyrd that can never be increased. With his Wyrd, he is able to interact with and be affected by the Hidden, just like any changeling. The mortal's Wyrd lasts until it is eroded by Banality.

## Oaths

The knowledge of how to forge the grand oaths that once gave the fae dominion over the Dreaming and kept the mundane and Wyrd in balance is lost to time, but changelings still have a measure of power in their bargains. For a changeling to craft an oath, the player rolls Intelligence or Wits + Occult. Each success grants an additional clause to the oath. Every clause has a condition, reward, and consequence. The condition is what those bound to the oath must do to avoid breaking it, the reward is what the oath-bound gain for upholding the oath, and the consequence is what happens to whomever breaks the oath. Once formed and all parties willingly agree to the oath, the character channels her Wyrd to imbue it with power. Everyone who swore the oath is now bound to it until it's either broken or all parties agree to annul the oath. The Dreaming insists on balance in all things. The Wyrd will not empower an oath unless all aspects of each clause, the condition, reward, and consequence, are of equal value. A trivial condition with no consequence to speak of isn't worth a great reward. Likewise, an arduous condition must have a reward worth the effort to uphold it.

## Dream Manipulation

Since the fall of the Ever Night, changelings are no longer the masters of the Dreaming. Any sojourn into the Dreaming is fraught with danger as the Dark relentlessly hunts down any fae who dares

venture into its domain. However, changelings still hold some amount of sway over individual dreams. If a character channels her Wyrd and physically touches a sleeping mortal while her player rolls Manipulation + Occult, the character may enter the mortal's dream. Difficulty is determined by how heavily the mortal is weighed down by the mundane. A changeling's Dreamer only needs a single success, while one of the Frozen would require at least 5 successes. The average mortal needs 3 successes. Once inside the dream, a world of possibilities awaits the changeling. She might retrieve an item that only exists in the mortal's mind. She might glimpse the dreamer's closely guarded secret. She could use the dream to plant an idea in the person's mind or hide something for safekeeping. She could slay a mental affliction or free the mortal from a mental block. She might manipulate the dream to change the person's mind about something. The changeling literally has her hands on the dreamer's subconscious. What she does is limited only by her imagination.

# The Darkening

With the Elder Dark in control of Arcadia, the ancient oaths safeguarding the Dreaming have fallen. The Darkening has spread, turning the entire realm into a twisted, nightmarish version of itself. The changelings on Earth are the only thing preventing the Darkening from consuming the mundane as well. Despite their efforts, the Darkening still has a foothold on Earth — the sudden global breakdowns in human society are testaments to the infection of mortal psyches. The damage is completely visible to changelings through the rise in Darkened freeholds and the emboldened Fallen. Even some changelings, sensing the tides turning, have thrown their lot in with the Black Court. The Darkening doesn't need its minions to eradicate the fae, though. It can infect changelings just as the Dreaming is already infected. When a changeling must gain Nightmare

but already has five Nightmare, one of her Wyrd dots becomes Darkened instead, from left to right. Likewise, if she suffers a Wyrd failure while Unleashed, a Wyrd dot also becomes Darkened. A changeling may cleanse one dot of Wyrd by successfully performing a Musing and choosing to remove the Darkening instead of easing her Nightmare. If her entire Wyrd is Darkened, she joins the ranks of the Fell, becoming a fractured reflection of herself.

---

#### **WHAT ABOUT BEDLAM?**

*In the Ever Night, the Darkening replaces the threat of Bedlam. If players and Storytellers would rather place their chronicles in the setting of C20 or earlier editions, conversion is a simple process. The Darkening is instead called Imbalance. Imbalance is gained and removed the same way as Darkening. If a character's Wyrd is entirely Imbalanced, she enters Bedlam. The troupe may also wish to rename Wyrd to Glamour for tradition's sake.*

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# Epiphany

Epiphany is the usual way for changelings to ease their Nightmare. They achieve it in several ways: Either by building mortals up and encouraging them to unlock their own hidden Wyrd, by violently ripping the Wyrd out of a mortal or by indulging your Kith's nature.

## Musing

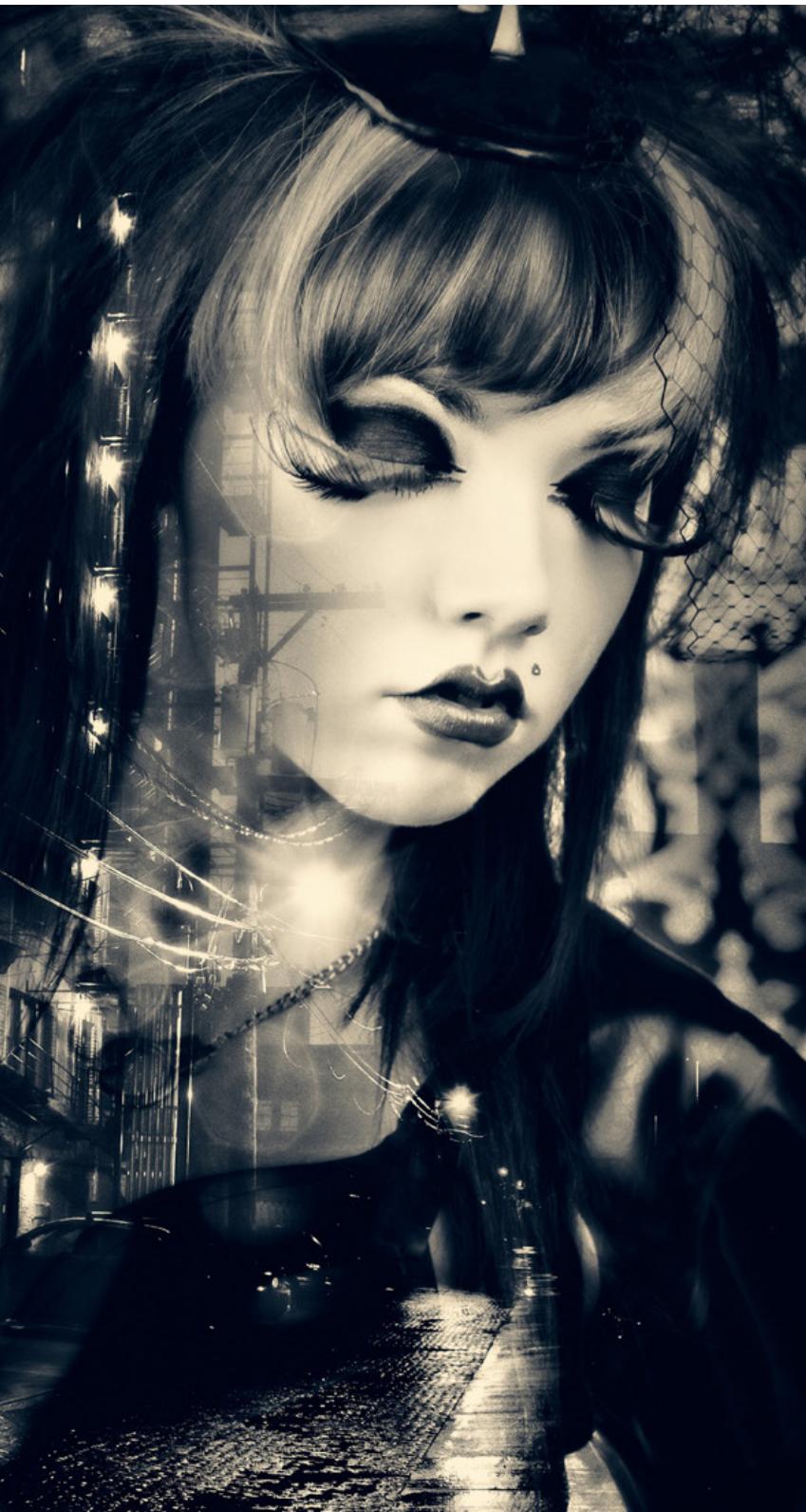
Musing requires a changeling to establish a relationship with a like-minded mortal. This can be tricky because it requires a level of trust most people aren't comfortable with. When the changeling finds a willing creative partner, they must make a connection deep within their souls, usually an oath of some sort. The connection allows the Wyrd generated by the mortal's psyche to flow

into the changeling. After the two have established their connection, the mortal becomes the changeling's Dreaming, and the changeling may Muse the mortal once a month without risking Burn Out. To perform a Musing, the characters decide what kind of creative endeavor they wish to pursue. When they're ready to begin, the changeling channels her Wyrd to open the connection. They put together a dice pool appropriate for the task at hand. Finally, they perform an Extended Test until the task is complete. If it's successful, the changeling removes all but one Nightmare point.

## Ravaging

Ravaging is a much cruder form of easing Nightmare, but it's faster and any mortal except one of the Frozen is a viable target. The changeling must first observe the mortal long enough to find his emotional vulnerabilities. A Wits + Insight roll is required. Upon success, the changeling channels





her Wyrd to hone it into a weapon for a psychic assault and begins a Social Combat with the target. The goal is to utterly destroy the mortal emotionally, shattering his self-esteem. Doing so rips the mortal's potential Wyrd out of him. Each aggravated point of Willpower damage eases one Nightmare.

### Burn Out

The only way for a changeling to remove all her Nightmare points is to inflict Burn Out on a mortal. To inflict Burn Out with a Musing, the player only needs declare the intent to do so. The mortal finds his capacity to create completely stolen and is no longer suitable as a Dreamer. He falls into despair confronted by everything he used to do but is now completely unable to even begin, let alone match. He spirals further and further into depression and self-destructive behavior as frustration compounds upon itself. Eventually, he succumbs to suicide or death by overdose as he tries to self-medicate the pain away. Burn Out through Ravaging is accomplished by completely filling the mortal's Willpower with aggravated damage. The targeted mortal has her soul completely shattered. She might go completely catatonic, or she might commit suicide, so she never has to see herself in the mirror again. A few find some semblance of recovery by joining the ranks of the Frozen.

### Revelry

Each kith has a way of easing Nightmare that draws from the nature of the kith. Redcaps have very different forms of Revelry than boggans, and so on. The types of Revelry common to each kith are included in the descriptions of the Kith, page 39.

A character can indulge in Revelry once per story. She must spend at least a scene in Revelry, and the player must describe the character's Revelry to the Storyteller. When the Revelry ends, the character removes all but one Nightmare point.

# Health

## Hidden Damage

The myriad dangers of the Hidden cause hidden damage. This may be the claws and teeth of a great hidden beast, the moon-forged blade of an enemy, or whatever else may be conjured. This damage affects only the fae mien of the changeling, and not her physical body. As such, individuals who cannot perceive hidden reality cannot see these wounds. Hidden damage tends to be much more dramatic than physical damage, with wounds often looking far more serious than they should. Storytellers are encouraged to get creative with their descriptions.

When the changeling takes damage from this sort of attack, mark the number of health levels lost in the hidden damage track. Hidden damage heals at an accelerated rate, and healing times are further halved if she recuperates in a freehold or glade. If she is in the Dreaming, these health levels heal at the rate of one per 15 minutes, regardless of their severity. Changelings with their tracker completely filled outside of the Dreaming must be taken to a freehold, glade, or other strong source of Wyrd in order to recover.

**Changelings has Enhanced Damage Resistance from Hidden damage, only receiving Aggravated Damage from Cold Iron.**

## Physical Damage

Physical damage is any damage taken from actions or combat in the mundane world. This could be anything from a car accident to a fist fight to a gunshot — the mundane world can be a very dangerous place. When damage is taken from a physical source, mark any health levels lost on the physical damage track. Physical damage heals at the human normal rate (see V5 Companion page 47), unless the changeling is taken to a freehold, glade, or similar strong source of Wyrd, in which case the wounds heal at the rate hidden wounds heal

outside of a freehold or glade. Changelings with aggravated damage must receive medical attention in order to heal if they are not taken to a freehold or glade.

**Changelings receives Physical damage like humans unless they Unleashes.**

## Aggravated Damage

Certain sources of damage, hidden or physical, cause injuries that are qualitatively worse than others. This includes fire, some attacks by Prodigals (including their teeth and/or claws), and of course cold iron (see below). Use an X to mark aggravated damage. Even if the changeling recuperates in the freehold or glade, healing times are only halved, with a minimum of one day per health level required — even in the Dreaming, aggravated damage only heals one health level every 12 hours.

## Cold Iron

Cold iron is the antithesis of Wyrd, the very touch of Banality itself. Even its mere presence can be enough to sicken a changeling, and its touch enough to burn. Some changelings consider cold iron to be the very physical manifestation of the Sundering itself. Wounds made by cold iron damage both hidden mien and flesh alike, leaving wounds that fester almost immediately and draining Wyrd out of the changeling's very soul. Cold iron weapons cause aggravated damage to a changeling's fae and physical bodies simultaneously, additionally the changeling gains one point of Banality per damage taken.

**HEALING TIMES  
(USUALLY 1 POINT OF HEALTH)**

| DAMAGE        | NORMAL                          | FREEHOLD | DREAMING |
|---------------|---------------------------------|----------|----------|
| Sup. Hidden   | 1h                              | 30min    | 15min    |
| Agg. Hidden   | None                            | 1 day    | 12h      |
| Sup. Physical | Stamina at beginning of session | 1h       | 1h       |
| Agg. Physical | None                            | None     | None     |

# Actions Summary

- **Invoking the Cold:** Cost a Willpower point, roll Banality. Each success diminish Wyrd effect of a target at a rate of -2 per success.
- **Unleashing the Wyrd:** Roll Wyrd, last for a scene. While Unleashed your entire dice pool become Nightmare dice. After, fill all your Nightmare.
- **Enchantment:** Channeling the Wyrd and craft a token.
- **Oath:** Roll Intelligence or Wits + Occult, each success grants an additional clause. Cost a Channeling the Wyrd.
- **Dream Manipulation:** Channeling the Wyrd and roll Manipulation + Occult
- **Musing:** Channeling the Wyrd and perform an Extent Test with difficulty and Dice Pool appropriate. Removes all but one Nightmare point.
- **Ravaging:** Roll Wits + Insight and Channeling the Wyrd. Start a Social Combat, each aggravated point of Willpower damage eases one Nightmare
- **Burn Out:** Completely filling the mortal's Willpower with aggravated damage. Remove all Nightmare.



Sure, you can live a life of safety and normalcy — be just another anonymous face in the crowd, but you'll have to give up your Wyrd. Are you really willing to make that sacrifice and surrender all the wonders hidden behind the Mists?



# LEGACIES

*“Things need not have happened to be true. Tales and dreams are the shadowtruths that will endure when mere facts are dust and ashes, and forgot.”*

— NEIL GAIMAN, DREAM COUNTRY

All the stories of humanity, regardless of location or culture, carry the same handful of archetypes. Changeling scholars debate if this is due to something intrinsic in humans or because of some fundamental property of the Dreaming. The Dark’s hold on the Dreaming and the ensuing challenges mortals are facing only serves to muddle the question. As living myths themselves, the fae also belong to a distinct set of archetypes called Legacies. Every culture has their own variation on each of the Legacies, called Kiths. The Kiths are specific manifestations of the Legacies. Legacies provide changelings with a Quest and Ban, while the Kiths give them their Birthrights, Frailties and Affinity Realm.

## How Do I Look?

The Wyrd is infinite possibility given form. Changeling appearances, even within the same Kith, vary dramatically. The Changeling Way forces a small degree of uniformity among the fae from the Wyrd’s marriage to the mundane. All changelings have a humanoid form, and the Kiths have one or two defining characteristics. For example, all pooka have some kind of animalistic feature, and all trolls are large with horns. Aside from that, a changeling’s appearance is limited only by the imagination of the player.

## Create or Adapt

You can create a Kith from your local culture or adapt from older versions of Changeling the Dreaming, for that you will need to fill some characteristics, as described below:

- **BIRTHRIGHTS AND FRAILTIES:** Every kith has inherent strengths and weaknesses. Birthrights are the strengths possessed by the kith, and often tie into the kith’s history, role in society, or appearance. Frailties are the kith’s weaknesses, challenges or difficulties they must consciously struggle to overcome. [1 or 2 of each]
- **REVELRY:** The common ways this kith eases Nightmare by playing to its nature.
- **UNLEASHING:** When a changeling from this kith channels a torrent of Wyrd through an Art, those around him experience effects on their senses and emotions. This section describes common sights, smells, sounds, or feelings a witness to this kith’s unleashing may encounter.
- **AFFINITY:** Each kith has an Affinity for a particular Realm. When a member of the kith casts a cantrip involving that Realm, gains +1 on dice pool.

More details about Kith Creation in C20 page 114.



# LORE KEEPERS

*Historians  
Mystics  
Storytellers  
Sages  
Rite Masters*

A

cademics emerge from all Legacies, but the Lore Keepers elevate scholarship to an art form. They preserve faerie wisdom for all changelings, be it records of events, stories to impart lessons, the legends composed of equal parts myth and fact, or the rituals underpinning fae society. They ensure the ancient knowledge is never lost to time, a role that takes on even greater urgency with the Mists constantly threatening the integrity of changeling memories. Lore Keepers may wander the world in an effort to unearth new tales or they may dedicate their lives to the oral traditions passed from one generation to the next. As long as the role of a Kith is to safeguard or pass along knowledge, it descends from the Lore Keeper Legacy.

**Quest:** Lore Keepers are always on the hunt for new knowledge. Be it art, songs, stories, instructions, history, lore, or wherever else the Lore Keeper's interests lie, she is always eager to learn something new.

**Ban:** For Lore Keepers, no act of learning the core of their being. To reject it is to reject them. They can't abide by one trivializing gaining a new skill in their interest area.

## Kiths

### Biloko

See C5 Ewarë o Reino Encantado da Amazônia, page 89 and C20 Players Guide, page 84.

■ **BIRTHRIGHTS**

Ancestral Virtues, Natural Instinct

■ **FRAILTY**

Familiar Ground, Guarded

### Boraros

See C5 Ewarë o Reino Encantado da Amazônia page 38.

■ **BIRTHRIGHTS**

Raízes Profundas, Coração Guerreiro

■ **FRAILTY**

Aura Ameaçadora

### Curupiras



See C5 Ewarë o Reino Encantado da Amazônia page 50.

■ **BIRTHRIGHTS**

Despistar, Um com a Terra

■ **FRAILTY**

Ligado a Terra

### Eshu

See C20 page 93 or C5 Ewarë o Reino Encantado da Amazônia page 95.

■ **BIRTHRIGHTS**

Serendipity, Talecraft

■ **FRAILTY**

Recklessness

### Fu Hsi

See C20 page 425.

**Revelry:** Fu hsi ease their Night-

mare though puzzles, mental games, and riddles. Playing or creating them doesn't matter, as long as they're an interesting challenge.

**Unleashing:** The serpents' Unleash-ing is a mask of lithe grace, beautiful and entrancing. It's patient, waiting until its foe becomes complacent before striking as the viper it truly is.

■ **BIRTHRIGHTS**

Luck

**Wani Form:** Wani form only manifests when the fu hsi Unleashes her Wyrd.

■ **FRAILTY**

Curse

### Kahuna

See C20 page 416.

**Revelry:** A kahuna eases his

Nightmare by communing with the local spirits or discovering an omen from the gods.

**Unleashing:** A kahuna is normally a peaceful, serene being, but when he Unleashes his Wyrd, the fury of the local spirits add to his, ensuring his will is carried out and transgressors receive the punishment they deserve.

■ **BIRTHRIGHTS**

Break Taboo, Spirit Speech

■ **FRAILTY**

Omens

## Korred

See C20 page 447.

■ **BIRTHRIGHTS**

Testament, Balance

■ **FRAILTY**

Truth

## Moiræ

See C20 page 390.

**Revelry:** The oracles ease their Nightmare though the instruments of fate — tarot, tea leaves, palm reading, goat entrails, etc. They achieve revelry by divining someone's fortune in a traditional manner.

**Unleashing:** A moiræ's Wyrd is subtle, even when Unleashed. It weaves itself into a web to trap its unsuspecting target, where the threads of fate cut the person to the bone.

■ **BIRTHRIGHTS**

Aural Perception, Fata

■ **FRAILTY**

Superstition

## Obambos

See C5 Ewarë o Reino Encantado da Amazônia, page 104 and C20 Players Guide, page 89.

■ **BIRTHRIGHTS**

Clever Hands, One False Move

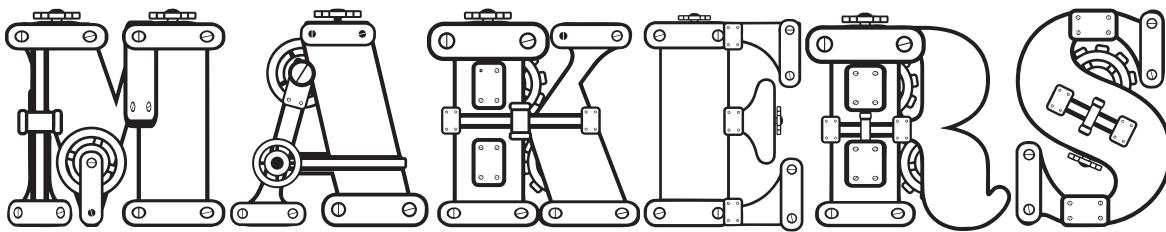
■ **FRAILTY**

Vengeful Heart









## Bumkins Crafters Mad Scientists Inventors Grunts

A

ll changelings create, but those fae of the Maker Legacy are the quintessential artisans. Mak-ers are responsible for wonders of faerie kind, from weapons unimaginable to mortals, to fan-tastic treasures pushing the boundaries of the possible, to Hidden places of power harnessing the Wyrd for changeling use. Their creations aren't limited to the Wyrd or even the physical. They're architects and landscape artists without peer. They're programmers reshaping the dig-it-al realms. Makers are also planners, coming up with new processes to accomplish tasks more effectively or simply finding the most efficient way to reach a goal. Woe to anyone who faces off against a Maker strategist. Any Kith concerned with invention or new perspectives has its origins in the Maker Legacy.

**Quest:** Makers are always looking for an opportunity to put one of their creations or ideas into real world use. Whether it's a new landscape, a new philosophy, or a steam-powered death ray, they want to their brainchild in action.

**Ban:** Makers can't abide leaving things to fate. A good idea, the right technology, or dedicated hard work can overcome any chal-lenge. The idea that something "meant to be" is antithetical to them.

# Kiths

## Boggans

See C20 page 88.

### ■ BIRTHRIGHTS

Craftwork, Social Dynamics

### ■ FRAILTY

Call of the Needy

## Hana

See C20 page 416.

**Revelry:** Hana ease their Nightmare by participating in group activities that help their community.

**Unleashing:** When their Wyrd runs wild, it hits like a hammer, smashing everything into something malleable. When ready, it then lashes the world, pulling and

reconfiguring it into something new.

### ■ BIRTHRIGHTS

Craftwork, Song

### ■ FRAILTY

Abandonment

## Kuinos

See C5 Ewarë o Reino Encantado da Amazônia, page 98 and C20 Players Guide, page 87.

### ■ BIRTHRIGHTS

Eyes for Detail, Bargainer's Gift

### ■ FRAILTY

Sambio

## Nockers

See C20 page 95.

### ■ BIRTHRIGHTS

Make It Work, Fix-It

### ■ FRAILTY

Light-Fingers

## Okubili

See C5 Ewarë o Reino Encantado da Amazônia, page 107 and C20 Players Guide, page 85.

### ■ BIRTHRIGHTS

Anger Management, Strength of the Cycle

### ■ FRAILTY

Immersive Mind

## Wichtel

See C20 page 452.

### ■ BIRTHRIGHTS

Dowsing, Industrious

### ■ FRAILTY

Vengeful

## Yunwi Tsunsdi

See C20 page 406.

**Revelry:** The little people ease their Nightmare when they create a gift for someone, and the recipient remains unaware of their benefactor.

**Unleashing:** When their Wyrd is Unleashed, all the cracks the yunwi tsunsdi repaired over the years, the brokenness they've mended, the disorder they've cleaned — all of it flows forth confusing, disorienting, and breaking apart their adversaries.

### ■ BIRTHRIGHTS

Out of Sight, Clever Hands

### ■ FRAILTY

Flame of Anger







# NOBLES

*Shining Host  
Gentry  
Dandies  
Courtiers  
Ringleaders*

**A**ny changeling with the correct disposition has the capability for leadership, but Nobles are born to rule. Whether they assume authority by philosophy, tradition, combat prowess, or simply birthright, they excel in whatever manner of influence is their calling. Some choose to govern through consensus building, while others rely on raw charisma. They might use logic and reason to describe why their plans are the best course of action, or they may demonstrate that might makes right, believing it's better to be feared than loved. Some truly believe in noblesse oblige, taking on the weight of responsibility for all the fae who follow them. Others are vain, reveling in being fawned over by changelings desperate to curry their favor. The one thing uniting all Noble Kiths is that when they act, the world moves in response.

**Quest:** Nobles need to see that their leadership matters. Whether it's a sweeping matter in peacetime or in war, personal advice between friends, or something others might see as frivolous like setting the latest fashion trend, Nobles want to make sure their guidance makes a difference.

**Ban:** Nobles can't fathom a world in which they're ignored. It's one thing to be overruled by a higher authority or outvoted — at least their position was considered. It's quite another to be dismissed entirely.

## Kiths

### Alicantos



See C20 Ewarë e os Changeling do Brasil page 30.

■ **BIRTHRIGHTS**

Farejar Tesouros, Artesãs Primorosas

■ **FRAILTY**

Febre do Ouro

### Ali'i

See C20 page 415.

**Revelry:** The ali'i ease their Nightmare by feasting and communing with their subjects. Any grand gesture to show the importance of the commu-nity and hear their people directly brings them comfort.

**Unleashing:** An ali'i's Unleashing has the full weight of history behind it. All of her ancestors, generation after generation, come together to enforce her will.

■ **BIRTHRIGHTS**

Unearthly Beauty

**Wyrd Vessel:** The ali'i may take on another changeling's nightmare to ease their burden.

■ **FRAILTY**

Sacrosanct

### Fir-bholg

See C20 page 387.

**Revelry:** Fir-bholg ease their Nightmare through sacrifice. Not their own, of course, but one of their followers making a sacrifice in their honor.

**Unleashing:** When their Wyrd

run wild, they unleash the raw fury of the wilds and the frantic madness of civilization at once. The two immedi-ately come into conflict, clashing for dominance, with the fir-bholg's target trapped in the middle.

■ **BIRTHRIGHTS**

Breath of Firchlis

**Warrior Kings:** Fir-bholg gain an additional specialty in a combat skill of their choice. They also gain two extra dice to their dice pools when demonstrating their leadership through martial prowess.

■ **FRAILTY**

Eochaid's Hunger

## Merfolk

See C20 page 448.

■ **BIRTHRIGHTS**

Apsara of Vatea, Gills, Ocean's  
Beauty

■ **FRAILTY**

Out of Touch

## Obas

See C20, page 450 and C5 Ewarë o  
Reino Encantado da Amazônia, page  
101.

■ **BIRTHRIGHTS**

Mantle of the Orishas, Tale Craft

■ **FRAILTY**

Native Soil

## Sidhe

See C20 page 108.

Since the Elder Dark now rule Arca-  
dia, the sidhe have mostly adopted the  
Changeling Way. To do otherwise would  
be to condemn themselves the Elder  
Dark's clutches upon death.

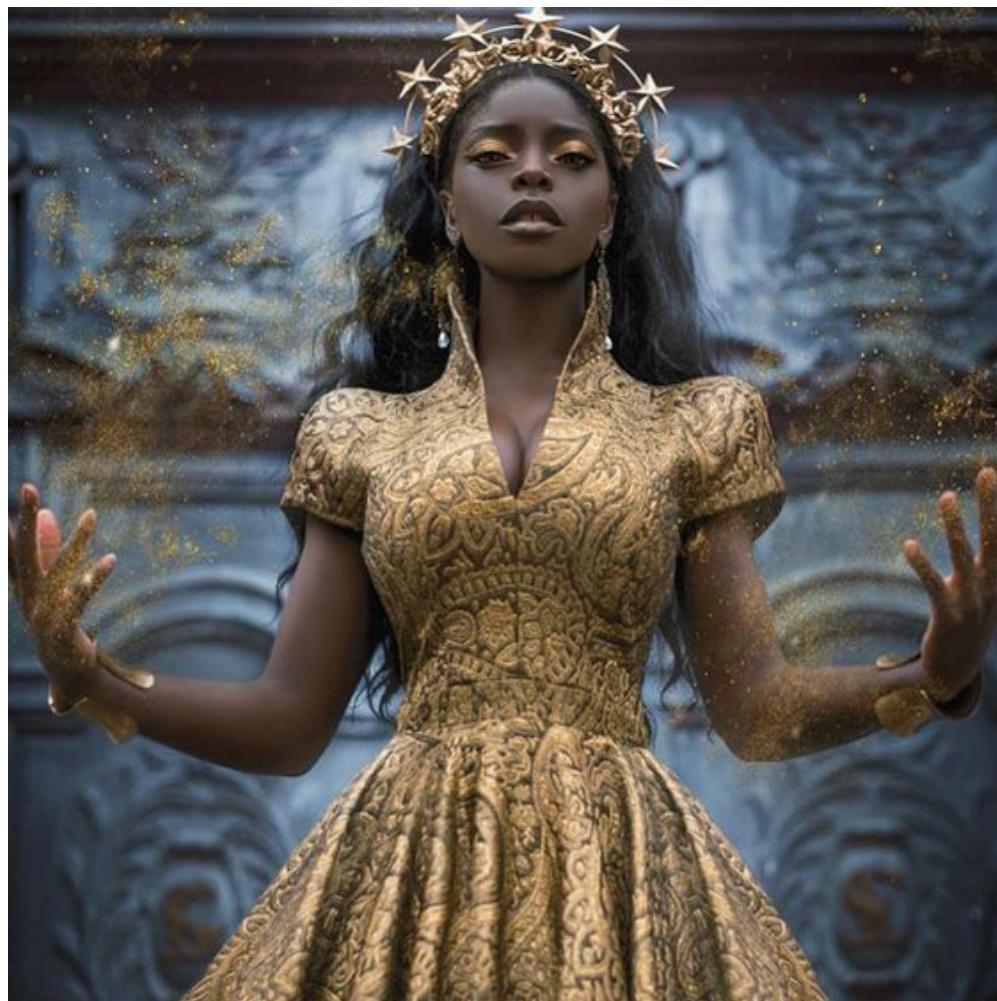
Affinity: Gremayre

■ **BIRTHRIGHTS**

Unearthly Beauty, Noble Bearing

■ **FRAILTY**

Adoration







# Passionates

*Lovers  
Peacocks  
Adrenaline Junkies  
Panderers  
Rakes*

The Wyrd ensures that all fae are creatures of passion living a life of extreme sensation compared to the limits of mortal propriety, but changelings who originate from the Passionate Legacy elevate intensity to an art form. For these fae, an experience is of tantamount importance. They love with the whole of their being and hate from the depths of their souls. They'll run a marathon just to feel their hearts pound in their chests. Sex is a religious ecstasy. Despite leaving a trail of broken lovers in their wake, they're never short on new paramours. Others can't help themselves from being consumed by a Passionate's fervor. Any Kith dedicated to the euphoria of sensation hails from the Passionate Legacy.

**Quest:** Passionates are always looking for a new experience, a new sensation, or some new emotional high. They have a deep, driving need to find something that can fill them with feeling.

**Ban:** The one thing Passionates can't stand is to have their feelings belittled or accused of being fake or exaggerated. Their emotions are real and deeply felt. To deny them is to deny the Passionates themselves.

## Kiths

### Aonides

See C20 page 387.

**Revelry:** Aonides ease their Nightmare by creating art in tandem with their lover or intimate partner (the player decides what counts as intimacy for this purpose).

**Unleashing:** The aonides' Wyrd is pure artistic inspiration — a splash of color, a chip of marble, wood shavings, graphite and chalk dust, and all manner of other art mediums combine in a whirlwind of chaos at the aonides' bidding.

■ **BIRTHRIGHTS**

Grace of Calliope

**Adonis' Ravaging:** Inflicts aggravated Willpower damage on the target. It can't remove all of the aonide's Nightmare points unless the character inflicts Burn Out.

■ **FRAILTY**

Arachne's Folly

### Djedi

See C5 Ewarë o Reino Encantado da Amazônia, page 92 and C20 Players Guide, page 86.

■ **BIRTHRIGHTS**

Magic In the Blood, All Eyes on Me

■ **FRAILTY**

Unsubtle, The Crash

### Karuanas



See C5 Ewarë o Reino Encantado

da Amazônia, page 56.

■ **BIRTHRIGHTS**

Beleza Encantadora, Forma Encantada, Benção do Rio

■ **FRAILTY**

Ligado ao Rio, Volúvel como a Maré

### Morganed

See C20 page 449.

■ **BIRTHRIGHTS**

Born of the Sea, Song of the Sea

■ **FRAILTY**

Bound to the Sea

### Nyan

See C20 page 427.

**Revelry:** Nyan love to pampered — waited on hand and foot, so much so it eases their Nightmare.

**Unleashing:** A nyan's Wyrd pounces from the shadows in a flurry of razor sharp claws, eviscerating any foolish enough to stand in her way.

■ **BIRTHRIGHTS**

Luck

**Wani Powers:** This activates when the nyan Unleashes.

■ **FRAILTY**

Curse

### Satyrs

See C20 page 102.

■ **BIRTHRIGHTS**

Gift of Pan, Physical Prowess

■ **FRAILTY**

Passion's Curse

### Selkies

See C20 page 104.

■ **BIRTHRIGHTS**

Seal Form, Ocean's Grace

■ **FRAILTY**

Seal Coat

### Swan Maidens

See C20 Players Guide, page 181.

■ **BIRTHRIGHTS**

Swan's Blessing, Love Conquers All

■ **FRAILTY**

Profound Loss, Mantle of the Maiden, True Love's Curse







# STALWARTS

*Paladins  
Bound  
Shield-bearers  
Indomitable  
Beasts*

**E**very fae is the hero of their own story — they can't help it; they're a being of myth, after all. Especially in the tumultuous time of the Ever Night, most changelings find something they're willing sacrifice themselves to protect. Stalwarts, however, have a burning in their souls to defend something, be it a person, an institution, an object, or an ideal. They often swear oaths publicly to preserve their charge, although some prefer a more quiet, informal approach toward safeguarding their commitment. Stalwarts appear in all shapes and sizes, but they're universally skilled in the ways of combat, a necessary expertise for their obligation. Any Kith concerned primarily with duty, ending hostilities by force, or defense arises out of the Stal-wart Legacy.

**Quest:** Stalwarts are always looking for victims of oppression or fights being waged against clearly weaker opponents. A Stalwart feels compelled to step in and ensure strength is punching up instead of punching down.

**Ban:** Stalwarts absolutely cannot handle being thought of as cowards. They would rather die than have their bravery questioned.

## Kiths

### Caiporas

See C5 Ewarë o Reino Encantado da Amazônia, page 44.

#### ■ BIRTHRIGHTS

Xerimbabo, O Presente de Boiaçu

#### ■ FRAILTY

Alma Errante

### Fuath

See C20 page 388.

**Revelry:** Fuath ease their Nightmare by spending time in wild lands unspoiled by humans.

**Unleashing:** A Fauth's Wyrd is filled with primal, animalistic intensity, taking on aspects of their favored animal.

#### ■ BIRTHRIGHTS

Animal Nature, Nature's Kin

#### ■ FRAILTY

Maenad's Madness

### Kokua

See C20 page 416.

**Revelry:** Kokua ease their Nightmare by doing some dangerous physical activity just because they can — climbing a volcano, surfing the biggest waves, etc.

**Unleashing:** Kokua Wyrd smashes with the thunderous force of the surf and burn with molten intensity of lava.

#### ■ BIRTHRIGHTS

Nimble, Swift

#### ■ FRAILTY

Cruel

### Rock Giants

See C20 page 402.

**Revelry:** Rock giants ease their Nightmare through feasting and gorging themselves until near bursting.

**Unleashing:** A rock giant's Wyrd is the essence of flint — it pierces like an arrow, cuts like fine blade, and even sparks to start a fire.

#### ■ BIRTHRIGHTS

Flint Coat, Prowess

#### ■ FRAILTY

Fury

### Tanuki

See C20 page 427.

**Revelry:** Tanuki love a good practical joke to ease their Nightmare.

**Unleashing:** Their Wyrd attacks

with the wolverine-like ferocity of a racoon dog — scratching, tearing, biting, and clawing.

■ **BIRTHRIGHTS**

Luck

Wani Powers: These activate when the tanuki Unleashes.

■ **FRAILTY**

Curse

## Trolls

See C20 page 112.

■ **BIRTHRIGHTS**

Titan's Power, Strong of Will and Body

■ **FRAILTY**

Bond of Duty





LEN



# TERRORS

*Grotesques  
Savages  
Horrors  
Creeps  
Darklings*

**A**nyone who pisses off a changeling will likely end up pissing themselves in fear shortly. Un-like the Fell, though, Terrors aren't simple brutes blinding people in fright. Fear is the most ef-fective teacher for all mortals. It ensures caution when warranted and keeps people alive when the temptation to do something stupid strikes. A frightening experience as a first memory is a near universal truth for all people regardless of culture or station. For descendants of this Leg-acy, dread is a tool honed to fine point. They choose their targets carefully — maybe someone who needs to learn a little humility, possibly someone who needs to change their self-destructive ways. When the Terror is done with them, it's a guarantee they're changed individuals. Any Kith that harnesses fear for their own ends originates from the Terror Legacy.

**Quest:** Terrors thrive when they can knock someone off balance or throw them off of their game. It creates opportunities they can exploit for their own ends.

**Ban:** The look of someone visibly shaken by the presence of a Terror validates her existence. If someone doesn't at least momentari-ly lose their composure, then what is the point of a Terror?

## Kiths

### Mapinguaris

See C5 Ewarë o Reino Encantado da Amazônia, page 63.

■ **BIRTHRIGHTS**

Poder Selvagem, Presença Horripilante

■ **FRAILTY**

Rastros de Destruição, Aparência Aterradora

### Matintas

See C5 Ewarë o Reino Encantado da Amazônia, page 70.

■ **BIRTHRIGHTS**

Laços que Unem, Previsto é Advertido

■ **FRAILTY**

Verdades Inevitáveis

### Naraka

See C20 page 390.

**Revelry:** Naraka ease their Nightmare when they're comforted by tokens related to their mysterious origins.

**Unleashing:** A naraka's Wyrd is wreathed in flame and consists of a thousand grasping arms to torment her foes.

■ **BIRTHRIGHTS**

Wrath of Kali Ma, Arms of Ravana

■ **FRAILTY**

Curse of Shiva

### Nümüzo'ho

See C20 page 400.

**Revelry:** The giants ease their Nightmare by losing themselves

in their chosen environmental or Native rights cause.

**Unleashing:** Nümüzo'ho Wyrd brings all of the natural elements to bear on his enemies — frigid air, searing fire, torrential water, and pounding stone.

■ **BIRTHRIGHTS**

Extraordinary Size, Rouse the Elements

■ **FRAILTY**

Disfigurment

### Redcaps

See C20 page 100.

■ **BIRTHRIGHTS**

Dark Appetite, Bully Brow-beat

■ **FRAILTY**

Bad Attitude

## River Hags

See C20 page 450.

■ **BIRTHRIGHTS**

Dark Appetite, Into the Depths

■ **FRAILTIES**

Tied to the River

## Sluagh

See C20 page 110.

■ **BIRTHRIGHTS**

Squirm, Sharpened Senses

■ **FRAILTIES**

Curse of Silence





ROS 15



# Tricksters

Rogues  
Fools  
Riddlers  
Pandoras  
Outlaws

**T**he fae are intimately familiar with the absurdities in life. The truth is, every single moment in faerie history when they had an opportunity to save themselves, they fell into infighting and squandered their chance. For all their power and wisdom accumulated over countless lifetimes, changelings are just as fallible as any mortal. Tricksters see the truths hidden in absurdity with an unparalleled clarity, and they feel utterly compelled to share them with the world. If there's a pompous ass who needs taken down a notch or a celebrated plan with a glaring flaw, a Trickster is sure to step in. Targets of their barbs rarely appreciate their brutal honesty, but changelings of this Legacy never let that deter them. Any kith dedicated to the truth, no matter how obscure they present it, or who revels in the farcical nature of existence grows from the Trickster Legacy.

**Quest:** Tricksters are a force for chaos in the world. They're ever vigilant for an opportunity to get someone to try something they normally never would, go someplace they'd never go, or say something they'd never otherwise say.

**Ban:** You've got to be a little crazy to stay sane in a crazy world is the fundamental tenant of Tricksters. Anyone telling them to get serious or act appropriately fails to recognize this.

## Kiths

### Clurichaun

See C20 page 90.

■ **BIRTHRIGHTS**

Twinkling of an Eye, Fighting Words

■ **FRAILTY**

Hoard

### Hanumen

See C20 page 426.

**Revelry:** Hanumen ease their Nightmare by wandering — walking about their village, city, or countryside looking for trouble to get into.

**Unleashing:** A hanumen's Wyrd is playful, teasing its target, convincing them to look elsewhere

when the real threat is right behind them.

■ **BIRTHRIGHTS**

Luck

■ **FRAILTY**

Curse

### Piskies

See C20 page 96.

■ **BIRTHRIGHTS**

Nimble, Blending In

■ **FRAILTY**

Light-Fingers

### Pooka

See C20 page 98.

■ **BIRTHRIGHTS**

Shapechanging, Confidante

■ **FRAILTY**

Untruths

### Sacis



See C5 Ewarë o Reino Encantado da Amazônia, page 110.

■ **BIRTHRIGHTS**

Cavalgar o Vento, Canção da Brisa

■ **FRAILTY**

Gorro Vermelho

### Wolpertinger

See C20 page 452.

■ **BIRTHRIGHTS**

Voracious Grazing, Prey

Alertness

■ **FRAILTY**

Unquenchable Appetite



# CHARACTERS

*“Imagination is the one weapon in the war against reality.”*

— JULES DE GAULTIER

Characters are the heart of any story we tell ourselves. Chronicles in the World of Darkness are no different. The characters are key to a storytelling game — they drive the plot with their needs and desires. They build tension as they come into conflict with the other inhabitants of the narrative. Their tales lead to triumph or heartache as they build a better world or sacrifice it for their own petty whims. Successful Changeling: The Dreaming chronicles always put the players' characters firmly in the driver's seat.

## Courts

The primary sects of the fae are the Seelie Court and the Unseelie Court, although there is a growing rebellion of changelings who reject the traditional court system entirely, these are called Rebel Court. The Shadow Court is not suitable for a playable character by default.

### Seelie

The Seelie Court is the embodiment of the **un-relenting heat of summer** combined with the **rejuvenating growth of spring**. The court exemplifies **light, new life, and order**. It sees itself as the

**protector of changeling society** and the **guardian of Wyrd**. Above all, the Seelie Court values **community** the most.

**BONUS:** Choose one Art: Pyretics 1, Sovereign 1, Spring 1 or Summer 1.

### Unseelie

The Unseelie Court is the embodiment of the **icy chill of winter** combined with the **bountiful harvest of autumn**. The court exemplifies **night, culmination, and chaos**. It sees itself as the **liberator** of individuals and the eternal **enemy of Banality**. Above all, the Unseelie Court values **independence** the most.

**BONUS:** Choose one Art: Autumn 1, Chicanery 1, Dragon's Ire 1 or Winter 1.

### Rebel

The Rebel Court is not a Court in traditional fae standards, they are more like a group of **revolutionary** changelings who have their specificities in each place they are organized, while maintaining a **rebel internationalism**. They utterly **reject the binary court system and the monarchy of changeling society** altogether, in their few regions taken from the Dark Court, they tend to adopt a **democratic** political system, often creating communes where all changelings **contribute** to society on a micro and macro level.

**BONUS:** Choose one Art: Legerdemain 1, Metamorphosis 1, Soothsay 1 or Wayfare 1.

Also Rebels don't receive the penalty from using a Cantrip in a target changeling with higher Title without their consent.

**FLAW:** Suspect (Fae Courts), can't buy any point of Title.

# Houses

**Only choose a House if you buyed at least a point of Title.**

The Shining Host long ago divided itself into great houses, who in turn represent different elements and interests of the Seelie and Unseelie Courts. Though the sidhe returned to a world that had all but abandoned such feudal concepts, the fact remains that the dreams of monarchy and idealized nobility remain, and none can deny that the Dreaming itself backed their claims (except for the Rebels). Like it or not, the houses rule the political landscape of the changelings, and so understanding them is critical for any changeling who hopes to make an impact on fae society.

Each noble house is a culture unto itself, with rites and traditions going back centuries. Those who seek to buck the established order thus face stiff opposition, though mavericks feel the reward of changing house practices can be worth the risk. Internal house politics are the epitome of ruthless courtesy, and yet there is often little alternative for those who wish to climb the ladder. Given that Noble kiths currently control a large part of the nobility, it is perhaps unsurprising that bias against titled commoners runs deep in all but the most unorthodox houses.

Of course, internal struggles are set against the backdrop of politics between houses, and since open warfare is frowned upon among the nobility, that only makes the intrigues and backstabbing even more ruthless. Nor is all politicking across the court divide, though that certainly is a big arena; conflicts between houses of the same court are common as different values and philosophies collide. Add personal elements like unlikely friendships or old grudges into the mix, and it all makes for an ever-shifting array of alliances, betrayals, favors, gossip, duels, parties, and conspiracies that can raise a savvy noble to the heights of power — or tear her down just as fast.

It is also worth noting that while rank terms have been standardized for simplicity's sake, nobles often receive alternatives or additions to the standard titles, ones that better reflect a noble's specific duties as well as a house's unique culture and perspective. A Gwydion investigator might receive the formal title of Lord Inquisitor, rather than simply "Baron," for example, while a ruthless Balor leader may hold the rank of "Lieutenant General" instead of "Countess." At formal events or in settings where this might cause confusion, the standard title is used first, followed by the house-specific one: "May I present Lord Bayard Tyrael, Storm-Champion of House Eiluned."

## Create or Adapt

You can create your own noble house or adapt those present in C20 to the context of cultures other than the traditional European ones of Kithain society.

# Mundane Way

The core struggle all changelings face is the erasure of their identity from a world that can't abide anything out of the ordinary. The vital spark at the core of their being is under constant threat of being snuffed out. They don't need Convictions, Touchstones, Ambitions, or Desires. Instead, changelings have Seemings, Dreamers, Quests, and Bans to help them hold onto their Wyrd.

## Seemings

All changelings have their Mortal Seemings. They allow the fae to pass through human society without creating a disturbance. Thanks to their Seemings, the mundane washes over and around them. The Wyrd stays safely hidden so as not to attract the ire of Banality. The player creates three or four brief statements describing how the character makes her way through the mortal world. Her true self will always be her Wyrd, but even the Lord of

the Thrice Spun Hollow has to pay rent.

## Dreamers

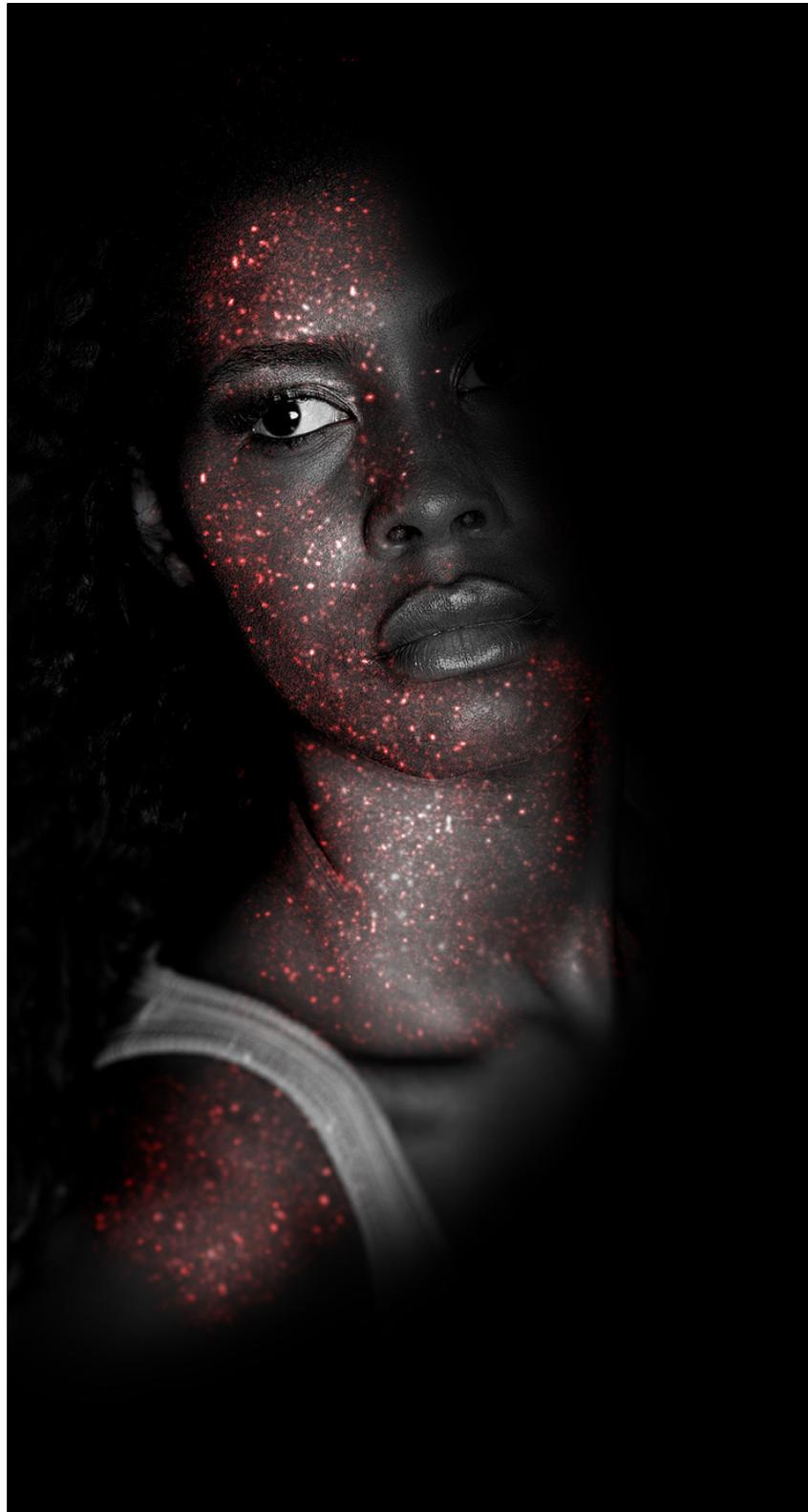
Dreamers are mortals who help a changeling stay connected to the Wyrd. They're creatives, free spirits, or people who simply approaching things from a unique perspective. They remind the character what it means to be a child of the Dreaming and provide a safe space to indulge in his Wyrd. They help ease his Nightmare, but the changeling must exorcise restraint. Even Dreamers are still creatures of the mundane. Their minds can only handle so much exposure to the Wyrd. Each character gains a number of Dreamers equal to the number of their Seemings.

## Quests

Quests function similarly to Vampire's Ambition and Desire (V5 page 173). The difference is that all changelings have three Quests at any given time. The first is a long-term Quest that is analogous to Ambition. The second is a short-term Quest that behaves as a Desire. The third is an on-going Quest provided by the character's Legacy. It's a yearning in the fae's soul that can never truly be resolved, but the character is driven to pursue it nonetheless. Actively working toward the on-going Quest allows the character to recover a point of Superficial Willpower damage once per session.

## Bans

Bans are the aspects of the mundane world that are antithetical to the character's Wyrd. They're so toxic to her faerie nature, they have the potential to destroy her very soul. Bans are deeply personal for changelings. Just as the Wyrd manifests differently for every fae, the avenue by which Banality infects her life is equally unique. All characters gain one Ban from their Legacy. The player chooses three more additional Bans. For advice on choosing Bans, see Antithesis in C20 page 269.







*All things must eventually end, but the ending of one story is merely the beginning of another by a different name.*



# ARTS AND REALMS

*“Real magic can never be made by offering someone else’s liver. You must tear out your own, and not expect to get it back.”*

— PETER S. BEAGLE, THE LAST UNICORN

Fair folk, the kindly ones — both are euphemisms for faeries. The terms were coined not out of love, but fear. People were desperate to remain in their good graces to avoid their capricious wrath. Stories abound of blighted crops, stolen children, and wild hunts in return for slights against the fae, both real and imagined. Many cultures even revered them as gods, so in awe were they of the fae’s power. The changelings of the here and now are greatly fallen from their heights of centuries past. They’re no longer the true fae of old and are cut off from their former glory, but to underestimate a changeling’s command of magic is pure folly. Even the blood lappers stalking the shadows of the modern nights take precautions not to draw their ire.

## Cantrips

Cantrips are the standard magic of changelings. It’s a form of focusing the Wyrd in a specific way that is able to survive contact with the mundane. By targeting the Art through a single facet of existence, a Realm, it’s insulated from the broader dangers the mundane poses. Casting a cantrip works nearly the same as in C20. Dice pools are as-

sembled the same, difficulty is 3 before any bunk is performed. Any additional successes (margin) fuel the power and magnitude of the cantrip, you can spend them by “buying” additional degrees for the Cantrip from C20 tables. Changelings only need to channel the Wyrd to cast their cantrip if the target is something mundane and unenchanted. If the target is among the Hidden, there is no need to part the Mists. Changelings may also channel their Wyrd to gain access to any Realm they don’t possess.

| CANTRIP  | MODIFIERS           |
|--|---------------------|
| Target or current location with high Banality (8+)         | +1 difficulty       |
| Targets changeling with higher Title without their consent | +1 difficulty       |
| Cantrip cast in a freehold or the Dreaming                 | -1 difficulty       |
| Cantrip cast on an enchanted mortal or Kinain              | -1 difficulty       |
| Using a Modifier Realm                                     | -1 dice             |
| Using Kith’s Affinity Realm                                | +1 dice             |
| BUNKS  |                     |
| Instant (Free Action)                                      | -1 or -2 difficulty |
| Elaborated (Full Action)                                   | -2 or -3 difficulty |
| Long (One or more scenes)                                  | -3 or -4 difficulty |

The minimum dice pool after the modifiers is one. If the difficulty drops to 0 or less, you gain an automatic success for each additional -1.

To achieve the maximum value of a bunk a player must perform a bunk that answers the question: *How effectively does the bunk bring the rules and reality of the Dreaming into the mundane world, or*

*the lack of?*

Shattering a mug on the floor in the neighborhood diner where everyone is used to the motley's shenanigans might grant -1 difficulty, but throwing a wine glass in a fancy restaurant should grant -2.

## Cantrip Summary

- **Cost:** One Channeling the Wyrd if the target is something mundane and unenchanted
- **Dice Pool:** Art + lowest primary Realm [Difficulty 3]
- **Common Modifiers:** Affinity Realm +1 dice, Modifier Realm -1 dice, Instant Bunk -1/-2 difficulty and Elaborated Bunk -2/-3 difficulty
- **Minimum:** 1 dice pool

# Unleashing

Changelings normally prefer to remain Hidden to avoid the twin threats of the mundane and the Dark, but circumstances may force them to Unleash their full majesty on their foes. When a changeling Unleashes, her Wyrd burns away the Mists keeping her hidden and embodies her true faerie heritage. While Unleashed, the character's entire dice pools become Nightmare dice regardless of her current Nightmare rating. Her Wyrd is fully manifested and lashing out against the mundane surrounding her. Her fae mien is more resilient than her mortal seeming. All sources of mundane damage only inflict superficial, except for cold iron. Any Hidden assets she may possess are brought through the Mists with her. The character has no need to channel the Wyrd to use them against the mundane while Unleashed. All of their magic manifests as the Unleashed version for the duration. Unleashing lasts for a scene. After the Unleashing is finished, the character's Nightmare is filled completely. If the character's Nightmare was already full, the character automatically suffers the consequences of failing a Channeling the Wyrd.

The Wyrd refuses to go quietly back into its shackles after being allowed to run wild.

When a changeling is unleashed, her Wyrd runs roughshod over any attempts to contain it in something as limited as a cantrip. Her magic can only manifest as its unleashed version. Unleashing works exactly as described in C20. The difference lies in the mechanics. The character's Wyrd rating is used as the dice pool when unleashing.

Any **Wyrd Failures** result in the magic going completely out of control in ways that are a direct threat or have unfortunate consequences for the character as it becomes infected by the Darkening. Since an unleashing is a manifestation of the Wyrd and the character's Wyrd is an extension of herself, one level of her Wyrd becomes Darkened.

On any **Wyrd Success**, the magic runs out of the character's grasp. It still has basically the results she was attempting, but it manifests in ways the character would rather not or has some long-term consequence for her even after the magic fades. Rampaging fae magic from a Wyrd Success might also attract the attention of the changeling's foes — one of the Frozen to shut it down, the Fell to convert or eliminate the competition, a Branded looking for his next hit of Wyrd, or one of the Tithed seeking an opportunity for revenge.

## Unleashing Summary

- **Cost:** Free
- **Dice Pool:** Wyrd rating
- **Duration:** A scene, while active all your dices becomes Nightmare Dices
- **Effects:** Inflicts all damage on Hidden Health track, reveals all Hidden including fae mien, all of their magic manifests as the Unleashed version, no need to channel the Wyrd to use them against the mundane.
- **Wyrd Failure:** One level of her Wyrd becomes Darkened
- **Wyrd Success:** You lose control of Unleashing magic
- **Post Effect:** Fill all your Nightmare

# Arts

Arts work as presented in **C20**, except their Wyrd and Chimerical classifications may be ignored. If a Trait or rating is indicated that doesn't exist in **WoD5**, the Storyteller should use the closest substitute instead. If an effect is called for that completely goes against the rules of the game, a new, thematically appropriate effect should be used in its place. For example, Wayfare 2: Quicksilver has the ability to grant extra actions. Extra actions aren't available in **WoD5**, so an alternate effect must be used instead. Such as, each success grants the target an additional die to its dice pool for its next contested physical action, be it attack, defense, or anything else someone is trying to stop them from accomplishing. The target simply moves too fast to be effectively countered.

# Realms

Realms behave the same as in **C20** with a few exceptions, most notably Actor and Fae. All stories, no matter how they become changed to be more palatable, always return to their original form eventually. In the Ever Night, changelings have tapped into some of their older legends from before the Victorians sanitized faerie tales into socially acceptable children's stories.

Realms are divided in two categories:

**PRIMARY REALMS:** Actor, Nature and Prop

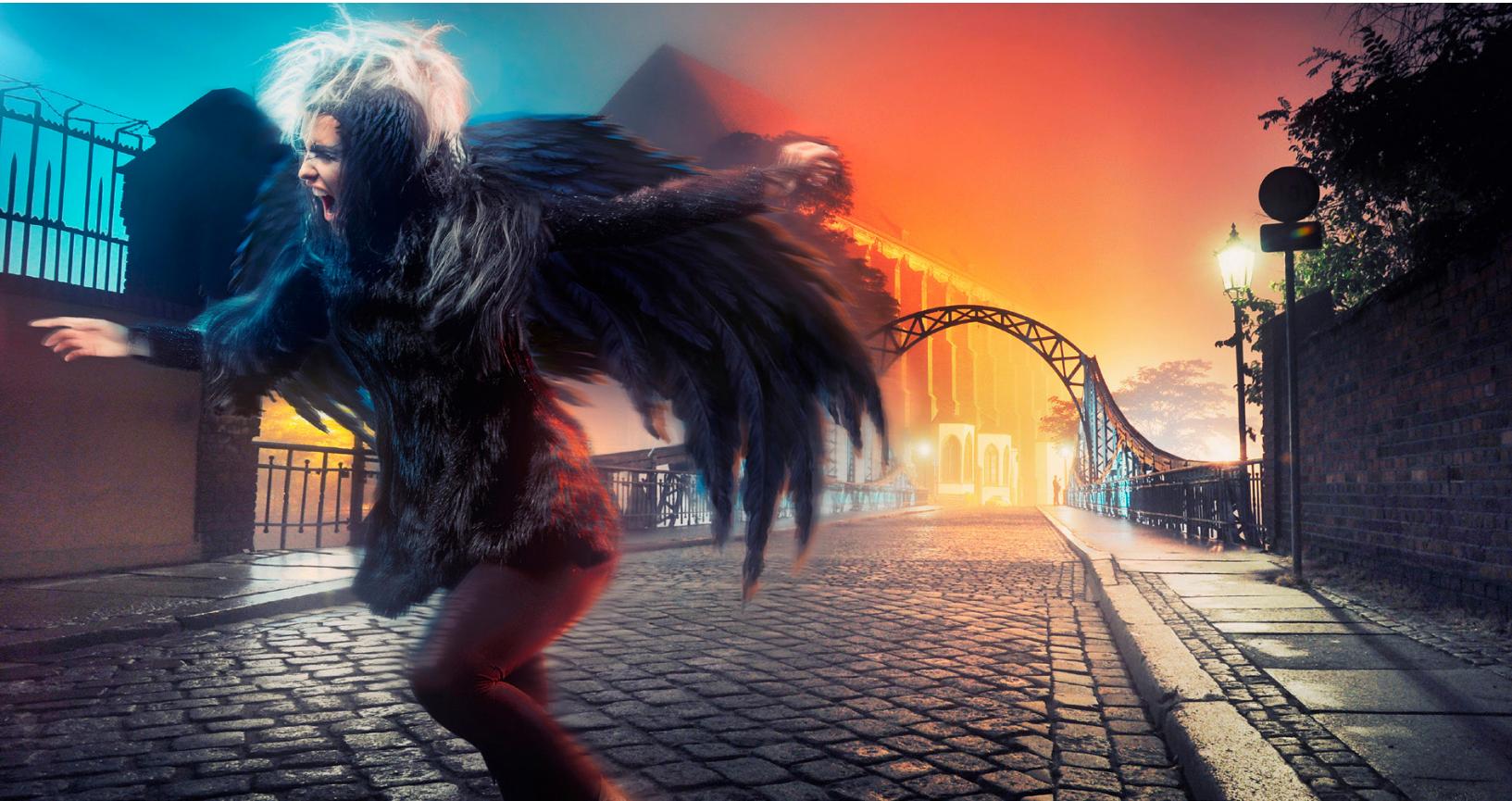
**MODIFIER REALMS:** Gremayre, Scene and Time  
(-1 dice on Cantrips)

## Actor

- **BEHOLDEN DEBTOR** — The person is in debt to the changeling be it monetarily or simply favors owed.

- **IMPOLITE CHURL** — The person broke the rules of decorum or hospitality in a domain the changeling considers his own.

- **TRUE NAME** — The changeling knows the person's name as she thinks of herself and the



changeling holds no power over her otherwise.

•••• **DIRE ENEMY** — The person is in open opposition to the changeling and doesn't fit into any previous levels of Actor.

•••• **COMPLETE STRANGER** — The person is someone the changeling knows nothing about and has no feelings about one way or the other, a mere background player in the changeling's life.

## Gremayre

Gremayre is one of the three modifier Realms. It cannot be used to ground an Art on its own, but must instead be used in conjunction with Actor, Nature, or Prop. Gremayre is the Realm of magic and the ways of Wyrd, as well is essential for modifying all things related to the Dreaming, including mortal and Prodigal magic and mystic practices. Also known as **Special Effects** by newer Changelings. The Realm is a modification of Fae present in C20, with the exception that any sentient being, be they mortal, fae, or otherwise, is under the auspice of Actor. Crafted items beyond the Mists are commanded by Prop. The flora and fauna of the Dreaming belong to Nature. Gremayre can add an extra spice to any Cantrip, affecting magic and its influences directly. (Individual Storytellers may rule whether you can include cumulative effects from multiple levels of the Gremayre Realms or whether you pay the -1 dice cost per effect added, similar to how to handle multiple instances of the Time Realm)

• **CONTROLLED CANTRIP** — Although most tales of magic gone out of control deal with Unleashing, many Arts have their own unintended consequences when they go horribly right, a lesson that many wielders of Hopscotch learn the hard way. Debates over whether Controlled Cantrips are Banal or not have been a topic of metaphysical contention, and will likely never be resolved. Arguments in favor of Controlled Cantrips argue that they do not deny magic, and that understanding restraint is both a protective factor against Nightmare and crucial to learning more advanced manipulation of Cantrips. Arguments against Controlled Cantrips argue that attempting to

limit the effects of Wyrd are a stepping stone to Dark Magic or wishing to deny Wyrd outright, and every respectable Unseelie knows that Wyrd is free; the fact that it is harder to cast a Cantrip when attempting to cap its full potential is all the proof that opponents against Controlled Cantrips need. Regardless of ideology, a Changeling opting to use Controlled Cantrip can choose the maximum number of successes for a Cantrip, using this level of Gremayre negates any criticals, turning two 10s into just 2 successes, this of course cancel a Wyrd Success.

**Possible examples:** A Changeling with Wayfare 2 and Actor 2 could choose a maximum of 1-3 successes, with excess successes being discarded.

•• **QUIXOTIC DILEMMA** — Some potential targets seem to defy clean categorization. Prodigals tend to be the main example of this, but this age continues to showcase examples of increasingly sophisticated AI, gene-editing, and other fields of research blur the lines between man, animal, vegetable, or mineral. For such dilemmas where the best fit Realm is not clear-cut, Quixotic Dilemma "resolves" the issue by treating a specific aspect of the target as its main aspect. This is the first Realm needed in order to target supernatural effects, such as Cantrips, Oaths, Sphere Magick, Gifts and other powers from Prodigals. In this case, Quixotic Dilemma requires the Realms "most like" what the magic effect would target.

**Possible examples:** Manipulating an active instance of the Control Machine Gift would require Prop 3 or 4: Mechanical Device or Complex Machine and Gremayre 2: Quixotic Dilemma.

••• **SUBTLE CONTAGION** — Normally when a Cantrip is declared, the target must be exactly defined. This can be problematic in the heat of combat, where circumstances change fast. Subtle Contagion lets one replace an exact Realm target with a relational target, provided that the target is "known" at the time the Cantrip is cast. Subtle Contagion uses Realms as "qualifiers" to determine the "relationship" of the target. A "relation" may only be one degree of separation away from its target: You could target the last person that spoke

to Kevin Bacon (provided that person is "known" at the time), but not the mother of the last person that spoke to Kevin Bacon, so to speak.

**Possible examples:** "Target the nearest enemy" uses the Actor Realm as the main realm, but Scene as the "qualifier realm".

"Target the next person hit with this sword" would use Actor, but Prop as a Qualifier Realm.

A special note: By combining Subtle Contagion with Time 3: Cause and Effect, the trigger of the delayed Cantrip may become "immediately known" by the Cantrip cast with Subtle Contagion. Thus, Time 3 and Gremayre 3 can be used to create wards or watcher effects, or to even create scrolls or other temporary effects.

**.... ASSOCIATIVE ART** — Associative Art is considered an important level of Gremayre for any Changeling with dreams of entering the Crystal Circle (a cabal of the most powerful Seelie Kithain sorcerers known). A Changeling that opts to use Associative Art does not perform a Bunk, but may instead immediately claim the difficulty reduction of the most recent Bunk used during that turn; this reduction bonus is reduced by one for each subsequent uses of Associative Art by fellow Changelings.

This level also allows "output/input" linkage of two Cantrips together. For example, combining Soothsay 2 and Soothsay 3, to summon a Will-O-The-Wisp to go to a destination, and then simultaneously spy through it via a TV.

**..... HIGH MAGIC** — High Magic allows the Changeling to perform the Cantrip as an Extended Action, with each roll beyond the first costing an extra Channeling the Wyrd and one point of Willpower. Arts which already use Extended Rolls (e.x. Naming 5 and Infusion 5) require this Realm.

This level also allows a counter-spell of cantrips. So based on a common "cantrip" you could reflexively use your dices to cancel the same Art that is running as long as you have the same Art (at least one point in it).

## Nature

This Realm encompasses the raw elements and

awesome forces of nature. It is defined by a classical and holistic understanding of natural phenomena and substances, rather than a clinical one.

- BASE ELEMENT** — The changeling may direct a cantrip at discrete manifestations of the four classical elements (air, earth, water, and fire). These manifestations must be fairly straightforward and inorganic. Because it's difficult to quantify discrete manifestations of air, that element often requires the Scene Realm as well.

**Possible examples:** A puddle, a big stone, a campfire, the soil of a grave, all the water in a bathtub.

- RAW MATERIAL** — The changeling may affect unliving, organic material such as wood, paper, rope, hemp, and the like.

**Possible examples:** A wooden shelf, a wooden fence, a sheet of paper, a hand-rolled joint, the mooring line for a small boat, a steak dinner.

- VERDANT FOREST** — At this level of initiation, the changeling may now direct her cantrips at living plants.

**Possible examples:** A planter of flowers, a potted cactus, a mighty oak, creeping kudzu vines, a fresh apple, a weeping willow.

- FERAL ANIMAL** — Adepts of the Nature Realm gain power over living animals, great and small. People who have been transformed into animals (hey, it happens) are governed instead by the Realm reflecting their base form (usually Actor), as are Prodigals such as werewolves who transform freely between human and bestial forms.

**Possible examples:** Your dog, a stray cat, the tigers at the zoo, the crow sitting on your roof, the goldfish who is now the only witness to a murder.

- NATURAL PHENOMENA** — The most refined mastery of Nature grants the changeling the ability to directly target natural phenomena: weather patterns, volcanic eruptions, earthquakes, and the like.

+ **Gremayre 2:** This rank of Nature also includes the Wyrd in its natural state, be it Unleashed, radiating forth from a dreamer, or simply raw dream-stuff.

**Possible examples:** A fog bank, a storm cloud, a

geothermal vent.

## Prop

Prop is the Realm governing objects of all sorts, from table knives to telescopes. Props are worked objects not falling into the parameters of the Nature Realm, including all refined metals, plastics, and compound materials.

Prop can never, under any circumstances, affect objects made of cold iron.

- **ORNATE GARB** — The changeling may target anything that is commonly worn, or currently being used as clothing or a body decoration.

**Possible examples:** A dress, a shirt, jewelry, tattoos, makeup, a small padlock worn as an earring, your boss's toupee.

- **CRAFTED TOOL** — The changeling may now enchant any object that doesn't use electricity and has no moving parts.

**Possible examples:** A club, a knife, a sword, a crowbar, a screwdriver, a hand saw, a glass coffee table, a mug, a mattress, a lucky coin.

- **MECHANICAL DEVICE** — The changeling's mastery of Props grows to encompass objects with moving parts, so long as they don't require fuel or an electrical power source.

**Possible examples:** A gun, a skateboard, a bicycle, a door, a combination lock, an action figure, a swing set.

- **COMPLEX MACHINE** — At the higher ranks of facility with the Prop Realm, the changeling gains the ability to ensorcel machines that require fuel or electricity, so long as the object is fairly easily to explain, use, and understand.

**Possible examples:** A toaster, a chainsaw, a car, a printing press, a stun gun, an oven, a telephone, a lamp.

- **ARCANE ARTIFACT** — At the apex of the Prop Realm, the changeling discovers the secrets of working Glamour upon even the most complex of devices — those of inscrutable working or function, or that depend upon delicate and complex electronics.

**Possible examples:** An X-ray machine, a television, an iPod, a smartphone, a computer.

## Scene

Scene is one of the three modifier Realms. It cannot be used to ground an Art on its own, but must instead be used in conjunction with Actor, Nature, or Prop. Scene expands the effects of the Realm it modifies to encompass as many relevant targets as the changeling desires within the described zone — for example, if Scene were coupled with Actor 4: Dire Enemy, a cantrip could be used upon all of the changeling's enemies within the area; if it were combined with Prop 4: Complex Machine, the changeling might enchant all of the cars in a parking lot.

- **THE CHAMBER** — The first dominion of the Scene realm is the Chamber, allowing the changeling to affect all subjects within a small, discrete, enclosed area.

**Possible examples:** A den, a closet, a garage, a bedroom, a utility shed.

- **THE COTTAGE** — The second domain of Scene encompasses a small, contiguous building, allowing the Kithain to work a cantrip upon all subjects within.

**Possible examples:** A mobile home, a one-story house, an old cabin in the woods, a bomb shelter.

- **THE LONELY LANE** — Adepts of Scene may work a cantrip upon an entire highway or road, stretching as far as the eye can see, and anything on it or immediately adjacent to it (such as in adjoining yards or on the sidewalk, but not inside of buildings).

**Possible examples:** A lonely country road, a city block, a suburban street, a hiking path, an interstate highway.

- **THE GLEN** — The changeling may lay a cantrip over all subjects within an entire discrete, easily-defined outdoor location. Anyone inside of a structure that happens to be within the area is exempt.

**Possible examples:** A park, a lake, a forest, a hill.

- **THE CASTLE** — The greatest works of Scene can amplify a cantrip to target all relevant subjects within a single massive structure or a cluster of smaller buildings that fall under a single intuitive

header.

**Possible examples:** A castle, an office building, a university campus, an office park, a shopping mall, a hotel.

## Time

Time is one of the three modifier Realms. It cannot be used to ground an Art on its own, but must instead be used in conjunction with **Actor**, **Nature**, or **Prop**. Time allows the changeling to manipulate a cantrip in various ways, winding its Wyrd through time in increasingly complex permutations.

• **THREE-FOLD** — The duration of the cantrip is tripled.

•• **SUSPENDED SANDS** — The cantrip's effect is delayed, and will activate at a time of the player's choosing (set when the cantrip is cast), up to a year and a day in the future.

••• **FATEFUL TRIGGER** — Rather than being delayed by a set amount of time, the cantrip may be set to "hang" until a specified trigger occurs, set by the player. Examples include "the next time a Kithain walks through the door," "the next time Bill the Sluagh walks through the door," or "the next time the door is opened." The character must use the appropriate Realm or Realms for the target of the trigger.

•••• **BRIGHT ECHOES** — After the cantrip ends, it automatically reactivates a second time. The second activation applies the cantrip's effects as though it rolled only a success without any margin, no matter how many successes the original cantrip generated. If the first use of the cantrip failed, so does its echo.

••••• **GLORIOUS RENEWAL** — The Cantrip becomes seasonal and reactivates after being dormant. The specific circumstance for the Cantrip reactivating is dictated by the player, but must involve a significant marker (such as an equinox, eclipse, birthday, etc.) and there must be significantly more time between activations than the duration of the cantrip.



# ANTAGONISTS

*“Things fall apart; the centre cannot hold;  
Mere anarchy is loosed upon the world,  
The blood-dimmed tide is loosed, and everywhere  
The ceremony of innocence is drowned;  
The best lack all conviction, while the worst  
Are full of passionate intensity.”*

—WILLIAM BUTLER YEATS, THE SECOND COMING

The Ever Night holds unprecedeted threats for the fae. The Branded stalk them. The Fell war against them. The Frozen crush them. And the Tithed extract vengeance from them. Changelings must tread carefully. When they act, it must be boldly and with a plan. Stumbling headfirst into the dangers posed by the fae's enemies is a sure fire way to become a dead changeling, or worse — an empty shell where a fae once stood or even bolstering the ranks of the Fell.



# The Branded

The Branded are former changelings who, through some trauma or other catastrophic experience, have been completely cut off from the Dreaming. Their brands permanently mark them as evidence of their excommunication. Their only option for easing their Nightmare is to Ravage changelings. To restore their Wyrd lost to Banality, they can't simply find a way to grow closer to the Dreaming. They must forcefully take it for themselves. The Banded kill and consume a changeling's Wyrd to replenish their own.

For a complete description and rules for the Branded, see C20, Dauntain, page 359.

# The Fell

The Fell are the children of the Elder Dark and changelings who're consumed by the Darkening. Their original paradise, a savage, primal world, was destroyed by the First Born to make room for the world of humanity. The Fell have never forgiven the children of the First Born for what they did to them. Since the ancient oaths granting changelings dominion over the Dreaming have fallen, the Elder Dark and their Fell claimed in for themselves. Now they're expanding, attempting to take over the Earth and reshape humanity's collective psyche, and in the end, do to the children of the First Born what they once did to them.

For a complete description and rules for the Fell, see C20, Thallain, page 368.





# The Frozen

The Frozen are mortals so immersed in the mundane, they've become living avatars of Banality. Somehow, they're able to command the mundane world the same changelings have control over the Wyrd. They crave order, and any rough edge will be ground down beneath their iron heels. The Frozen often occupy positions of power in mortal society, a lofty perch from which they dictate what is acceptable and what must be destroyed. When they talk, they exert an eerie influence over their fellow mortals. Even avowed non-conformists can't help but agreeing with the Frozen. For anyone who disagrees, they won't hesitate to enter social combat with them and break their souls.

For a complete description and rules for the Frozen, see C20, Autumn People, page 363.

# The Tithed

Every changeling, the first time she took a mortal body as a shield against the mundane, had to remove the mortal's soul first before adopting the Changeling Way. These souls were sent to Arcadia, to live in an eternal paradise. At least, that's what the fae told themselves. After the Elder Dark took control, they discovered an entire army of willing soldiers looking for revenge against those who stole their bodies. When the Tithed first appeared in the Ever Night, it was believed they were solely the counter parts of changelings who recently returned from Arcadia and refused to adopt the Changeling Way. They quickly discovered their mistake when Tithed targeting changelings of the Interregnum appeared. The Tithed have a spiritual connection to their changeling, allowing them to slip right into her mortal Seeming while the changeling is otherwise occupied. A Tithed in that position can do unimaginable damage to the changeling's personal life and Dreamers. Some Tithed have started with mortal supernatural hunters, including those of the Second Inquisition, exposing changelings as yet another otherworldly threat, using their own stolen life as proof. Thanks to their time in Arcadia, the Tithed have a Wyrd rating and are able to defend themselves, and even wield, changeling magic.





# Character Creation Summary

## CORE CONCEPT

What was your character's mortal name? What did they do? Where and when were they passed by Chrysalis? What is their fae's True Name? Where are they now? Write your character's name on the Relationship Map.

## CHANGELING CONCEPT

Choose your Court, see page 67. Pick your Legacy and Kith, see page 35.

## ATTRIBUTES

Take one Attribute at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1.

Health = Stamina + 3; Willpower = Composure + Resolve. Add free specialties to Academics, Craft, Performance, and Science Skills. Take one more free specialty.

## SKILLS

Pick one Skill distribution.

- **Jack of all trades:** One Skill at 3; eight Skills at 2; ten Skills at 1
- **Balanced:** Three Skills at 3; five Skills at 2; seven Skills at 1
- **Specialist:** One Skill at 4; three Skills at 3; three Skills at 2; three Skills at 1

## ARTS AND REALMS

Changelings receive 3 dots of Arts and 5 dots of Realms, see C20 pages 197-232 for Arts and 74 for Realms.

## ADVANTAGES

Spend 7 points on Advantages, and take 2 points of Flaws. Add any new supporting cast from Advantages and Flaws to the Relationship Map.

## SEEMINGS AND DREAMERS

Select three to four Seemings, see page 68. Create an equal number of Dreamers, see page 69, and add

them to the Relationship Map. Together with the Storyteller and players you choose Chronicle Tenets, see V5 page 174.

Set Nightmare at 1 and Banality at 1.

## QUESTS AND BANS

All characters gain one Quest and one Ban from their Legacy. Select two more additional Quests and three more additional Bans, see page 69.

## SEA OF TIME

Together with the Storyteller and other players, decide if your motley are:

- **CHIDLING:** A Changeling characterized by a desire to discover and adventure, see C20 page 84.
  - Wyrd 6
  - Begin with only 1 dot of Art and 3 dots of Realms
  - Begin with only 3 points on Advantages
- **WILDER:** A Changeling characterized by a desire to explore and push boundaries, see C20 page 85.
  - Wyrd 5
  - +15 experience points
- **GRUMP:** A Changeling characterized by a desire to build and protect, see page C20 page 86.
  - Wyrd 4
  - 1 dot of Wyrd become Darkened
  - Adds 2 points of Advantages
  - Adds 2 points of Flaws
  - +35 experience points

## TRAITS COSTS: EXPERIENCE

| TRAIT              | EXPERIENCE POINTS |
|--------------------|-------------------|
| Increase Attribute | New level x5      |
| Increase Skill     | New level x3      |
| New Specialty      | 3                 |
| Art                | New level x5      |
| Realm              | New level x4      |
| Advantage          | 3 per dot         |
| Wyrd*              | New level x10     |

\* Special conditions

## CHANGELING: THE DREAMING

# Summary Sheet

## ATTRIBUTES

- **Strength:** Exertion of force by the muscles (Physical)
- **Dexterity:** Agility, grace, eye-hand coordination (Physical)
- **Stamina:** Toughness, resilience, endurance (Physical)
- **Charisma:** Charm, magnetism, strength of personality (Social)
- **Manipulation:** Getting others to do what you want (Social)
- **Composure:** Self-control, cool, calm head (Social)
- **Intelligence:** Memory, reasoning, intellect (Mental)
- **Wits:** Cleverness, intuition, spur-of-the-moment decision-making (Mental)
- **Resolve:** Focus, concentration, attention (Mental)

## SKILLS

- **Academics:** Humanities and liberal arts, book learning (Mental)
- **Animal Ken:** Animal handling and communication (Social)
- **Athletics:** Running, jumping, climbing (Physical)
- **Awareness:** Senses, being aware of your surroundings, spotting threats (Mental)
- **Brawl:** Unarmed combat of all types (Physical)
- **Craft:** Crafting, building, shaping (Physical)
- **Drive:** Operating vehicles (Physical)
- **Etiquette:** Politeness in social settings (Social)
- **Finance:** Handling, moving, and making money (Mental)
- **Firearms:** Using ranged weapons, such as guns and bows (Physical)
- **Insight:** Determining states of mind and motives (Social)
- **Intimidation:** Getting another person to back down (Social)
- **Investigation:** Following clues, solving mysteries

(Mental)

- **Larceny:** Breaking and entering, guarding against that (Physical)
- **Leadership:** Directing and inspiring others (Social)
- **Medicine:** Healing injuries, diagnosing disease (Mental)
- **Melee:** Armed hand-to-hand combat (Physical)
- **Occult:** Secret lore, both real and unreal (Mental)
- **Performance:** Expressing art in person to an audience (Social)
- **Persuasion:** Convincing others (Social)
- **Politics:** Handling, moving, and making government (Mental)
- **Science:** Knowledge and theory of the physical world (Mental)
- **Stealth:** Not being seen, heard, or recognized (Physical)
- **Streetwise:** Understanding the ins and outs of criminal and urban society (Social)
- **Subterfuge:** Tricking others into doing your will (Social)
- **Survival:** Remaining alive in adverse surroundings (Physical)
- **Technology:** Understanding and using modern technology, computers, and online activity (Mental)

## COURTS

- **Seelic:** The embodiment of the unrelenting heat of summer combined with the rejuvenating growth of spring.
- **Unseelie:** The embodiment of the icy chill of winter combined with the bountiful harvest of autumn.
- **Rebel:** A growing rebellion of changelings who reject the traditional binary court system entirely and the monarchy as a whole.

## LEGACIES AND KITHS

- **Lore Keepers:** Academics emerge from all Legacies, but the Lore Keepers elevate scholarship to an art form.
  - Biloko
  - Boraros
  - Curupiras
  - Eshu
  - Fu Hsi
  - Kahuna
  - Korred
  - Moiræ
  - Obambo
- **Makers:** All changelings create, but those fae of the Maker Legacy are the quintessential artisans.
  - Boggans
  - Hana
  - Kuino
  - Nockers
  - Okubili
  - Wichtel
  - Yunwi Tsunsti
- **Nobles:** Any changeling with the correct disposition has the capability for leadership, but Nobles are born to rule.
  - Alicantos
  - Ali'i
  - Fir-bholg
  - Merfolk
  - Oba
  - Sidhe
- **Passionates:** The Wyrd ensures that all fae are creatures of passion living a life of extreme sensation compared to the limits of mortal propriety, but changelings who originate from the Passionate Legacy elevate intensity to an art form.
  - Aonides
  - Djedi
  - Karuanas
  - Morganed
  - Nyan
  - Satyrs
  - Selkies
  - Swan Maidens

- **Stalwarts:** Every fae is the hero of their own story — they can't help it; they're a being of myth, after all.

- Caiporas
- Fuath
- Kokua
- Rock Giants
- Tanuki
- Trolls

- **Terrors:** Anyone who pisses off a changeling will likely end up pissing themselves in fear shortly. Unlike the Fell, though, Terrors aren't simple brutes blinding people in fright.

- Mapinguaris
- Matintas
- Naraka
- Nümüzo'ho
- Redcaps
- River Hags
- Sluagh

- **Tricksters:** Tricksters see the truths hidden in absurdity with an unparalleled clarity, and they feel utterly compelled to share them with the world. If there's a pompous ass who needs taken down a notch or a celebrated plan with a glaring flaw, a Trickster is sure to step in.

- Clurichaun
- Hanumen
- Piskies
- Pooka
- Sacis
- Wolpertinger

## ARTS (C20 page 197)

- **Autumn** (C20 p. 197): Fear, shadows, and decay
- **Chicanery** (C20 p. 200): Perception, memory, and trickery
- **Chronos** (C20 p. 201): Tempo, history, and time control
- **Contract** (C20 p. 203): Oaths, deals, and fae bargains
- **Dragon's Ire** (C20 p. 205): Superhuman feats of physical prowess
- **Infusion** (C20 Players Guide p. 184): Manipulating and altering Wyrd



- **Legerdemain** (C20 p. 207): Illusion, sleight of hand, and telekinesis
- **Metamorphosis** (C20 p. 209): Shapeshifting and transformation
- **Naming** (C20 p. 211): Mastery of the fundamental essence of things
- **Onciomancy** (C20 p. 213): Dreams and slumber
- **Primal** (C20 p. 215): Mastery of the elements and the natural world
- **Pyretics** (C20 p. 217): Fire, heat, and purification
- **Skycraft** (C20 p. 219): Weather manipulation and control
- **Soothsay** (C20 p. 221): Clairvoyance, prophecy, and fate
- **Sovereign** (C20 p. 223): Leadership, command, and obedience
- **Spring** (C20 p. 225): Growth, life, and protection
- **Summer** (C20 p. 227): Energy, passion, and light
- **Tale-Craft** (C20 Players Guide p. 186): The power of storytelling itself
- **Wayfare** (C20 p. 229): Movement, freedom, and journeys
- **Winter** (C20 p. 231): Cold, ice, and the death of emotion

#### REALMS (see page 74)

- **Actor:** Affecting any sentient being
- **Gremayre:** Essential for modifying all things related to the Dreaming, including mortal and Prodigal magic and mystic practices. Also adds special effects to Cantrips.
- **Nature:** Affecting animals, plants, and natural phenomena and the flora and fauna of the Dreaming
- **Prop:** Affecting devices and man-made items of all kinds and crafted items beyond the Mists
- **Scene:** Affecting large areas or multiple targets at once
- **Time:** Affecting the duration or triggering of cantrips

#### ADVANTAGES AND FLAWS

##### Merits

(V5 page 181)

- **Linguistics** (All)
  - **Looks** (All)
  - **Archaic** (All)
  - **Mythic** (only Folkloric Bane – adapted)
- (V5 page 181)
- **Psychological Traits** (All)
  - **Substance Abuse** (All)

\*You can adapt Merits and Flaws of C20 (page 176)

##### Backgrounds

(V5 page 186)

- **Allies** (All): Human associates, usually family or friends
- **Contacts** (All): The information sources you possess
- **Fame** (All): How well-known you are among humans
- **Haven** (All but Warding – named as ‘Safe House’): A place to sleep safely
- **Influence** (All): Your political power within human society
- **Resources** (All): Wealth, belongings, and income
- **Retainers** (All): Followers, guards, and servants or enchanted mortals who assist you in your endeavors

(H5 page 72)

- **Mask** (All): A false identity, complete with documentation
- **Mentor** (All): A Changeling who advises and supports you: a mentor, patron, or confederate (C20 page 168)
- **Hidden** (Chimera): Items or companions of yours that only exist in the chimerical world
- **Holdings:** A faerie freehold that you claim as your own
- **Remembrance:** Your intuitive link to the Dreaming and the collective knowledge possessed by all fae, possibly even your own past lives
- **Title:** Your rank in the Kithain or Gallain nobility
- **Treasures:** An item of yours that has magical

powers of its own

#### NOBLE HOUSES (C20 page 119)

##### Seelie Court

- **Beumayn:** Haunted seers and monster hunters plagued by an old crime
- **Dougal:** Stoic inventors and craftsmen whose bodies become one with their trades
- **Eiluned:** Talented magicians and investigators whose curiosity often causes trouble
- **Fiona:** Fearless adventurers and romantics with notoriously stormy personal lives
- **Gwydion:** Renowned leaders gifted at detecting lies but possessed of fearful tempers
- **Liam:** Political outcasts determined to speak up for commoners and mortals
- **Scathach:** Mysterious warriors who avoid politics and associate with Prodigals

##### Unseelie Court

- **Aesin:** Domineering lords of the wilderness who rule over mortals like nobles of old
- **Ailil:** Master politicians and manipulators, if sometimes too clever for their own good
- **Balor:** Ruthless warriors and implacable foes marked by freakish Fomorian blood
- **Danaan:** Walkers of the Dreaming, recently returned to herald a great change
- **Daireann:** Consummate hosts and renowned poisoners, prone to ill-timed boasting
- **Leanhaun:** Peerless artists and patrons with a vampiric hunger for mortal Glamour
- **Varich:** Cold and calculating strategists who will bet everything on the right

